

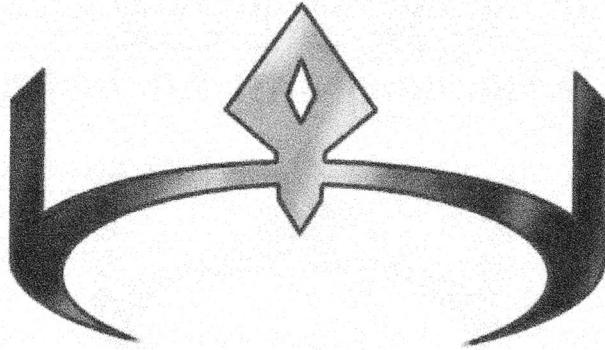
# ARDJEN ETERNAL



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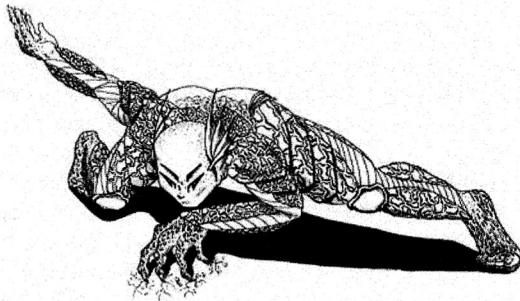
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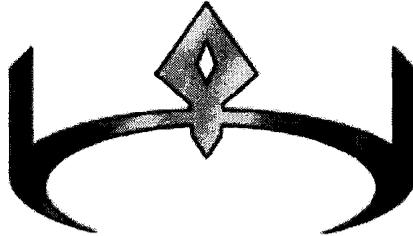


# ARDUIN ETERNAL

by  
Monty St John



# EMPERORS —CHOICE— GAMES & MINIATURES CORP.



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## ARDUIN® ETERNAL Standard Version

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**WHY A NEW VERSION OF ARDUIN?**

Arduin first debuted in the mid-1970's. In the years since it was updated many times by David Hargrave via the Arduin Grimoires. When he passed away in 1988, a coterie of his friends and fans held high the standard of Arduin and worked to make his vision reality. Something that happened in the early 1990's with the publication of the Compleat Arduin. In the more than 15 years since Arduin was last updated, fans have sent in feedback and posted even more to the internet. They grabbed us at conventions and listed changes they wanted to see. They clamored for change, asking for a game system that aligned all the previous Arduin game systems into one and married it to the world that drew us all in the first place. Our response was to retool Arduin from the ground up and incorporate the flavor and strength of the old.

If you are experiencing Arduin for the first time, we welcome you to a daring new ride. The rabbit hole is deep and its inhabitants are something you've never dreamed. If you are an old fan, welcome back to Arduin. She's gone through some changes but she's just as beautiful and darling as before and just as a teacherous and dangerous as you remember.

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# INTRODUCTION

This is Arduin Eternal, the latest incarnation of a dream that began over 35 years ago. In its past, Arduin has broken the accepted rules of the genre time and time again to shake up the role playing field, and in Arduin Eternal, takes that fateful step once more.

More than anything, Arduin Eternal is a game of imagination and story telling, one where you are everything your dreams tell you that you are and more than you can imagine.

## WHAT IS ARDUIN ETERNAL?

Arduin Eternal is a powerful and flexible role playing game. At Emperor's Choice, we have done our best to produce a rich, varied, and detailed game that tells the glorious and gore-filled tale of Arduin. At the same time, Arduin Eternal is a flexible system which can be adapted to many different campaigns or settings. With Arduin Eternal, the legacy begun by David Hargrave is carried on!

## WHAT IS ROLE PLAYING?

At its simplest, role-playing is a structured game of make-believe. Imagine a game that is not unlike the games of cops-and-robbers or cowboys-and-indians you played as a child...but with rules to help determine what happens (and therefore avoid the inevitable "I shot you!" "No, you didn't!").

In a role-playing game, you take on a persona, a personality that you have created. This persona is referred to as your **character**, or **player character (PC)**. You take the role of your character, deciding what he or she does and thinks. Each player in the group will have his or her own player character; typically, these characters will cooperate to achieve some common goal. The other people and entities in the game are acted out by another real person known as a **game master (or GM)**. The GM controls the world apart from the player characters. He or she plays the roles of the myriad characters the players meet: the townsfolk with whom they talk, the allies with whom they cooperate, and the enemies and monsters they struggle to overcome. While the story is directed by the GM, the PCs are the focus of the tale, taking on the roles of heroes, villains, or folk somewhere in-between. Everyone playing helps build the story as the PCs seek adventure, fame, glory, wealth, or just try to stay alive in a dog-eat-dog world.

In many ways the tales are theatrical productions of imagination, told jointly by everyone involved. The script, however, is impromptu, and the dialogue and scenes are crafted on the fly! The GM crafts the framework of the tale, but the decisions and choices of the players shape the history of the tale, and, like our own lives, impact the future and the world around them.

## WHAT IS A CHARACTER (PC)?

The persona you craft and play out to interact with the game world is your **character**. You portray their actions: describe what they do, how they feel, or when they act. Each character has specific strengths and weaknesses; the game's mechanics help define these, telling you how strong, smart, and skilled your character is in any given area.

For the ease of use, Arduin Eternal has prebuilt skills, cultures, professions, and races. These assist the new player in building the underpinnings of a character, and come with their own individual strengths, focuses, unique abilities, and, above all, diversity.

The **character sheet** is the home for all this information and other things. One is provided with this volume, or you can go to <http://www.empcho.com> to download a free one as well. While you are there, you might as well pick up some of the other great tools we have as well.

## WHAT IS A GAME MASTER (GM)?

The **game master** is the facilitator of the game, the director of the story and acts very much like one; and of course, the main writer. The GM builds the world the PCs adventure in and must be comfortable being the center of the world for the players. Building plots, generating interest, and providing flexible storylines is just some of the many talents a GM should possess. The GM portrays all the **non-player characters (NPCs)** the PCs meet and interact with during their adventuring. The GM also looks ahead to see where the story is going, and adjusts or changes the background script to accommodate. The GM also adjudicates the rules and enforces them. Players, in contrast, need only worry about their own characters! Acting as GM can be challenging, but is rewarding and fun.



## PLAYING THE GAME

Arduin Eternal uses a very basic mechanic in its system to handle actions. When you attempt anything, any action or to derive outcomes from actions taken, Arduin Eternal has you roll two ten-sided dice to find a value between one and one-hundred (d100). Maintaining this integral rule keeps game play fast paced and easy. So, any action follows this golden rule:

- Roll d100
- Add any bonuses or modifiers
- Compare the results to a Target Difficulty (TD). If the result equals or exceeds this value then you succeed. If the value is lower than the TD then you fail.

## RULES, RULES, RULES

You don't have to memorize the rules in this book to play. Once you grasp the basics, start playing! If you run into a snag, fall back on your basics, keep playing and have fun. Clarify problems or questions later, if possible. If you must handle them in game play, do so as quickly as possible and get back to having fun!

If you need to find information quickly, use the table of contents at the front of the book. They will allow you to quickly reference the chapters and information you need. Arduin Eternal has its fair amount of acronyms and gamer jargon. Don't be daunted by it. Once you learn it you won't know how to speak without it!

## WHAT YOU NEED TO PLAY

You will need the following for Arduin Eternal.

- Imagination. No, really, imagination is the primary ingredient for everything and without it you might as well just return this book and go home to watch TV or play on your computer.
- This book and the Arduin Bestiary rulebook. In fact, it would be handy but not necessary, for each player to have the Arduin Eternal book. Oh, and a World of Khaas book too.
- A copy of the character sheet from this book for each player. See copy permission front of book.
- Dice. You will want several ten-sided (d10) dice and a variety of four-sided (d4), six-sided (d6), eight-sided (d8), twelve-sided (d12) and twenty-sided (d20) dice as well.
- Pencils, scrap paper and anything you need to take notes and track events during game play.

## HANDY DICE NOTES

While Arduin Eternal uses d10 as its primary dice it also uses other dice too. You will see references to d4, d12 and other dice as well as multiples of each. When you see expressions such as 3d10 or 5d12+5, you should reach them as roll three ten-sided dice or roll five twelve sided dice and add five to the result. Simply said, the first number gives the amount of that dice to roll, the number following the "d" gives the dice type, and any value immediately after is the amount to add to or subtract from the result.

## WHAT'S A PERSON TO DO?

You, as your character, can do anything your happy imagination will let you. The GM, as previously described, will set the scene and within it you can do whatever seems appropriate (or not) and interact with others as you see fit. If confronted by a bullying dandy whose condescending attitude bothers you, you can return the favor with a dazzling display of wit. When the Amarydion priestess you are facing cracks the ground open at your feet, you can leap across the cracked earth and introduce her to the hammer in your left hand. When the surly but rich dressed men at the table next to you in the Ruby Rifleman drinking house in Talismondé start talking about the gold they found in the Howling Tower, feel free to eavesdrop.

You can do any or all of these things by just telling your GM. He or she, in turn, may require that you make an appropriate skill or check using the base d100 mechanic.

Making checks follow the same mechanic previously described: roll a d100, add modifiers and then compare it to a given TD.

## CRITICAL SUCCESS OR FAILURE

Most rolls in Arduin Eternal have a chance for wondrous success and dismal failure. Rolls that have this chance always list a Fumble and Critical value. For a Fumble, if you roll this unmodified number or less on the d100 roll you suffer a dismal failure. For a Critical, you must roll the given unmodified number or higher on the d100 roll. When you roll either of these, consult the appropriate tables (see *GM Assistance* to see what results thereof.

## ACTING OUT THE RESULTS

The GM sets the scene and puts events in motion. It's your job to employ your character and decide what they like and don't like, how they will interact with others, feel fear, pain and act in a myriad of other situations. Consider how you will respond. Decide



whether you will speak like your character (“I stand tall and pull forth my blade, raising it to the heavens in a quick prayer before plunging forward into battle.”) or narrate what you do and the results thereof (“Wildren charges into battle”). Neither is better than the other and you will find the balance between the two that suits your style of play best.

Arduin lives in your imagination but it is hammered on the forge of community. Playing is a social experience. Be daring, be bold, be adventurous and creative; live life, search for fame, find wealth, lose it and discover death...but more than anything, have fun doing it all!

## IMPORTANT POINTS

Throughout the book you will see small boxed captions. These are in place to help guide you as you learn the game and to, well, point out things we thought you would find important. Below are examples of these.

### ARDUIN LEGEND

As you read through the Arduin Eternal book you will find numerous side captions labeled as Legends of Arduin. In these captions you will find bits and pieces of Arduin’s famous history, characters, events, mythic artifacts and more.

### GAME HINTS

Game tips and notes that will help you learn the Arduin Eternal system are presented on parchment maps like this without nails. Pay attention to these maps as they will guide you to better understand key points of the system or point to ways to better have fun while you are playing.



## WHAT IS ARDUIN?

Arduin is everywhere. Or, at least in this book. The world setting behind the game is the world of Arduin. The world that contains Arduin is called Khaas; it is a world in flux, and deeply steeped in history, magik, and technology. It’s a world full of the bizarre, wondrous, and mysterious; where people live, breathe, and die as heroes, beggars, pawns, and kings. Arduin is a place where the fantastic and historic walk side by side, and where endless possibilities and startling outcomes are common fare.

Arduin is an ancient land, one littered with cultures dead and past. Some of these are native to Arduin, while others are born out of the confluence of the nexus. Magik sleeps in these wrecks of ancient realms, and in some cases, technology waits with enduring patience for the right hands to bestir it to life once more. Every year, marvels come to light; rediscovered items of power, machinery, or the arcane. More often than not, abominations and darkness rise to trouble the light of day. They are disturbed from their sleeping homes by the unscrupulous, those who seek to unleash them on the world, or are uncaring enough to ignore the dangers that lie in their awakening.

Then there is the nexus. Known widely across the world are the folklore, legends, and reality of the nexus gates in Arduin. These gates provide a supernatural exchange where all possibilities meld and merge, allowing anything to happen. Nexus gates open into a vast number of temporal, spatial, and dimensional locations. The gates lead to places in dreams, uncharted jungle worlds, or streams of time not yet set.

NEXT  
UP...

HISTORY OF THE WORLD



## HISTORY OF THE WORLD

Arduin is the breath and life of Arduin Eternal. The pulse of the game system beats in rhythm to the mysterious beat of Arduin's darkly beautiful heart. Still, it need not be so if you do not want it. While we present the history of the world to orient readers to the past of Arduin, the game system is designed to function within the boundaries of any world you see fit to apply.

Khaas is an old world, full of many things, especially old empires and fantastic wonders. Many races have rose and fell on its surface over the years before the current time, and many more are yet to come before the epoch when the sun gutters in the sky and time ends. While Khaas' history is usually begun with the Kthoi, like all things there is a beginning before a beginning.



Before the myths, the legends, or even the thought of history was a time of the Eldest Ones. This protean spawn of the Multiverse lived in the time of chaos where suns birthed and bore progeny, and the dust of the first explosion of life had yet settled. While seas of cosmic dust formed into oceans over epochs of time, these great eldest things swam the deep cosmic streams: living, learning, and growing. Tied together only in origin, these beings were as unlike to one another as any could be - beings of thought and form nigh beyond comprehension. In time, the differences between the cosmic spawn brewed into conflict, and these beings warred in a

battleground made of universes. While the great wars of these beings eventually ended, the cold tendrils of this protolife would reach long beyond its final resting place.

Somewhere past the first explosion of life and the cosmic wars of the Eldest Ones was the beginning that all the oldest religions of Khaas speak of in soft and quiet tones. Before the ten thousand gods, there were but three true gods and one great demon in the entire world. These three had, as far as anyone can ever know, always existed. Each was a face or avatar of some facet of existence, and had its abode upon or within one of the three moons circling the world of Khaas. A fourth would come: the dread Black Moon, also called the 'Wandering Moon'. The triad of gods worked against the intruder, and cast it away from the world, hoping to send it so far beyond Khaas in space and time that even should the demon break free somehow, it could never find its way back.

In time, however, other gods came, and they warred for rulership over the mortal and immortal races, stamping through the corridors of time, dimension, and the lines of power to war and slay one another. Many creatures and cultures gave rise during the time of the Gods War in the Heavens. Mythology is rife with many battles of the Gods War, not the least of which is the famous Heaven's Siege. While these initial beings influenced Khaas in many ways, theirs was not the only influences. While the gods battled and engaged in conflict, tears and gaps were torn into the fabric of time and space of the eons. Beings from other worlds, times, and dimensions came through these gates (and not a few gods too). While these rifts eventually healed of their own accord, those that have not been repaired came to be what is known commonly as nexus gates.

In this dim time of the past, many other creatures and cultures exploded into life leaving their traces on Khaas. Yet for all their glory, none were to truly change the world greater than the Kthoi.

The saga of Khaas beings truly at a time that stretches back to when the world's first rulers, the dread reptilian Kthoi (the Thunder Lords, the Great Grey Beasts from Beyond Time) were the supreme masters of all. While other cultures and races existed on Khaas before their time, theirs was a cold-blooded reptilian intelligence that plumbed not only the depths of arcane lore but knowledge from places where even gods feared to tread. What other civilization and races did exist before their supremacy were exterminated in their rise to greatness. The Kthoi skill with magik defeated their first rivals for dominance, back in the hoary mists of pre-time when the Kthoi had yet to achieve spaceflight. They were merciless in destroying



all potential rivals, and once done conquering Khaas, they ventured outward, seeking to expand their dominion into the stars and beyond the nexus gates. With their arcane magik and equally arcane technology, they stalked the stars in fire and blood, racing across the galaxy unchecked. Worlds and realms untold fell to their influence, and Kthoi dominion was a wide and terrible empire, reigning in space, dimension, and time.

When they ventured beyond their current hold towards the hazy lights in the intergalactic darkness, they came up against a force older than even their own. Many had fallen before their might, and in absentminded arrogance, the Kthoi sought to brush aside this newest annoyance. The beings out of the intergalactic core were a new matter however, responding with power even beyond the eldritch technology and might of the Kthoi. They would become a force that would drive the Kthoi back, ever back, until they had nowhere else to go. Driven to near extinction, the Kthoi withdrew to the place that was the source of their power. It was in this place, their final impregnable fortress, that they began their plan of vengeance and re-conquest. Delving into foul lore and even darker technology acquired from across the Multiverse, they began to create original beings, races, and creatures. These new creations were combined with slave stock collected through stellar travels for use against the enemy as soldiers. While initially successful, the enemy understood the Kthoi and how to defeat them. They had watched and waited patiently for the Kthoi to resurface from the depths of their impregnable planet. Thus, when the Great Grey Beasts from Beyond Time emerged, the forces arraigned against them acted, and did one simple thing: it gave understanding to those newly created races and beings.

Many wars swayed and swirled in the Multiverse as the Kthoi struggled against the powers arrayed against them to regain dominance of their empire. While the wars raged, the hidden bomb planted by their enemy grew strong. In the multitude of beings, the once slaves of the Kthoi, those now blessed with independent conscious grew slowly in will and thought. In time, while the Kthoi were extended greatly in their campaigns against the intergalactic core powers, they rebelled against their masters. The struggle was long, but in time the dark ascendancy of the Kthoi ended. It was the firstborn Rune Weavers, who in the Wars of Freedom usurped the Kthoi.

In the twining of fate, the reptilian Kthoi in their methodical merciless way bred their own destruction. The firstborn of the races could not grasp the arcane magik or technology of the Kthoi, but the reptilian

overlords taught them a means to use and understand the power through the weaving of runes. These runes were built from Eldarin, the tongue constructed by the Kthoi from their own to allow their subordinates use of the same power they did so casually through a time consuming scientific process. In the teaching of this rune magik is where the overthrow and destruction of the Kthoi was born. It was how the Rune Weavers cast down the Kthoi. In casting them down, they succeeded in freeing the world and Multiverse from the tyranny of their former masters once and for all.

In the aftertime of the Great Rebellion (another name for the Wars of Freedom), the skies thundered no more with the mighty ships of the Kthoi. The skies were no longer lit by the flickering powers of their arcane lore as they blazed or flickered in passage on some unknown quest across the globe. The domination and slavery of the reptilian masters was gone. The great cities and impregnable redoubts now sprawled in ruins; the vast communications network once linking stars and domains beyond dimension and time were gone. Gladly discarding these remnants of their former master's power, the newly freed races took to new paths. With them went the leaders who stole freedom from the Kthoi and took a hold of the reins of power in the new world.



As the old world of Ssass-Khaa faded and became the new world of Khaas, the Rune Weavers ruled the world for some half million years in relative peace as inheritors to the great morass of beings on the planet and beyond. This time was not without trouble or difficulty, as even with the overthrow of the Kthoi many allies of the Thunder Lords were rampant. They rose and struggled against the Rune Weaver dominion of the world, but fell to their power, one after another. The Rune Weavers held the throttle of knowledge tight, and allowed the technology and arcane power that sent the Kthoi into the stars and dimensions to falter and die; hurrying along the process where needed until few could remember the glorious mantle of the stars once lay under the cold Kthoi dominion.



Some things do not easily die, but fight as they go into the great night. The Titans, long-time allies of the Kthoi, grew in strength and power until they could unleash another great war on the world. Time was needed to build the forces required; devastated by the downfall of the Kthoi, it took the Titans much of the Rune Weaver rule to recover from their losses, build bastions of power, and eventually ignite a worldwide war. Known as the Great Night War, this conflict shocked the world, involving all races and every portion of the globe. At its heart lay the dark angst of the Titans and their restless exploration of the paths of power. The greatness of the Kthoi power was not forgotten by some, and while the rune weaving learned from the Kthoi was powerful, many sought to use its power as the Kthoi did, with ease and innate skill. While a slow divergence of magik had occurred, the great root of rune weaving power still lay in the runes. The scientific method which enables rune weaving's great strength also retards its expansion. Unhappy or disgruntled under the restriction of the Rune Weavers, some discontent with the traditional path of power took new roads to form a type of cast magik.

The Rune Singers were the first of this breed, and they were directly born in the conflict of the Great Night War. In this war, the divergence of rune weaving and mundane or wild magik truly grew to fruition. Out of the warring came the newly born Star Powered Mages, who joined the Titans against all others to attempt to overthrow the world's current rulers. They had ventured down wilder paths than most, finding a way to cast magik from their dark allies, which while not quite as powerful as rune magik, nor as predictable, still was powerful enough

in its own right, and much more quickly available.

As is the nature of war, no new weapon remains ignored for long. Thus, while the conflict raged for some 20,000 years, and though the Titans and their allies were defeated and nearly annihilated, the Rune Weavers themselves were so decimated that they were no longer a major force in the world. The sinking of the second continent at the terminus of this long struggle shattered both the powerful domains of the Titans and their allies, as well as the cities of the Rune Weavers. The rule of the true firstborn slowly faded from the varied denizens of Khaas, and burgeoning younger races took hold in the more hospitable third and fifth continents. The erosion of Rune Weaver power would end after a half million year rule in the Wars of Life brought on by the Time Lords.

In the vacuum of power left by the explosion of the restrictions levied by the Rune Weavers, new beings, races, and creatures emerged on Khaas, or entered from elsewhere unchecked. One such race entered Khaas on the third continent, beings called 'Time Lords'. Given time, they would come to threaten the world once again with the anguish of destruction and war.

Born somewhere in the Multiverse, these fell beings came into Khaas from the nexus. Their reign, while brief in the scope of the world's history, was a brutal one, which saw the bright and shining glory of many races extinguished forever. Here the peoples of the world fought in the War of Life against the destructive ambition of the Time Lords. The price of victory for the Rune Weavers in the previous war had cost them greatly in both power and numbers. So much so, that it was the all they could do to cast down the tramping armies of these fell beings, and trap the Time Lords in the Caverns of the Ancients. Their power irreparably broken, the Rune Weavers then slowly faded as a force in the world.

The lack of guidance left by the Rune Weavers fading from power allowed for the new inheritors of the world, the 'Free Mages of the Circle of Light' to come into being. The rule of the Rune Weavers had eroded in the Great Night War and was shattered in the Wars of Life. Those who followed in their footsteps were of the new blood, the young races, and consisted of beings come into power on the end of the era. Restless with the long path of rune magik, these Free Mages instead wrestled with the mastery of the quick and fast path or the use of the wild magik unleashed in the Great Night War.

They dominated the guiding of the world, and while far from idyllic, their reign was relatively peaceful. A great test was put to their rule, and like many times in the past, war flung bloody prints across

### Arduin Legend: Caverns of the Ancients

In the Tale of Nine Teeth, Gwindolor and his band of six braved the Great Rift in Arduin to seek out this mythical place. If the tale be true they found it: its doorway a living barrier, a wet, crawling mass of scarabs, moving like lamp oil and just as black, taking on an endless array of shapes, binding those within with a living rune. Four two years they labored to pass it, finding the answer in the minds of twin idiot savants.

Khaas. This war was different than before, though this was not readily apparent at first. Ultimately, however, it would come to light that all those who stood for light and order would face the challenge of a force seeking the entropic destruction of all. Infused with the armies of many beings deceived or uncaring of the end, a great conflict raged in what is called the 'Eternal War'. While those who clung strongly to light and reality won, the price was dear, as is always the case in such battles. Changes occurred which could not be undone, and the world was a different place than before the war had begun.

Still, for all the change and difference, the world luxuriated in peace and new prosperity. This time ended, as all things do, through the good-natured but misguided efforts of people. By allowing an influx of starfaring races, beings, and creatures onto Khaas, the Mages of the Circle soon found Khaas embroiled in the many plots, conflicts, and wars between the otherworld races. Chaos then quickly spread to Khaas, and swept the world up in the Interstellar War. The unpredictable arcane might of the Mages of the Circle clashed powerfully with the interstellar energies unleashed by otherworld visitors. In the end, this war shattered the organization of the Free Mages of the Circle of Light, ending their dominion and guidance on the world. A further result of this world ranging war left the fifth and planet's largest continent a radioactive, fused, and desolate wasteland. Her cities were morphed into glass rimmed craters, forests into burnt ash, and most of the land transformed into a hellish desert of fused green sand. The holocaust of the war decimated the population of the planet, and nearly wiped out civilization. Many races, beings, and cultures were wiped out from the light of Syraath, never again to illuminate their mysteries or tell the tales of their cultures.

A time in history called the Dark Years or the Interregnum followed, and lasted some 10,000 years. The survivors of the holocaust unleashed on the fifth continent shifted their remnants to the wild but relatively untouched continent of Khaora. Civilization then struggled out of the long night once more, as it was set back at times by war, natural disaster, and those seeking to rule or destroy the world. Many nations rose and fell during this period as they would hold and then to lose power over the world. The name of the world, Khaas, even faded for a time, especially as culture sank deeper towards savagery, and much was forgotten even by those with the ability to remember the past.

An event, which would launch the entire stretch of Khaora and in truth the breadth of Khaas in great tribulation and war, occurred only a short 200 years

after the holocaust. On the fertile lands north of the great mountain chain later called the 'Mountains of Madness' was fashioned into being an entity, rent from the very land in the form of a black basalt tower. This tower was to become Caliban, an evil and sentient being bent on destroying the world and all that is good. To this grim black hell mouth gathered all things dark and vile, alive and dead, to create a haven of sorts for everything that was foul and evil. Caliban became a brooding pestilent of chaos, entropy, and evil that sent fourth death and destruction to all corners of the lands. Empires and kingdoms came and went during these years, yet Caliban remained. Then, some 1,100 or so years after the birth of Caliban, the kingdom of the Khaer-Mideon Elves rose into full bloom, and the lands rejoiced at their coming. This brightness, happiness, and celebration Caliban could not stand, so it sent out its evil minions to destroy the Khaer-Mideon Elves and to once and for all prove its omnipotence to the entire world. Thus, with heavy steps began the War of the One.

The Elves fought mightily and gallantly with sword and magik for some 6,900 years. Yet before the goliath of night, they were winnowed down to a mere shadow of their former self. The Khaer-Mideon Elves finally retreated to their greatest stronghold to forge a magikal rune that would destroy Caliban forever. Then, in their final encounter, the Khaer-Mideon Elves and Caliban unleashed opposing forces of incredible and awesome magikal power, for Caliban had known of the Elves' plan and prepared its own counter rune. The outcome of the clash resulted in the complete destruction of both: every single purebred Khaer-Mideon Elf ceased to exist, and the sentence of Caliban was snuffed out like a candle. In the aftermath of the conflagration of opposing powers, the physical form of Caliban, an empty shell, was banished to a dimension of time and distance,



adrift in a sort of limbo. Another more far reaching result of the power unleashed that day is that the planet was caused to lurch and stumble in its orbit about the sun and in turn permanently slow by one hour the rotation of the very world itself.

### Arduin Legend: Caliban

Caliban is a bogeyman of Arduin lore, lurking in the unseen windows of the mind, terrifying children but enticing the thoughts of the adventurous. Many a tale has been borne out of treks to its fulsome doors and nearly as many dreams have been dreamt about looting its purported treasures. And, like evil is wont to do, Caliban returns randomly to Arduin's lands, a mindless but potent beacon full of poison. Adventurers trek to its door, fearful but dazzled by the legends of yore and often, in opening up its dark maw, find more than they bargained for...

In time while these events slowly faded from the view of Almanity and were forgotten, nations and lands rose and fell, and new wars, while terrible, did not reach the world spanning extent of their predecessors. In the fertile ashes of past empires and lands grew new kingdoms. These new cultures went on to powerfully and lustily make their individual marks on the passage of history. Thus, ten thousand years past the end of the Interstellar War, saw the beginning of a new chapter in Khaas' history. The next great war, it involved every kingdom, country, and nation on the stretch of Khaora and beyond, starting with a simple finding by the College of Sages in the land of Falohyr. This conflict started when it was discovered that an area of transtemporal and interdimensional instability had manifested itself in the region roughly contiguous with the small Elven Kingdom of Arduin. As word of this discovery spread, more and more nations plotted to overthrow and seize the kingdom, realizing that whoever controlled this area and the newly discovered gates controlled not only this world but perhaps untold thousands of others as well. The avarice of men is always the bane of peace, and in short order, the rule

of Arduin was tested, first by neighboring nations then hosts of others. The nexus gates of the Arduin region embroiled the land and the continents beyond in a long bloody war, which bled civilization white and sent it teetering on the edge of the abyss of chaos. The opening chapter in the Nexus War was known as the Elf-Human Wars, a 100 year period that would forever drive a wedge between Human and Elf, never again allowing construction of the full bridge of trust.

For ten thousand years, nations warred and struggled to hold the land, and no country succeeded to keep the area for more than seven years. Ultimately, the Nexus Wars ended with the affirmation of peace and an accord to seal the gates of Arduin to a neutral government built of all the nations. The aftermath of the great conflict would see the land of Arduin come again into being and proclaim a king, returning to a land with its own rule.

Also, amidst the warring and chaos of the time, resettlement, and peace afterward came the arrival of several starfaring races. Their return to Khaas was primarily overlooked, and since most are either shipwrecked or stranded, there is no suspected repeat of the mostly forgotten Interstellar Wars, and few, if indeed any, could separate the starfaring denizens of Khaas from the more planetary ones. For the majority of Khaas, these new beings were nothing new, no matter how exotic or mysterious they appeared. To the common man of Khaas, they were but another of Khaas' myriad scion, and joint heirs to the aged heritage of the planet.



# CHARACTER CREATION

Creating your first Arduin Eternal character is easy! Character creation follows a simple pattern of steps and guidelines. To complete them, you will need a variety of dice: 4, 6, 8, 12, and 20 sided dice, but most especially a pair of 10 sided dice (2d10). You will also need pencils, scratch paper, and a copy of the Arduin Eternal character sheet. You can copy the sheet at the back of this book or download several free versions from the Emperors Choice website ([www.empcho.com](http://www.empcho.com)). While you are putting all that together, ask yourself some questions to guide what kind of character you have in mind.

- What is the character like?
- How does he think?
- What race do you want him to be?
- Are you going to be a jaded juvenile raised on the hard bitten streets of Talismondé?
- Maybe an ex-gadiator, bloodied in arenas as far as Ithalos or in the mud pits and brick arenas of Viruelandia?
- Perhaps a courtier in the frozen courts of the High Elves in the Heaven Wall Mountains?
- A simple looking soldier with untapped depths of heroism and bravery waiting to come to the surface with the right situation?
- Something totally different entirely?

Background and personality are important concepts to the creation of a real and believable character. Still everything starts and ends with the basic mechanics. Use your character sheet to record your character's important information. Follow the pattern below for character creation.

## STEP 1

### CHOOSE A RACE AND ASSIGN ATTRIBUTES

Arduin Eternal includes numerous races for you to choose from. Each of these races starts out with a unique set of abilities and attributes.

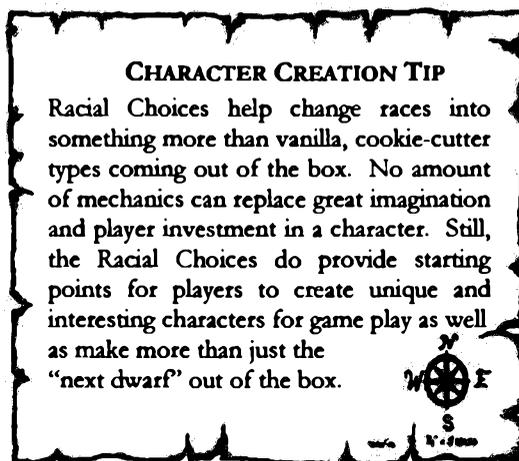
**Racial Attributes** – Arduin Eternal has 11 attributes that represent your character's natural physical, mental, and spiritual abilities.

**Racial Traits** – The races are more than a name with different attributes assigned. Each race has specific traits that distinguish it from the others. Write these traits down on your character sheet. Note any

bonuses they provide, and roll for any random numbers that may be noted.

**Racial Choices** – The different members of a single race are not identical. Each race has the option to allow you to tailor them to your ideal in some fashion. Different races have specific racial options, and the different races have access to a general list, with a few unique exceptions. Select from these to tailor your character to make them unique. Note any bonuses or capabilities provided, and roll for any random numbers that might be listed.

When you are done note the Race, Attributes you rolled, Racial Traits, Racial Choices, and any other racial data on the character sheet. Wait to look up any bonuses from attributes until after Step 3; note any free skill ranks or bonuses on your character sheet or scratch paper for later when you are selecting skills.



## STEP 2

### FIGURE CHARACTERISTICS

Once you know your Race and Attributes, go ahead and derive the Characteristics. Look up any bonuses provided by Attributes, Racial Traits, and Racial Choices, and apply them.

## STEP 3

### CHOOSE CULTURAL INFLUENCES

Now is when you select and record your character's Cultural Influences. They enhance game play, and provide unique features to role play not otherwise available. Cultural Influences also modify your inheritance and starting wealth. Note any bonuses or additions to these areas on your character sheet.



## STEP 4

### CHOOSE A PROFESSION OR PATH

During this step, you define the archetype road your character has traveled in its life. Each Profession and Path represents a unique background, and helps shape your character. They all provide free skill ranks and benefits, but skills (with one exception) are open to any profession. Take some time to think about this choice. You don't have to develop a whole personality or character history at this point, but now is a good time to start thinking about it.

**Profession Notes** – Some of the professions have specific notes about what they can do. For instance, Mages use mana and have notes about how much mana they gain, and how they gain it. Pay special care to these notes, and mark them down on your character sheet for easy reference.

**Profession Options** – Professions are tailored like the races. Note any options, bonuses, and abilities they provide to make your version of the Profession unique.

**Paths and Path Options** – Paths are a specialization of a Profession and do not have options like a Profession. The Path options describe the specialization you took instead. Paths also define new Core skills and Skill Advancement Bonuses but maintain all the previous Favored Skills.

#### CHARACTER CREATION TIP

Some players prefer to figure out all the bonuses and free skill ranks that can come from Race, Profession, and Culture before they begin assigning skill ranks. Take whatever path is best for you, but don't get too hung up on the pre-calculating of these things!



**Skill Advancement Bonuses** – Note your skill advancement bonuses. These are crucial for skill advancement and development as the game progresses. Take care to ensure you do not confuse these values with the skill ranks you are provided to flesh out your character's skills.

**Core Skills** – Mark these down for later use. These 3 skills will determine the value of your Profession Skill, and are the integral skills of your profession.

## STEP 5

### SELECT SKILLS

Depending on your race, profession (or path), and cultural influences, you may already have a certain number of skill ranks and bonuses defined for you. Now is also a good time to assign the skill ranks provided in Step 1, 2, and 4, and select the discretionary skills and place skill ranks in them. Record the skills on your character sheet, and calculate any necessary totals as required.

**Note Skill Advancement Bonuses** – Mark down any skill advancement bonuses. These will play an important part in your skill development as game play ensues.

**Gain secrets** – If you have access to a secret at this point, note it down. Starting secrets can come from Racial Choices, Profession Choices, Path Options, or Cultural Influences.

**Add skill bonuses** – Place any skill bonuses next to the skill. These bonuses figure in regardless of skill rank, and add directly to your rolls when using the skill.

**Add attribute modifiers** – Most skills are modified by an attribute. Add the value of the attribute in this column.

**Calculate total skill bonus** – Add up your skill ranks and bonuses to determine your total skill bonus.

## STEP 6

### SELECT EQUIPMENT

Your starting equipment represents the goods and valuables you have managed to accumulate so far in life. These might come from an inheritance, from a successful apprenticeship, or perhaps from a lucky night at the card table. Pay particular attention and note down any inheritance you have in the form of Wealth. Wealth is fully explained later, but note down the value and the type (copper, silver, gold, noble, or royal wealth).



### CHARACTER CREATION TIP

Professions and Paths provide discretionary skill ranks that can be placed in non-Favored and non-Core skills. Apply these wisely; skills without skill ranks can still be used but do not advance when it comes time for skill development. Experience can be converted into skill ranks after game play begins but setting up a good base of skills is always a wise tactic to ensure solid development.



### WAIT! ITS TOO MUCH TO TAKE IN!

What if it seems too complicated? Well, a simple answer exists. Arduin Eternal was constructed to be modular. You can add or takeaway parts of the game and have it still function. Find the cultural influences a little cumbersome at first? Remove them. Think the varied options too heavy for game play? Pull them out. In fact, we strongly recommend that novice players and those new to Arduin read and use the guidelines under the Slim and Trim Arduin Eternal section that follows. They will help orient you to game play and ensure that your first steps into Arduin do not have you fleeing away in terror! When in doubt: keep it as simple as possible.

### STEP 7

#### GET PERSONAL

Now get personal with your character. Remember all those questions we asked at the beginning? Here is where you answer them. Invent or choose your name, figure out how you look, your age, how you drink coffee, whether you snore when you sleep or snort when you laugh, and all the details that make a person a person.

### STEP 8

#### ADD THE FINAL TOUCHES

By this point, your character has a collection of numbers that describes him. If you need any data from your GM, be sure to get it at this point if you have not already. Figure any data not previously done. Check with your GM one more time. Once you're done, mechanically you are ready. Still, the numbers are lifeless without the intangible aspects to back them up. Remember those questions I asked you to dwell on while putting the materials you need in order? Knowing these and breathing life into them will bring your character to life!

### CONGRATULATIONS!

You have finished your Arduin Eternal character. Now get out there, and have some fun!

### CHARACTER CREATION TIP

Steps 7 and 8 are among the most critical steps to take when building a character. Don't overlook their significance. In good game play, the mechanics we figure in the previous steps should fade into the background to allow your character to come to fore and shine. Spend the time to figure these small touches — you'll not regret it!



### SLIM & TRIM ARDUIN ETERNAL

Arduin Eternal can seem daunting at times, with all the new acronyms and numbers involved. We have found the following guidelines very beneficial for players new to this system.

#### ARDUIN ETERNAL LITE

Arduin Eternal can be played at a much lower complexity than presented. All you need to do is put it on a diet. Ignore and do not use the following:

- Racial Choices
- Cultural Influences
- Profession or Path Options
- Secrets

Continue to use the skill system that is in place but ignore references to secrets. For mechanics that do not fall under the skill system, use the characteristics like Coordination or Mental Affinity to

handle them or default to an attribute if needed. For areas where racial descriptions or profession descriptions refer to secrets treat them as abilities instead. If they are tied to a skill rank, then use the governing skill like normal.

### ADDING IT BACK IN

As you gain confidence in the game then slowly add in the things we have taken out. When adding things back in, its been found that the best way to do so is to add back in Cultural Influences first. If the bulk of cultures still seems too large or you find players are bogging down going through them, then reasonably limit what they choose from. Most of the cultural influences provide skill ranks with a very few providing access to things otherwise unavailable at game start, like marital arts for instance.

Next add Racial Choices back in. The options given here have an impact on game play but generally only a static one. The options given introduce an additional step to character creation but otherwise are a pretty low-level addition.

Add back in Profession and Path options next. They, like Racial Choices are of low-impact to game balance but add to profession and path diversity. As an option you might consider allowing Profession and Path secrets to return at this time as well. They add diversity and strength to the Professions and Paths.

Finally, introduce the Secrets back into play. These are capsules of ability, enhancements to owned abilities and doorways to actions otherwise completely unavailable. A toolset to help truly define a character.

Once you have it all integrated back in, run a few games using the complete game. See how it feels. If you find you are comfortable with one or more of the items left out, then do so. Its your game too! What we have presented is what we think is the best game out there. We hope you agree. If don't, Arduin Eternal is modular — take what you need or like and make it your own.

### CHARACTER SHEET MODIFICATIONS

If you choose to play Arduin Eternal Lite, its highly suggested that you tailor a character sheet to the specifications you are going to be playing to. Doing so will make it easier to navigate and make game play much more enjoyable.

### ARDUIN LEGEND Seagnzchaylien

A cursed place found in the Mist Kill Plains. It formed 113 years ago during a Black Equinox as a nexus storm raged across the land. When the storm ended, a strange land appeared, one filled with horrible creatures and fell beasts so foul that demons would weep at their evilness. It took three years and the blood of countless souls to contain it. Eighteen runic towers were made to surround and master it. The linchpin of the barrier is Fang Wall, a dark stone ridge with protruding stone and replicas of the 18 runic towers. Fang Wall is where all the ley lines flowing into the area where redirected to power the runic towers. Its also where the restless dead, slain by the fell beasts within, congregate and go forth in packs of restless soldiers to eternally hunt down anything that might get free.



# CHARACTER STATS - CHAPTER ONE



ORC (BALD)

WAV



VARIATIONS OF HAIR AND FACIAL HAIR



HELMETS CAN BE AS VARIED AS HAIRSTYLES. ANYTHING SUCH AS SIMPLE (AS ILLUSTRATED) TO FULL HEAD ARMOR.

SIDE FLAPS COULD BE OMITTED, LEAVING EARS EXPOSED, SHOWING BATTLE DAMAGE. (TIPS BITTEN OFF, ETC.)

In Arduin Eternal, characters are defined by 11 attributes that represent your character's natural physical, mental, and spiritual abilities. Attributes are a fundamental part of the makeup of your character. They directly or indirectly affect character actions and set the potential for a character in game play. Characteristics are formed from Attributes, and represent a more abstract view of character ability. They too help define your character.

theme continues throughout the other races. Keep this in mind when selecting a race. However, equally important to note is that while attributes impact game rolls in the short term, the long-term advantages come from the skills and their maturity during game play. Not that the secrets don't play a part. They do, of course. Skills lead to secrets but the foundation of everything is the attributes and the characteristics that are created from them. Keep this in mind when choosing your race and what choices may modify them.

## ATTRIBUTES

Attributes are determined by your race. All beginning scores are considered your native ability in any single attribute. Attributes in Arduin Eternal can range the full scale of 1 to 100, and some races are weighted more in certain directions than others. A weak Throon is still stronger than all but the strongest of Humans, and is equally weak mentally when compared to the poorest of Humans. The same

## ADROITNESS (ADROIT)

The measure of physical precision, agility, dexterity, as well as eye and hand coordination; it includes physical flexibility and nimbleness of hands and feet.

## CHARISMA (CHAR)

It is your personal magnetism, leadership, and how powerfully you can project your personality around you. Charisma is a measure of natural influences, such as charm, attractiveness, and confidence.



## CONSTITUTION (CON)

Your measure of overall health and physical recovery rate from wounds, sickness, or illness is dictated by Constitution. It helps determine how well you tolerate drugs, poisons, and other toxins. Consult the CON Table below for the effect of Constitution on a character's Recovery Rate (RR). This bonus is added to the value given under a character's race.

CON TABLE	
CON	RR Bonus
1 - 9	0
10 - 18	+1
19 - 27	+2
28 - 35	+3
36 - 42	+4
43 - 48	+5
49 - 53	+6

## ESSENCE (ESS)

The balance of your life force or a measure of your strength of soul; those with high ESS are more resistant to magikal damage. The ESS table shows the bonus ESS provides to Magik Resistance (MR).

ESS TABLE	
ESS	MR Bonus
1 - 9	0
10 - 18	+1
19 - 27	+2
28 - 35	+3
36 - 42	+4
43 - 48	+5
49 - 53	+6

## EGO (EGO)

Ego is your sense of self, id, and general mental toughness combined with the measure of your inner resolve, self talk, dedication, and strength of will. EGO helps in resisting fear and mental manipulation. The EGO table below shows the bonus EGO provides to Psychic Resistance (PR).

EGO TABLE	
EGO	PR Bonus
1 - 9	0
10 - 18	+1
19 - 27	+2
28 - 35	+3
36 - 42	+4
43 - 48	+5
49 - 53	+6

## MASS (MASS)

MASS defines ones physiological density, and is an abstract reflection of physiological toughness. Those with high MASS are more resistant to damage but are also more dense and heavy. Consult the MASS table for the effect of MASS on a character's Damage Resistance (DR). This bonus is added to the value given under a character's race. Damage resistance gained from high Mass is considered Native DR.

MASS TABLE	
MASS	DR Bonus
1 - 11	0
12 - 20	+1
21 - 28	+2
29 - 35	+3
36 - 41	+4
42 - 46	+5
47 - 50	+6



## REASON (REAS)

Reason is raw mental potential, ability to apply logic, and problem solving. It's the capacity for logical, rational, and analytical thought process. Those with high REAS are more capable of learning, and can learn faster. The REAS table below shows the bonus REAS provides to Learning Rate.

REAS TABLE	
REAS	LR Bonus
1 - 10	0
11 - 17	+1
18 - 24	+2
25 - 31	+3
32 - 38	+4
39 - 45	+5
46 - 52	+6

## REFLEXES (REF)

This is the quickness with which you physically act or react to a situation or physical stimuli. Reflexes help determine your ability to react to a situation and act when needed.

## STRENGTH (STR)

It is the measure of sheer muscular power and muscle mass; those with high strength are heavily built or strongly corded with muscle more so than one with a lower score.

## WITS (WITS)

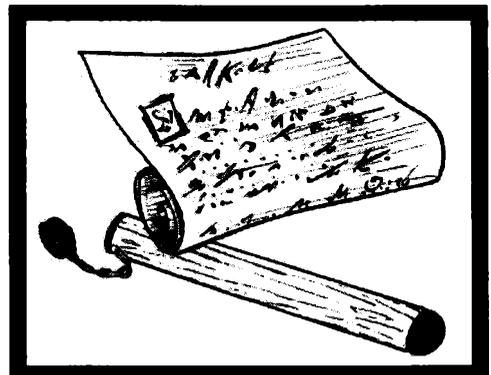
This attribute is the capacity to assimilate information, build awareness of a situation as it occurs, and express your intuitive understanding of the world around you. WITS also represent a person's speed of thought, common sense, and intuition.

## SIZE (SIZE)

SIZE is a representation of total physiological bulk, the leverage of its use, and the general build of a character. It determines Height and Natural Reach. To determine an estimate of your max height, multiply your SIZE attribute by 8-inches. Treat this purely as a guideline; if the vision of your character is one taller than your SIZE may indicate, consult your GM. Very likely he or she will have no issue with you standing taller or shorter (though don't expect any change in your actual SIZE attribute).

SIZE also defines your Natural Reach or your reach with natural weapons such as fists, feet, or claws. Consult the SIZE table below. If a number is listed in parenthesis for Natural Reach, this indicates you add a bonus to the engagement range (ER) of weapons or tools you wield. ER and natural reach are fully described in the *Battle and Melee* section.

SIZE TABLE	
SIZE	Natural Reach
1 - 5	Close
6 - 10	Short
11 - 15	Short
16 - 20	Medium
21 - 25	Medium
26 - 30	Medium (+1)
31 - 35	Long (+1)
36 - 40	Long (+2)
41 - 45	Extra Long (+2)
46 - 50	Extra Long (+3)



## CHARACTERISTICS

Attributes combine to form Characteristics, representing a more abstract view of character ability. These have their own ratings, defined as the addition of the Attributes within them.

### APTITUDE (APT)

[REAS + WITS + ESS]

It is the representation of drive, talent, and mental capacity with magik or psychic power. APT is used to determine mana and to determine capability in the psyche, arcane and divine realms.

### COORDINATION (COORD)

[REF + ADROIT]

Coordination combines the dexterity with physical reactive ability to measure how fast and precise a character can use their physical form. COORD weighs in one many game mechanics, especially those used in melee. However, COORD can also be used as a measurement of capability too. If a skill doesn't appropriately or adequately cover a physical action a player wants to perform, a check against the character's COORD may be more appropriate.

### COUNT FACTOR (CF)

[WITS + REF]

Count Factor combines physical reactive ability with the mental ability to assimilate and understand situations. Count Factor defines a character's potential reaction speed and order in battle.

### HIT POINTS (HP)

[STR + MASS + SIZE + CON]

Hit Points are a combination of physiological toughness, fitness, build and health. Hit Points are the amount of damage you can resist before dying.

### BODY (BODY)

[STR + MASS + SIZE]

A character's general build, fitness, and physiological toughness. BODY combines density size, and the sheer muscular power. It acts as a measure of how much damage is physically dealt and equally, a portion of how much damage one can resist in the form of HP. The following chart shows the bonus (both positive and negative) to the amount of damage a character does in melee. Use BODY as well to determine a rough estimate of your weight.

BODY TABLE		
BODY	DME	Weight
1 - 5	-4	1 - 30
6 - 10	-2	11 - 50
11 - 15	0	31 - 103
16 - 20	1	74 - 139
21 - 25	d2	100 - 165
26 - 30	d3	136 - 208
31 - 35	d4	159 - 323
36 - 40	d4+1	243 - 434
41 - 45	d6+1	295 - 554
46 - 50	2d4	385 - 680
51 - 55	2d4+1	521 - 816
56 - 60	2d4+2	617 - 1,020
61 - 65	2d6+2	721 - 1,116
66 - 70	2d8+2	817 - 1,250
71 - 75	5d4	1,051 - 1,430
76 - 80	3d8+2	1,231 - 2,300
81 - 85	5d6	1,801 - 3,425

### LEADERSHIP (LEAD)

[EGO + CHAR]

Leadership is the measure of how well you can influence others, and is built from the sense of self, personal magnetism and personality projection. You use LEAD to command troops, issue orders, run a business, and other tasks.

### MENTAL ACUITY (MA)

[REAS + WITS]

Mental Acuity is the combination of raw mental



potential and the ability to assimilate information and build awareness of situations. Essentially it defines your ability to grasp, understand, mentally troubleshoot, and resolve a situation or problem.

### PERCEPTION (PER) [WITS + REAS + EGO]

Perception is a character's ability to perceive the world around them. Perception is critical in noticing events, actions, and circumstances. PER is your first impression of a situation, place, or event, and operates as much intuitively as it does on a reasoning level. Recon (a skill) is related to PER, and replaces it when you are dedicating your full attention to an event, situation, place, or object.

Once a character's race and basic attributes have been determined, the player should determine other details about their character, such as dodge, combat movement, jumping, climbing, and swimming.

What's average? It's a common question asked by players. A simple rule of thumb for Arduin Eternal is "average" for attributes is 10 while "average" for characteristics is 20. Average is relative, however. An average Throon is stronger than the strongest Human just by virtue of racial makeup.



### OTHER CHARACTER INFO

#### DODGE (DODGE)

Dodge is an action to evade a physical attack.

[COORD - MASS]

Dodge and its use in combat are fully explained in the *Battle and Melee* section.

#### MOVEMENT (MOVE)

Movement in battle, however, is a factor of size and the strength of your limbs to move your physical bulk.

[10 + SIZE + (STR - MASS)]

#### CLIMBING AND SWIMMING

An untrained climber or swimmer uses sheer strength to traverse a surface or to stay afloat and move in water. Both use the following formula.

[STR - MASS]

#### JUMPING

The basics of untrained jumping are built from movement. Trained jumping is covered by the Acrobatics skill. Regardless of the jump made, you cannot Dodge while in the air, and you lose any benefits of COORD while airborne. All jumps take a normal action unless otherwise specified.

**Standing High Jump** - a jump that aims for vertical height. Use the following formula:

[MOVE / 3]

**Standing Broad Jump** - a jump that aims for horizontal distance. Use the below formula:

[MOVE / 2]

**Running Jump** - Essentially this is a moving broad jump and high jump combined. A Running Jump requires you to move your SIZE in distance before jumping. Moving farther provides no additional benefit. When you execute the jump, you reach a vertical height as outlined in Standing High Jump and a horizontal distance equal to your normal Movement.

### SAVES

Saves are broken down into Fear, Shock, Disease, and Poison/Venom. These Saves represent the tolerance or resistance of your body and mind. Your ability to save and tolerate a specific effect grows the more you are exposed or subjected to its bane. Saves are considered a developmental aspect of your character, and are subject to advancement as outlined in the Experience and Advancement section. All saves are made using a d100 roll plus your bonus calculated below (if any) versus a stated TD. The GM may add further bonuses or penalties.

#### FEAR

Fear saves are generally self-explanatory. The base Fear bonus is set under each race. Add EGO as a bonus to this value.



## SHOCK

Shock covers situations where a person's physical body is subjected to overwhelming stress. Powerful attacks, subdual attacks, certain spells, and other instances may result in a Shock save. The base Shock bonus is set under each race. Add MASS as a bonus to this amount.

## DISEASE

Disease, like Fear, is simple: your ability to resist and shake off the effects, onset, or incubation of illness. The base Disease bonus is set under each race. Add ESS as a bonus to this amount.

## POISON/VENOM (P/V)

This is your body's ability to resist or tolerate toxins, heavy metals, and poisoning. The base P/V bonus is set under each race. Add CON as a bonus.

### Arduin Legend: Lysken of Whitehall

In the annals of the Brethren of Iron Ghonjul, Lysken was listed as the greatest jumper to ever join their ranks. In a contest for the Falohyrian crown cup, she out jumped a Phraint, outpaced two deodanth's in a bounding competition across a field of stones without touching the ground and finally outran and out jumped a Wolfing in the final stretches to win. Its in this contest that she earned her lifelong nickname of iron legs.

## DEFENSES

Defenses are your ability to defend against physical, magikal, or psychic attacks. This capability grows the more you are placed in situations requiring its use. Defenses are considered a developmental aspect of your character, and are subject to advancement. Defenses are passive and represent the TD an assailant must meet or exceed with their action.

### DEFENSE (DEF)

This is the TD an opponent must meet or surpass to affect you using a physical attack. Your base DEF is given under each race. Add COORD as a bonus.

### MAGIK DEF (MD)

This is the TD an opponent must meet or surpass to

affect you using a magikal attack. Your base Magik DEF is given under each race. Add APT as a bonus.

### PSYCHIC DEF (PD)

This is the TD an opponent must meet or surpass to affect you using a psychic or spiritual attack. Your base Psychic DEF is given under each race. Add MA as a bonus.

Resists are your ability to resist or ignore certain effects. Resists are a static aspect of your character, and do not increase or develop like Saves or Defenses.

## RESISTS

### DAMAGE RESISTANCE (DR)

Your ability to resist physical damage; the value provided is what you subtract from any damage inflicted from a physical source. Magik or mental powers that inflict physical damage apply their effects against DR as well.

### MAGIK RESISTANCE (MR)

Your ability to resist magik damage; the value provided is what you subtract from any damage inflicted from magikal sources. Mental or physical sources that inflict magikal damage apply their affects against MR as well.

### PSYCHIC RESISTANCE (PR)

Your ability to resist psychic damage; the value provided is what you subtract from any damage inflicted from psychic or spiritual sources. Magik or other powers that inflict psychic damage apply their affects against PR as well.

## RATES

Rates are static aspects of your character for ability in certain areas, and do not increase or develop like Saves or Defenses. See the *Adventuring* section for more details on *Recovery Rate and Learning Rate*.

### RECOVERY RATE (RR)

This is the amount in HP you recover with a day of rest.

### LEARNING RATE (LR)

This is the amount of skill ranks you gain in return for 1 EP.

## RACES - CHAPTER TWO



**T**he forests of the Silver Shang throng with Elves who fled from Arduin during the Nexus Wars and made a new home there. They are xenophobic and unfriendly, made even more so since the wars with Cyndrya not a few years past. You find little diversity there, in contrast to the hectic cosmopolitan hodgepodge of Arduin's capitol city of Talismondé. There, if it exists, you can find it and races of all types and genders, and a few you'd find hard to call something living at all, wandering its streets. Throon range the mountains and jungles of the Green Hell, spoken about but rarely seen outside of the occasional mercenary. Knobblins flitter in the great caves of the Heaven Wall Mountains and are considered more fantastical because of it.

### CHOOSING A RACE

Arduin Eternal makes 26 races available for play. Each race has a number of unique advantages and

abilities. Some have advantages that incline them towards one profession or another, though any combination is possible. Throon, however, tend to make horrendous mages unlike High Elves who almost epitomize the concept of a mage.

Players also have access to a range of additional options they can select to tailor the racial stock. Here, in the choices, a player can make their base race into something altogether different or enhance existing traits. The options, called Racial Choices, are also constructed to enhance role-play, providing avenues for the player to play truly great and grand characters of their imagination.

Each race also provides pointers that will help the player construct a character. However, these are guides only. Don't let informational descriptions like racial outlook, appearance, or common cultures keep you from detailing your character as you desire. Its okay and expected that as an individual you will diverge from the norm.



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RACE LISTING TABLE		
Amazon	Gnome	Orc
Gara-Khai	Goblin	Padha-Hha
Shinda-Khai	Hawkman	Phraint
Tara-Khai	Hobbitt	Desert Saurig
Deodanth	Human	Swamp Saurig
Dwarf	Khai Shang	Throon
High Elf	Khai Zirin	Urukk
Wood Elf	Knoblin	Wolfling
Gnoll	Kobbitt	

## RACIAL DESCRIPTIONS

These racial descriptions provide general information about each race. They also give information about some of the qualities of the races as well.

**Outlook:** Notes the general demeanor of the race, and its outlook on life. Individuals can and do vary.

**Appearance:** Provides a quick sketch of what an average member looks like, including major variants.

**Common Culture:** While the player is free to select any culture, this lists the most common cultures a person of this race hails from.

**Attributes:** The attribute ranges and aspects of a race are given in table form. Note that Racial Traits or choices taken later may modify these values.

**Racial Traits:** Every race has a set of unique Racial Traits. These traits can provide bonuses to skills or actions; provide access to secrets, or demonstrate certain racial capabilities.

**Racial Choices:** Here the player makes selections to uniquely build their character. The section starts with a paragraph dictating how many choices are possible. After this introductory paragraph follows a list of choices, most of which are selected on a 1-for-1 basis. A few require the expenditure of two or more Racial Choices, and are indicated appropriately in races. Some races do not have this section. Unless otherwise indicated, players may also select from the General Racial Choice table. You may only take a Racial Choice, either from the specific race or the General Racial Choice table, once.

## ABBREVIATIONS

Skills were abbreviated in some instances. Here, **Weap** is an abbreviation of the **Weapon** skill. Another common shorthand used is **Know** for the **Knowledge** skill. You will also see abbreviations for the skill tiers (see the *Skills* section) such as **Leg** for **Legendary**, **Gen** for **Genius**, **Spec** for **Specialist**, **Exp** for **Experienced**, **Trd** for **Trained** and **Prof** for **Proficient**.



## RACES AND LANGUAGES

The streets and roadways of Arduin are home to all manner of languages. Arduinian is the main tongue heard just about anywhere but many others exist. Mages speak words of power in Rendorii, Khai Shang sneer and speak of the fighting prowess of others in Shangu and Dwarves, as ever, bicker and fight over the price of gems and gold in Dwarven.

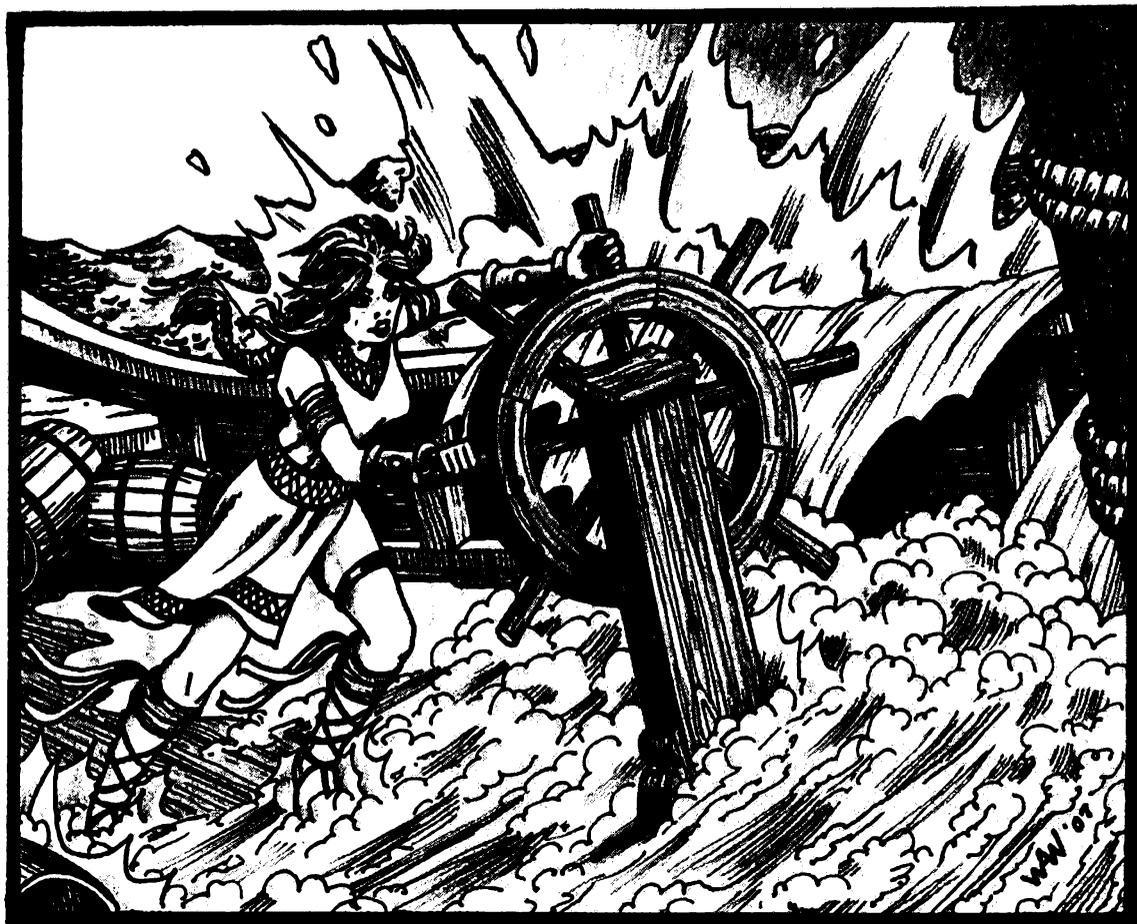
Cultures, however, and their myriad of influences are what drive a character's knowledge of language. While some races have specific knowledge of a language ingrained or genetically cast into their makeup, most however, do not.

## CHARACTER CREATION TIP

Specific references are made to differentiate between a bonus to a skill check and skill ranks in a skill. Any text that reads, "...provides a +x bonus..." indicates you apply the listed value when you make a skill check. Text that reads, "...have 3d6+2 skill ranks in..." indicates you begin with the listed number of skill ranks in the specified skill.

Attributes and their meaning were given in the preceding section. Some may find this confusing, expecting to roll for attributes first and then choose a race. However, in Arduin Eternal, the race is chosen first and then attributes and other information derived from the details given about the race.





## AMAZON

**Outlook:** Amazons are an overwhelmingly female race typified by a terrific joy for life and the profoundly honest and absolute belief that they are better than males of any race or type. Contrary to stereotypes, these women do not hate men. Amazons honestly and incontrovertibly believe they are better than men as a whole, so naturally they should run things! They believe they are the epitome of what women are meant to be, and have difficulty understanding why women of other races and cultures don't share their perspective. Their role model is the warrior woman, who is independent, strong, and willing to face death, danger, or disgrace. The Amazon mindset holds a woman as a warrior, leader, and mother all at the same time. Frequently women of other races are seen as lacking in these feminine qualities, and Amazons feel compelled to try and "help" those lacking in the right womanly traits, not understanding the unwillingness of other females to strive for these same goals.

ADROIT	d6+6	WITS	d8+7
REF	d6+6	REAS	d8+4
STR	d8+7	ESS	d10+7
SIZE	d4+8	EGO	2d6+4
MASS	d6+4	CHAR	d8+6
CON	d8+16		
FEAR	2d4+9	DR	0 DEF d8+28
Shock	2d4+10	MR	3 MD d4+19
Disease	d4+9	PR	3 PD 2d6+12
P/V	2d4+9		
RR	d4+3		
LR	d4+5		



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**Appearance:** Amazons resemble humans: 5 to 7 ft tall, athletic with lean frames, and bronzed or golden-tan colored skin. Their hair ranges from a brown to honey-blond, though occasional reds crop up. Eyes are usually shades of grey or blue, but amber eyes are occasionally seen. A lesser seen Amazon type is darkly colored, with nubian features.

**Common Culture:** Ardashaera, Avelda, Cynabahr, Dalshyra, Jazanda, Misty Isles, Naphalóé, Rainbow Isles, Silavira, Sorphalaz, Vargalla.

## RACIAL TRAITS

**Keen Senses** – Add a +20 bonus to PER and a +10 bonus to all Recon skill checks.

**Strongly Typed Culture** – Cultural influence is deeply ingrained for Amazons. When you determine culture, you gain the cultural influences of Cultural Confidence and Determined, regardless of the culture you choose.

## RACIAL CHOICES

Select 3 choices from the Amazon Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Bloodline of Tsunyadi** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} You are a scion of Tsunyadi and heir to the adventurous and hot blood of her line.

- Begin with the Recognized and Adventurous social motifs.
- Add a +20 skill advancement bonus to Maneuver category skills.
- Add a +2 bonus to CF.
- Suffer a -30 advancement penalty to MD and PD.

**Descendant of Sharlali** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} The heritage of Sharlali has blossomed in you, and like your legendary namesake, you can commune with named and unnamed spirits to ask questions of them. The communion takes an hour, requires 1-ESS impairment, and allows you to ask a single question. The GM decides whether the spirits you contact know the answer. Regardless, the spirits

will respond, even if to give a wrong answer. Heirs to the heritage of Sharlali fear the Faerie greatly, especially the Unseelie, for such beings hold them in utter and unwavering antipathy and hatred. Unseelie Faerie are automatically considered totally hostile when encountered.

**Horse Whisperer** – You have a singular bond with equines that transcends the norm. Not only can you communicate with them, but you can understand and interact with them, like they were of your own race. Even beyond communication, you see them as equals and one with Amazons; they, in turn, see you as one of their own kind. You can communicate with horses like you would speak to another Amazon. This includes conveying social motifs and the use of Interpersonal skills. This has impacted how you interact with others to some extent, and you have a -2 penalty to CHAR because of it.

**Legacy of Otomo** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} Otomo's legendary legacy lives on in you and her blood burns in your veins. Her legacy to her descendants was to pass on her sharp senses, keen wits, and adventurous spirit.

- Add a +30 bonus to PER and a +2 bonus to WITS.
- Can make a special TD 100 Recon skill check (as quickened action) to add their Recon skill ranks to a single attack in the same CF Count.
- Begin with the Adventurous social motif.
- Suffer a -20 advancement penalty to MD, and reduce their LR by -3.

**Mingled Bloodline** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} Amazons have frequently mingled their bloodlines with Wood Elves in the past, and you are a descendent of one such crossing. Not true enough in blood to be an Elfazon (Elf-Amazon crossbreed); you can nevertheless give up 2 Racial Choices to select 1 Racial Trait from the Wood Elves.

**Sea Bones** – You can sense any change in the weather on the sea or a change in the sea waters as deep as 100 ft. This perception extends your WITS in hours ahead of the change, where possible. A sudden storm that will occur in minutes obviously won't provide you a 12 hour warning, but might give you 12 minutes. A brewing tempest, however, could easily be



discerned hours ahead. The same goes for a change in the tides and similar forces of the sea. The sea is your home, and when on land and out of sight of the waters of the sea or the ocean, you are ill at ease and uncomfortable, distrustful of land and its weather. You have a -5 circumstantial penalty to all dice rolls while on land.

**Vivacious** – {Requires 2 Racial Choices.} You grip life so strongly that even death has trouble parting you from it. When you would normally die due to HP loss, attribute loss, characteristic loss, or a circumstance (instant death spell, disease, poison, etc.), you can make a TD 75 EGO check to continue to live (unless physically impossible, such as cut in twain, disintegrated, etc.). None of the damage that caused the death condition is healed or goes away. If you succeed at the EGO check, you hang on to life, and don't make another check unless you take additional damage or the situation worsens.

## CENTAUR

Centaur as a race have strayed far from their once starfaring roots. Divided into three distinct sub races, once, long ago they were as one, lustily spreading across the stars of the great night in pursuit of building a great empire. They have fallen far from this lofty height and remember aught of their own great origins.

### GARA-KHAI [CENTAUR SUB RACE]

**Outlook:** Gara-Khai are beings of great appetites, be it for food, drink, or adventure. Seldom given to subtlety or pretense, they can be the best of friends, if a trifle rough around the edges. On the other hand, they can also be the worst of enemies, so it's best to tread carefully around a touchy one! If a Gara-Khai gives his word on a matter, you can generally bet your life he'll keep it. Likewise, break a promise to one, and



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you're likely to find his whole clan showing up on your doorstep to exact revenge. Gara-Khai are more civilized than other Centaurs, but fierce warriors nonetheless. They tend to do the most trading, and some maintain herds of livestock. Gara-Khai warriors, unlike most other Centaurs, can and will use any armor that is available, most often scale or brigantine mails respectively. They favor light lances, short bows, two-handed swords, or axes, and occasionally light crossbows. The Gara-Khai are shrewd tacticians and masters of contemporary cavalry warfare.

**Appearance:** Gara-Khai are a temperate grassland breed of Centaur that range in color from buckskin and bay to liver and black, with an occasional appaloosa. They have long sloping shoulders, broad chests, short strong backs, and strong sturdy legs. They have long thick tails, thick heavy bones, and well formed tough feet. Their human-like portions are well formed, proportioned to their equine physiology, and tanned to a near bronze color in hue. They have a range of hair and eye colors, but their hair always matches their equine hue.

**Common Culture:** Cyndyra, Khandruzia, Kyr, Taghorean, Viruelandia, Zagrana

ADROIT	d6+4	WITS	d8+4
REF	d8+5	REAS	d8+2
STR	d6+16	ESS	d8+6
SIZE	d6+12	EGO	d8+5
MASS	d8+12	CHAR	d10+3
CON	d6+24		

FEAR	2d6+9	DR	4	DEF	2d8+24
Shock	3d6+30	MR	0	MD	d10
Disease	d4+16	PR	1	PD	2d6
P/V	4d6+9				
RR	d4+9				
LR	d4+4				

## RACIAL TRAITS

**Enhanced Movement** – Gara-Khai physique provides greater Movement than their strength might portray. Use a base of 25 instead of 10 when determining Move.

**Long Charge** – Gara-Khai must move double the normal distance to make a Charge maneuver, but add their full MASS to the damage inflicted.

**Native Weaponry** – Gara-Khai have a +20 bonus with Hoof [Weap], and can use their front or back hooves as weapons, including the application of skill maneuvers.

## CENTAUR NATIVE WEAPON TABLE

BODY	CF	DME	Crit	Fumble	ER
1 – 39	0	d6+4	100	1	Med
40 – 55	-1	2d4+7	98	1	Med
56+	-2	3d4+12	95	2	Med

**Special Racial Maneuver** – Gara-Khai have several special racial maneuvers, listed below:

**Coordinated Attack** – They have the innate ability to coordinate the use of Hoof attacks with handheld actions as a normal action. Thus, you could use a weapon, a shield, a wand, dig in your backpack, or do any other normal action limited to your hands while striking with your hooves at an opponent.

**Mounted Equivalent** – They can use weapons, such as a lance, to inflict damage like a mounted rider.

**Ride-by Attacks** – They are uniquely suited to attack while moving and can combine movement with an attack, including one with a missile weapon. Thus, you could take normal move as a quickened action, and then use a normal action to attack someone as you do.

## RACIAL CHOICES

Select 3 choices from the Gara-Khai Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Acrobatic Inheritance** – You can fall, roll, and get to your feet with incredible nimbleness for a Centaur. Anytime you are knocked down or otherwise prone, you can make a TD 75 Acrobatics check to get to your feet with a quickened action. You also don't suffer the Ungainly penalty as noted under Knockdown and Grapple in the *Battle and Melee* section.

**Beast of Burden** – Used to moving large loads across the land, you can double your normal carrying weight, or move twice the distance with a normal load. Add your RR bonus to the number of consecutive days you can travel.



**Line of Verslae** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} You are a scion of Verslae, inheritor of her gifts and her curse. Verslae was a mighty leader, and led her people to victory and prosperity, but fought constantly with a dark nature. Bearers of Verslae's blood gain the following:

- When figuring Move, use 40 as the base instead of 25. For overland Movement, add your CON as a bonus in miles covered per day.
- When rolling for REAS, use d6+6 instead of the one listed.
- If Fear overtakes you at any time (you fail a Fear save), you descend deep into a murderous frenzy that has no escape, except for exhaustion or death. Treat this as Berserker Rage, except it lasts for 1 minute per CON, death, unconsciousness, or a similar condition.

## SHINDA-KHAI [CENTAUR SUB RACE]

**Outlook:** Neither as civilized as the Gara-Khai, nor as barbaric as the Tara-Khai, the Shinda-Khai are known for their hardiness and survival skills. They will wear more than simple harness or trappings, deigning to include loose wraps and burnoose to withstand the burning sun. They are totally nomadic, and rarely make permanent settlements. While they cannot equal the abilities of the Gara-Khai in combat, they make excellent scouts, and are often hired out for this purpose. As far as weaponry, the Shinda-Khai employ short bows, sabers, and small light targets. They rarely use lance, spear, or armor, feeling that it only slows them down. Shinda-Khai tactics tend towards the hit and run variety, and many a stronger enemy has retreated rather than suffer the constant and relentless harassment of Shinda-Khai raids.

**Appearance:** The Shinda-Khai are an arid desert



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breed of Centaur with short tails, narrow chests, long backs, and flat ribs. They are of palomino coloration, and their legs are long and slender, clearly revealing the tendons. They have a superb native gait, and can cover great distances. Their human like portions are equally lean and angular. They have black or brown eyes and hair, and are deeply tanned.

**Common Culture:** Skohrzaki Domain

ADROIT	d6+7	WITS	d8+8
REF	d8+8	REAS	d6+3
STR	d6+8	ESS	d8+6
SIZE	d6+8	EGO	d6+5
MASS	d6+8	CHAR	d8+3
CON	d6+27		
FEAR	2d6+6	DR	5 DEF 2d8+26
Shock	3d6+35	MR	0 MD d6
Disease	3d6+36	PR	1 PD 4d6
P/V	4d6+12		
RR	d4+7		
LR	d4+4		

**Native Weaponry** – The Shinda-Khai have a +15 bonus with Hoof [Weap], and can use their front or back hooves as weapons, including the application of skill maneuvers.

**CENTAUR NATIVE WEAPON TABLE**

BODY	CF	DME	Crit	Fumble	ER
1 – 39	0	d6+4	100	1	Med
40 – 55	-1	2d4+7	98	1	Med
56+	-2	3d4+12	95	2	Med

**Short Charge** – Shinda-Khai need only to move their SIZE to make Charge maneuvers instead of double the amount like other Centaurs.

**Superb Stamina** – The Shinda-Khai can move continuously for as many days as they have CON with only 1 hour of rest per day and minimal food or water.

**Tough as Nails** – Heritage and endless generations of acclimation to living in harsh environs have built great toughness. The Shinda-Khai add +15 to HP.

**Unique Gait** – When figuring the Dodge bonus, you do not reduce it by MASS. The Shinda-Khai also use 25 as a base when determining Movement.

## RACIAL CHOICES

Select 3 choices from the Shinda-Khai Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Born on the Anvil of the Sun** – {Requires 3 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} You are a child of this great desert and heir to its harsh legacy.

- When figuring MOVE, use 35 as the base instead of 25. For overland movement, add your BODY as a bonus in miles covered per day.
- A master at moving across harsh terrain, treat all terrains as two steps less for TD to determine Movement.
- Begin with the Wilderness secret of Native Son (desert) without the need to meet its requirements.
- You have a -30 penalty to Saves against any cold, snow, frost, type effects or attacks, and any damage from such sources inflicts 50% more damage to you.

**Mark of Nesyiu** – {Requires 3 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} Of all the god born mortals, Nesyiu was beloved the most and lamented the greatest when he was slain during the overtures of the Nexus Wars in Arduin ages past. They say the gods blessed his line, and chose among all Shinda-Khai one Centaur each generation to bear his mark.

- Reduce your SIZE, MASS, and STR attributes by -3 each while raising ADROIT and REF by +5
- Agile and limber for your body type, you can complete full front or back flips, 360 degree roll offs, and other acrobatic maneuvers common to smaller and differently structured creatures. You disregard any Ungainly penalties for jumping, grappling, acrobatics, combat maneuvers, and other situations, and add +30 to all Acrobatics checks.
- Music is as much a part of you as breathing, and you turn all things into song and poetry. Such things are distracting, and you suffer a penalty of -30 to PER. If you take a religious or arcane profession, you will sing or recite poetry to all spells, prayers, or ceremonies you use, adding +1



CF counts to its time to cast.

- You begin with 5 Faith. You use and gain Faith like a priest, and must revere the Emerald Star Cult as your religion, including following their tenets.

### TARA-KHAI [CENTAUR SUB RACE]

**Outlook:** The Tara-Khai tend to view the amount of clothing many other races wear with a certain amount of disgust. They will wear a variety of trappings and harness, but little beyond this and the accompaniment

of a blanket or similar wrapping for chilled temperatures. They will use accouterments as necessary. These Tara-Khai are a wild and difficult bunch to deal with, having a hereditary claustrophobia that drives them insane in a matter of hours should they be locked up or hemmed into a small area. They dwell in the wooded areas, and follow a nomadic existence, usually traveling between three to six seasonal settlements, relying on hunting and gathering. The cultural and hereditary fear of closed spaces is likely the reason they are commonly seen as berserkers. It also means that you won't catch a Tara-



Khai within spitting distance of mines, caves, dungeons, or other nasty holes in the ground. Due to their inability to follow orders on a consistent basis, Tara-Khai mercenaries tend to be used as irregular skirmishers for raiding parties and the like. They utilize mainly long spears, throwing axes, and javelins. A few use short bows. The Tara-Khai disdain armor of any kind, preferring to rely on natural skill and mobility to avoid blows.

**Appearance:** A woodland breed of Centaur, Tara-Khai are most often grey to white, and are found primarily in the woodlands. Their hair is soft and full, and they have long leg hair growing from the middle of the leg down to the hoof. The Tara-Khai also has a sure-footed ground consuming gait. Their bodies are deep, well ribbed, and muscular. Their legs are proportional to their bulk, and they have equally well-formed hooves for their size. Their human like portions are well formed, proportioned to their equine physiology and tanned to a near bronze color in hue. They have a range of hair and eye colors, but their hair always matches their equine hue. They are the largest of the Centaurs.

**Common Culture:** Aradnast, Höhenaré, Orguria, Tharkhala, Viruelandia, Zagrana

ADROIT	d6+4	WITS	d6+4
REF	d6+6	REAS	d6+2
STR	d6+17	ESS	d8+6
SIZE	d4+13	EGO	d6+10
MASS	d8+16	CHAR	d10+2
CON	d6+29		

FEAR	2d6+9	DR	8	DEF	2d8+25
Shock	3d6+38	MR	0	MD	d6+1
Disease	2d6+10	PR	0	PD	5d6
P/V	2d6+12				

RR	d4+6
LR	d4+4

### RACIAL TRAITS

**Enhanced Movement** – Tara-Khai physique provides greater Move than their strength might portray. Use a base of 20 instead of 10 when determining Move.

**Great Will** – A deep well of willfulness and mental strength is an inherited trait. The Tara-Khai add a +20 bonus to all Self Control skill checks.

**Long Charge** – Tara-Khai must cover twice the normal distance to Charge, but add full MASS to the damage inflicted (see *Battle and Melee* section)

**Mental Flaw** – The Tara-Khai tend to fall into berserker rages when they are strongly excited, agitated, or moved. In such circumstances, you must make TD 75 Self Control check every minute to resist the rage. In battle, make this check every melee round. Being locked up, tightly restrained, or hemmed in will quickly drive a Tara-Khai berserk. Every hour in such a situation, make a TD 100 Self Control, or devolve into a berserker rage.

**Native Weaponry** – The Tara-Khai have a +20 bonus with Hoof [Weap], and can use their front or back hooves as weapons, including the application of skill maneuvers. (See the Centaur Native Weapon Table for more details.)

### CENTAUR NATIVE WEAPON TABLE

BODY	CF	DME	Crit	Fumble	ER
1 – 39	0	d6+4	100	1	Med
40 – 55	-1	2d4+7	98	1	Med
56+	-2	3d4+12	95	2	Med

### RACIAL CHOICES

Select 3 choices from the Tara-Khai Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Blood of Keo Tribe Walker** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} A legendary figure of Centaur lore, Keo's legacy lives in you. Children of the Blood of Keo gain the following:

- Do not suffer the Mental Flaw of Tara-Khai, and do not descend into berserker rages, but lose the Great Will trait.
- Keo bound the tribes into one, and directed the power of its shamans, mystics, and priests against the L'etharini invasion. His ability to center the channeling power of others is born again in you. You can act as a synergistic catalyst to bind together the Channel skill ranks of two or more beings, up to a max number of beings equal to your LEAD. This act requires all of your concentration, but only requires a single melee



## DEODANTH

round of preparation and for you to keep all people involved within visual sight. Those synergistically bound by your power gain the benefit of an average of all Channel skill ranks. The effect requires a TD 75 Meditation skill check every melee round to maintain. This ability is stressful, and impairs your CON by -2 when used. Consecutive lengths of time are considered a single use of this ability.

- Keo angered Shagrath, god of the Red Moon, and Shagrath cursed him and all of this bloodline to be forever hunted by 'Shagrath's minions. They recognize a descendant of Keo on sight, and act with hostility and antipathy. The same applies to all spiders, natural and unnatural, who will seek out a descendant over others to do harm, injustice, and deceit.

**Child of Goether** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} Those born of this line are called the "Children of Goether", revering the Centaur battle god of yore, dead since the God Wars of myth.

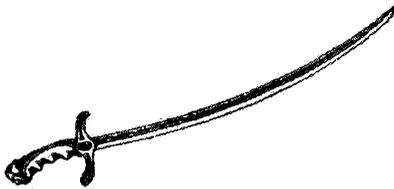
- The Tara-Khai rage born in you is of towering proportions. When it pours forth in berserker rage, any damage you inflict to an enemy that pierces their DR is compared to their BODY score. If it meets or exceeds the foe's BODY, you kill them outright with the attack.
- Add +2 to DR and MR, but you have a -10 advancement penalty to DEF and MD.
- You boil with an unquenchable, unstoppable explosion of life that adds +10 to ESS, but is chaotic and lawless, applying a -50 penalty to all Channel skill checks.

**Steadfastness of Caoal** – {Requires 2 Racial Choices.} A few are born to the Tara-Khai that are reminiscent of Mighty Caoal, and are given his surname as title. You are one such Centaur. Like Caoal, you are built with a near iron skeleton, and have FORT 10, which allows you to negate the first 10 points of attribute or characteristic damage. Unfortunately, you take a -2 to CON, and you start with a zero for a Disease Save.

**Outlook:** Deodanths are surrounded in mystery and legend, so much so that they themselves no longer know the whole truth. Thaumaturgical research confirms that they are a hybrid race, the result of a necromantic blending of Elven blood with some dark and unknown thing probably feline in nature. According to legend, they are lost time travelers from eons in the future, when the universe is old and the last suns are dying. They are known for their fierce nature, as well as their cunning battle tactics. A nomadic breed, they travel alone or in small groups, and are solitary in their habits – so much so that most of their history has passed out of memory despite their long lives. They seldom wear much clothing beyond a loincloth and weapons harness, disliking bulky, encumbering accessories. Even these are eschewed for their natural states outside of restraining social settings. They are practical, however, and can and do wear armor in situations where it is needed or desired. They favor greatly the heavier types of rapiers and martiobarbuli. They can move as quietly as hunting cats, and fear nothing in the Multiverse.

Deodanths have a reputation for being vicious and cruel. For the most part, it's a well deserved reputation. Most Deodanths enjoy inflicting pain and torture, and are sadists of the worst kind. Some of their victims have been known to live ten years or more, spending every second of that time in excruciating pain. In fact, some will commit suicide rather than accept falling into the hands of a Deodanth. A few Deodanths do not share this penchant for vicious cruelty, but they are exceedingly rare and generally considered deranged by others of their race. Even these "kinder and gentler" Deodanths are predators by nature, and woe to the opponent who makes the mistake of crossing one! There is an old proverb: "The cruelest creature in the world is a merciful Deodanth". Deodanths are natural predators. From time to time, their instincts get the better of them. Only a rare Deodanth can resist the prospect of a good hunt. Quite often, Deodanths have been known to drop what they were doing in order to stalk and kill some enticing prey. Think of a cat playing with a mouse, but make the cat human sized with incredible strength and an arsenal of weapons. Deodanths hate Elves for historical reasons and vice versa. In fact, they don't like anyone very much, a feeling reciprocated by the world.

**Appearance:** Muscular and whipcord lean, Deodanths resemble nothing so much as a sinister blending of Elf and something feline. They are tall: six



# RACES

# RACES





ADROIT	d6+12	WITS	d6+12
REF	d6+12	REAS	2d4+7
STR	d6+13	ESS	d6+1
SIZE	d6+8	EGO	2d4+10
MASS	d6+6	CHAR	d6+5
CON	d10+16		

FEAR	Immune	DR	8	DEF	2d6+40
Shock	3d4+32	MR	11	MD	2d6+21
Disease	2d6+40	PR	7	PD	2d6+24
P/V	3d4+42				
RR	d4+8				
LR	1				

foot tall is short and seven foot tall is more common; their skin is jet-black; their nails are pointed and silver. They are totally hairless. Deodanths have faintly glowing, pupilless, red eyes and wickedly pointed teeth. They have phenomenally strong leg muscles, a legacy of their feline forebears.

**Common Culture:** Arduin

### RACIAL TRAITS

**Charming Gaze** – Deodanths can charm with their eyes. The eye locking attack takes a quickened action. To actually exert the charm takes a normal action as well. The attack is psychic, and a Deodanth has 2d10+5 Mind skill ranks with this power. If it succeeds against an opponent's PD, it takes a normal action on the next CF action count to solidify control (your victim is helpless during this CF action count). Those mesmerized are considered charmed. You must have visual contact and a clear line of sight to make the attack and solidify control.



**Deodanth Eyes** – Deodanths are sensitive to several higher spectrums of sensory input. They innately see magnetic lines, can sense dangerous radiation levels, and see in poor illumination or complete darkness like normal vision, retaining all sense of color.

**High Native Agility** – Deodanths do not subtract MASS from Dodge, and have a +20 advancement bonus to DEF.

**High Native Perception** – Add a +15 bonus to PER and a +20 bonus to Recon skill checks.

**Enhanced Jump** – Deodanths have the native ability to jump or spring 30 ft forward and 15 ft in height from a standing or moving position and can do so as a normal action. They also begin with the Acrobatics secrets of Leap Attack and Running Jump Attack; however, they do not suffer the penalty to Dodge or the vulnerability of being knocked down if they miss when using these attack maneuvers.

**Immortal** – Deodanths are immortal, immune to the effects of aging, and do not die unless slain. Deodanths look upon life differently; unlike the shorter-lived races that are driven to excel and succeed, Deodanths take a longer view, concerned with different machinations of the world. Due to this mindset, Deodanths have low LR, but compensate with the ability to convert life experience (EPS) into advancement bonuses that they can apply to Skills, Saves, or Defenses. Deodanth can convert 2 EPS into a +10 advancement bonus, and have no limit on the EPS they can turn into advancement bonuses.

**Inherited Skill** – Deodanths have an innate skill with Rapiers and Martiobarbuli, and have a +20 bonus to Weapon skill rolls with both weapons.

**Innately Magikal** – Deodanths are magikal in form, and add +15 to their APT score.

**Linguistic Inheritance** – Deodanth begin with the Deodanth language and at least 3 others, and have a +10 bonus to Deodanth language checks.

**Low Life Force** – Deodanth life force is dim and difficult to detect; they use ESS 0 or MD 200 as appropriate against detections of this nature.

**Natural Stealth** – Deodanths have a +20 bonus with Clandestine skill checks due to their nature and ability.

**Natural Weaponry** – Deodanths can fight effectively with their claws or fangs. They have a +15 bonus with Claws [Weap], but must Grapple or otherwise move within Close ER to bite a victim.

**DEODANTH NATIVE WEAPON TABLE**

	CF	DME	Crit	Fumble	ER
Claws	0	d4+8	97	2	Med
Fangs	0	d2	100	6	Close

**Proprioceptive Damager** – Deodanths add +10 to their BODY when determining the amount of damage they inflict.

**Time Jump** – Deodanths can freely slip forward in time a predetermined 1 to 10 melee rounds. While time slipped, they perceive everything in a distorted way, but effectively gain those melee rounds to take actions to affect themselves and anything they were carrying. While time slipped, they are out of time and space until the time slip ends, whereupon they return to their previous position. It only takes a quickened action to activate, but it drains -5 points off CON, REF, and REAS each time the power is used.

**Unique Genetics** – Deodanths are uniquely formed: mentally, physically and otherwise. They have total resistance to Fear and ESS impairment, damage, draining, or blasting from any source, including voluntary attempts to reduce ESS.

**Universally Despised** – Hated everywhere they go, Deodanths have the social motifs of Despised, Merciless, and Feared, all tied to the Renowned social motif. They can never lose or discard these negative social motifs.



## DWARF

**Outlook:** The Dwarves are an ancient people, nearly as old and as magikal as the Elves. Dwarves tend to ponder things for a time before acting, never acting before they are ready. They are often more stubborn (and frequently grouchier) than mules. Since they are long-lived, they tend to be more patient than other people, but not to the same degree. Their general tendency toward stubbornness makes them reluctant to try new things without greatly pondering on the consequences – more so since Dwarves love strong drink, good tales, and better arguments. Any matter of importance facing a clan will be put up to debate in an open forum. These forums sometimes last for months, even years! Short-lived races are advised NOT to expect speedy results from a Dwarven Conclave. Dwarves are sometimes called “The Constant Folk” and with good reason. They have exceedingly long memories, and never forget a friend – or an enemy. There have been cases where grudges have gone unpaid for decades or centuries, but never forever. It’s a common thing for a Dwarf to show up in a Human community, claiming grievance for some wrong done by the local Innkeeper’s great-great-grandfather! Dwarves take these claims extremely seriously, and it’s generally best to accommodate them. While not all Dwarves are ruled by the legendary gold lust of their kind, many are, and almost all are at least touched by it. There is a strong acquisitive streak in the Dwarven nature. This drives many Dwarves to look for any advantage in any contractual negotiation. There is no more formidable a trader in Khaas than a Dwarf, especially a female Dwarf. Even with friends, Dwarves will often stick to the letter of a contract, reasoning that it’s the friend’s responsibility to tend to his own bargains. It’s common for a Dwarf to wind up coming out of the adventure with a double share or more of gold, and then reserve the meanest accommodations he can as a way of saving money! Even so, no Dwarf would ever let a true friend go hungry or suffer.

**Appearance:** Not surprisingly, Dwarves are shorter than Humans. Stocky of build and extremely dense, they often outweigh other creatures of comparable size and very little of that weight is fat. Dwarves usually have dark complexions and brown, black, or rust-red hair. Most are bearded although a few daring young rebels have taken to the highly controversial fashion of wearing a long moustache only.

**Common Culture:** Arduin, Azelkha, Bossalia, Chardos, Chrysolia, Chund, Cyndyra, Falohyr, Ithalos, Khorkhroé, Khorsar, Myrmydios, Saast, Viruelandia, Vorangé

ADROIT	d4+5	WITS	d6+9
REF	d6+9	REAS	d6+5
STR	d4+11	ESS	d8+7
SIZE	d2+5	EGO	d8+6
MASS	d4+11	CHAR	d10+2
CON	d6+24		
FEAR	d6+32	DR 8	DEF 3d4+40
Shock	2d6+40	MR 7	MD 2d6+20
Disease	2d4+40	PR 5	PD 2d6+16
P/V	3d4+50		
RR	d4+10		
LR	2		

## RACIAL TRAITS

**Bred Stoicism** – Dwarves are bred to be stoic. Add a +10 bonus to all Self Control skill checks.

**Dwarf Sight** – Dwarves are sensitive to several higher spectrums of sensory input, such as magnetic field changes, and can detect the flicker of x-rays.

- As a Dwarf, you innately know magnetic north, can discern magnetic fields, retrace steps, and navigate any territory you have walked using nothing but your PER to do so. Also, you can see in poor illumination or complete darkness like normal vision, but without a sense of color.
- Ability to perceive the rightness or wrongness of constructed or natural areas such as tunnels, structures, caverns, and buildings; this talent also extends to constructed things such as siege engines and mechanisms. You can make a PER check whenever you see, touch, or study such an object or place. Regardless, this is an intuitive understanding that provides no specifics, and is limited to a maximum range of 20 ft.

**Ingrained Toughness** – You are built to have a toughness that belies even your appearance. Add a +20 bonus to HP.

**Innate Crafter** – Crafting is an ancient art, and the act of creation is part of Dwarven nature. Add a +10 bonus to Manufacture, Engineer and Mechanic skill checks.

**Long Lived** – Dwarves are a long-lived race, and look upon life differently. Unlike the shorter-lived races that are driven to excel and succeed, Dwarves take a longer view, and are more cautious and slower paced. Due to this mindset, Dwarves have a low LR,





but compensate with the ability to convert life experience (EPS) into advancement bonuses they can apply to Skills, Saves, or Defenses. Dwarves can convert 3 EPS into a +10 advancement bonus, and have no limit on the amount of EPS they can turn into advancement bonuses.

**Magik Resistant** – Strongly resistant to magik, Dwarves gain a +30 MD advancement bonus.

**Warrior Born** – Dwarves are born with an innate skill in the fighting arts, and grow into warriors with the barest of training. Add four +10 advancement bonuses to any Warrior Profession Favored or Core skills, including stacking some or all of them into one skill or into DEF.



# RACES

# RACES



## RACIAL CHOICES

Select 3 choices from the Dwarf Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Forged by Heldoré** – Occasionally a Dwarf is said to be forged by the Dwarven mother-goddess, and is marked with the stamp of her hammer. You are one such Dwarf. You have 5 Faith and three prayers (GM decides; roll d4 for OP of each prayer) that you use innately, trading 1 Faith per OP to power. You use and gain Faith like a priest, and must revere Heldoré as your deity, including following her tenets.

**Heritage of the First** – {If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} You are heir to the bloodline of the legendary First Born, the predecessors to the current Dwarven line. While greatly diluted since their time, you have great affinity and apathy with certain elements, as outlined below. You can take the Racial Choice of Overflowing Life Force for the cost of 1 Racial Choice instead of 2.

- Anything you craft seems instilled with a life of its own. You have a +20 advancement bonus with the Manufacture skill. Whenever you personally manufacture something, there is 3% chance you will imbue it with d6 ESS of your life force. The ESS imbued is taken as ESS impairment. (See *Crafting and Manufacturing* for more details.)
- You have a -50 penalty with the Ceremony, Entreaty, Mind, and Cast skills, and are only truly comfortable around rune magik.

**Iron Boned** – {Requires 2 Racial Choices.} They tell tales about you like they do of the great heroes of the past. Everyone says you've inherited the iron bones of Dwarven legend, and based on your experience, you would say they are right. Gain a Fort value equal to your MASS, which allows you to negate that in BODY damage. Iron Boned halves your normal movement.

**Legendary Healer** – {Requires 2 Racial Choices.} When they talk about the legendary recovery rate of Dwarves, they speak of you. You can recover from anything that doesn't kill you, so much so that if whatever ails you does not slay you in the first minute

of affliction, you will eventually recover, regardless of how toxic or potent the affliction. You heal like normal, but at an hourly rate instead of daily, and do so despite any condition or activity. Also, you recover at least your RR in HP, one attribute, and one characteristic per day, even if damaged, destroyed, eaten, or other action has happened. Unfortunately, when or if you do die, your life force deteriorates (see *Adventuring* section) at double the normal rate.

**Life Dedication** – A Dwarf can bind his life to a single task, be it great or small. The task must be significant and meaningful to you, or you cannot dedicate your life to it (GM adjudication required). Restoring the honor of the clan, slaying the dreaded drake Kthoramoruk, finding your lost son, serving the clan lord with honor, and so on are significant tasks. When you bind your life to a task, you gain the ability to apply a +20 bonus to any roll directly relating to it (GM adjudication required, but bonus may be gained no more than once per melee round). However, if you betray the task you have dedicated your life to, such as betraying the honor of the clan, giving up your search for lost son, and so on, your own inner self turns against you like a curse, applying a -20 penalty to all rolls. It is possible to dedicate your life to a different task if the first becomes impossible or is completed (GM determines both possible scenarios).

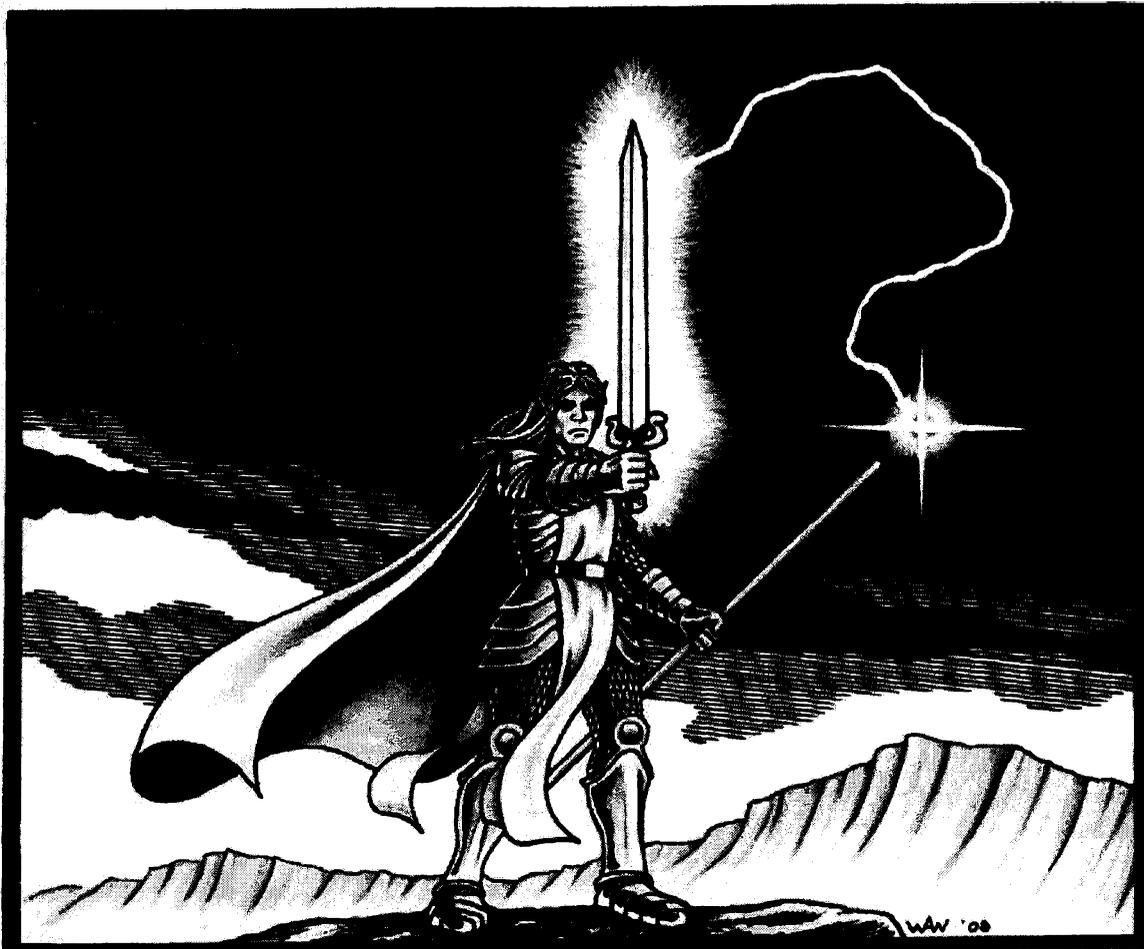
**Mana Caller** – Once in a while in a Dwarven generation, a child is born who has a particular affinity with the ancient art of crafting. You are such a child, and can use your affinity to call forth mana from any Very Good and Superb quality object, treating them like a source equal in power to the APT of the item. All things have their opposite, and you have a -2 EGO penalty.



# RACES

# RACES





## ELVES

Elves are an old, highly magikal race. Once a single race, over time they have split from their common ancestry and taken two distinct paths.

### HIGH ELF [ELF SUB RACE]

**Outlook:** The High Elves are a very old, very magikal race. It is entirely possible that they were the first sentient beings, though some claim that this honor goes to others instead. No matter what the case, the fact remains that the Elves are an ancient people and very wise. They are a joyful people, but not frivolous: studious when necessary, but not serious by nature. To short-lived Humans, Elves sometimes seem overly relaxed or even lazy, but this is merely the result of a lifespan a hundred times as long as that of the most venerable Human. When one measures life in millennia, what matter if a particular task is accomplished tomorrow or a hundred years down the

road? Elves, literally, have all the time in the world. The High Elves have little to do with the affairs of Humans or with the outside world in general. They live in isolated splendor atop the most secluded mountains, passing their days in the pursuit of poetry, music, magik, and intricate ceremonies of courtly grace. For all their refinement, though, they are among the fiercest of warriors when provoked. If not for their very low population and birthrate, High Elves might easily rule the world; as it is, they choose to ignore it.

**Appearance:** High Elves are tall and slender, usually having light complexions and very light brown to silvery blonde hair. Their eyes are green, violet, lavender, purple, or pearlescent grey. All Elves have pointed ears to a greater or lesser extent, and their eyes are slightly epicanthic, giving them an almond-eyed look.

**Common Culture:** Arduin, Bossalia, Dreaming Isles, Orguria



# RACES

# RACES



ADROIT	2d4+9	WITS	2d4+10
REF	2d4+9	REAS	d10+8
STR	d6+8	ESS	3d4+8
SIZE	d4+7	EGO	d8+6
MASS	d6+3	CHAR	d10+7
CON	d10+18		

FEAR	2d6+54	DR	5	DEF	2d4+20
Shock	d6+21	MR	18	MD	2d6+55
Disease	2d6+10	PR	7	PD	3d4+22
P/V	2d6+5				

RR	d4+3
LR	1

## RACIAL TRAITS

**Ancient Elven Contemplation** – You can slip into the ancient contemplative stream of past Elven generations. You start with the Meditation skill secret of Focus.

**Immortal** – High Elves are immortal, immune to the effects of aging, and do not die unless slain. High Elves look upon life differently, and unlike the shorter-lived races that are driven to excel and succeed, High Elves take a longer view, concerned with different machinations of the world. Due to this mindset, High Elves have a low LR, but compensate with the ability to convert life experience (EPS) into advancement bonuses they can apply to Skills, Saves, or Defenses. High Elves can convert 2 EPS into a +10 advancement bonus, and have no limit on the amount of EPS they can turn into advancement bonuses.

**Elf Sight** – High Elves have high visual acuity, and can see in poor illumination or complete darkness like normal vision, retaining all sense of color. High Elves also add +20 bonus to PER and +10 bonus to all Recon skill checks.

- Ability to perceive the rightness or wrongness of constructed areas such as structures, and buildings. They innately make a PER check whenever they see, touch, or study such an object or place. Regardless, this is an intuitive understanding that provides no specifics, and is limited a maximum range of 20 ft.
- Ability to make PER checks to determine the APT of items, places, and people. This check is innately done, and requires no attention on your part, similar to how you innately sense the

rightness or wrongness of a constructed area when you see it.

**Legendary Fear and Magik Resistance** – High Elves grow to have near immunity to Fear and magik. Add +50 advancement bonuses to Fear and MD.

**Magikal Ancestry** – High Elves are steeped deeply in the ancient traditions of magik.

- Add a +20 advancement bonus to Channel, Ceremony, Cast, and Arcanology skills.
- Naturally generate mana equal to your BODY.
- You reduce the burden of magik naturally, lowering the maintenance of spells from a normal action to a quickened action or a quickened action to none. For rituals, you lower the amount of APT impairment by -3; if this reduces the normal impairment of the ritual to zero, it effectively has no impairment.

**Warrior Spirit** – High Elves possess an innate warrior spirit that shines through, regardless of profession. Instinctive skill with the fighting arts allows you to add four +10 advancement bonuses to any Warrior Profession Favored or Core skills, including stacking some or all of them into one skill or into DEF.

## RACIAL CHOICES

Select 2 choices from the High Elf Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Arcane Insight** – You have powerful insight into the inner workings of magik, and can make intuitive leaps when it comes to understanding magik spells and rituals. When first exposed to a ritual or spell, you can make an unmodified TD 100 MA check. If you succeed, you learn the spell or ritual at skill rank 1 without the need to expend EPS. You only make this check once per individual spell or ritual. Oppositely, you are highly unintuitive with rune weaving, and expend double the EPS to learn runes.

**Heritage of the Beynelevin** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another bom, legacy, bloodline, or descendant racial choice.} Heir to the bloodline of the



Beynelevin, chosen by Elven gods of old to forge the weapons and armor of their anointed champions. Like Beynelevin you have great skills in working metals and crafting items.

- Your innate perception allows you to make PER checks to evaluate metal, in raw or worked form, for purity and composition in addition to APT.
- Anything you craft from metal seems instilled with a life of its own. You have a +20 advancement bonus with the Manufacture skill. Whenever you personally manufacture something, there is 13% chance you will imbue it with d6+4 ESS of your life force. The ESS imbued is taken as ESS impairment. (See *Crafting and Manufacturing* for more details.)
- You have a -50 penalty with Cast, Mind, and Eldarin skills, and are only truly comfortable around faith based or ceremonial magik.

**Legacy of Khaer-Mideon** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} The power of rune weaving sings in your blood and bones, and the heritage of the Khaer-Mideon, those who challenged and defeated Caliban lives on in you.

- Add a +30 advancement bonus with Eldarin.
- When rune weaving, you reduce the time cost of each individual Eldarin secret by -4 melee rounds. If you lower an Eldarin secret or rune to a zero melee round requirement, you can cast it in a single CF action count.
- Eldarin comes quickly to you: part as natural aptitude and part as awakened racial memory. For each plateau of skill you achieve beyond Proficient, you gain a bonus secret chosen randomly from the secrets at the previous plateau. (Example: When you achieve Trained (skill rank 10) in Eldarin, you will get a random bonus secret available at the Proficient (skill rank 1 through 9) plateau.)
- You do not have the Warrior Spirit (as outlined above in Racial Traits) of High Elves.
- You have a -50 penalty with the Ceremony, Entreaty, Mind, and Cast skills, and are only truly comfortable around runic magik.

**Serenity** – The stream of Elven contemplation runs strong within you, and its power allows you to ignore the effects of charms, will compulsions, Deodanth gaze attacks, etc. (no roll required). Its power is addictive, and when you sleep, you slip into this stream of past time and only reluctantly depart from

it. While sleeping, you are -50 PER, and sleep two extra hours per day.



## WOOD ELF [ELF SUB RACE]

**Outlook:** By far the most common sort of Elves, Wood Elves dwell in the majestic forests of Khaas, which they have claimed as their domain since time past memory. They are a joyful people, open, honest, and tuned to the pace of life. Like their cousins, Wood Elves sometimes seem overly relaxed, or even lazy, but this is merely the result of an immortal lifespan. As they live so long, Elves are very careful on whom they will bestow their friendship. They also have long memories for enemies. They are hard to anger, but once they are angry, they are much harder to mollify. They may carry on righteous retribution over the course of millennia, if necessary. Less aloof than their other kin, Wood Elves nonetheless value their privacy, and aren't reluctant to let intruders know this with the help of a well placed volley of arrows! Wood Elves have a deserved reputation as the finest archers in Khaas. They take a great deal of pride in their archery. It's traditional for a Wood Elf to plant the sapling that will grow into his or her first bow at the age of 15; thus, an Elf literally grows up alongside his bow, and treats it very nearly as a living member of the family.

**Appearance:** Wood Elves are tall and slender, usually having light to golden complexions and brown, blond, red, or pale silver hair. Their eyes are green, hazel, lavender, purple, or pearlescent grey. All Elves have pointed ears to a greater or lesser extent, and their eyes are slightly epicanthic, giving them an almond-eyed look.

**Common Culture:** Aradnast, Arduin, Falohyr, Ghorfar, Höhenaré, Ithalos, Malgoreem, Orguria, Panduria, Talafar, Viridia, Viruclandia.





**RACES**

**RACES**



ADROIT	d6+12	WITS	d10+6
REF	2d4+8	REAS	d12+2
STR	d8+5	ESS	d10+11
SIZE	d4+6	EGO	d8+8
MASS	d8+2	CHAR	d10+5
CON	3d6+16		

FEAR	2d6+20	DR	3	DEF	2d4+24
Shock	2d6+24	MR	13	MD	2d6+22
Disease	2d6+22	PR	2	PD	3d4+10
P/V	2d6+15				

RR	d4+4
LR	1

## RACIAL TRAITS

**Ancient Elven Contemplation** – You can slip into the ancient contemplative stream of past Elven generations. You start with the Meditation secret of Focus.

**Child of the Forest** – Wood Elves are true children of the great forests, and begin with the Wilderness secret of Native Son without the need to meet its requirements.

**Elf Sight** – Wood Elves have high visual acuity, and can see in poor illumination or complete darkness like normal vision, retaining all sense of color. Wood Elves also add +30 to PER and +10 to all Recon skill checks.

- Ability to perceive the rightness or wrongness of natural structures or areas. They innately make a PER check whenever they see, touch, or study such an object or place. This also applies to a lesser degree to constructed areas as well (-30 on PER checks). Regardless, this is an intuitive understanding that provides no specifics, and is limited to a range of 20 ft.
- Ability to make PER checks to determine the APT of items, places, and people. This check is innately done, and requires no attention on your part, similar to how you innately sense the rightness or wrongness of a constructed area when you see it.

**Genuine Grace** – Wood Elves can Dodge an additional time in a CF action count, applying this as a quickened action only useable as Dodge. They do not subtract MASS from their Dodge bonus.

**Immortal** – Wood Elves are immortal, immune to

the effects of aging, and do not die unless slain. Wood Elves look upon life differently, and unlike the shorter-lived races that are driven to excel and succeed, Wood Elves take a longer view, concerned with different machinations of the world. Due to this mindset, Wood Elves have a low LR, but compensate with the ability to convert life experience (EPS) into advancement bonuses they can apply to Skills, Saves, or Defenses. Wood Elves can convert 2 EPS into a +10 advancement bonus, and have no limit on the amount of EPS they can turn into advancement bonuses.

**Naturally Ambivalent** – You maintain frivolity and cheer in the darkest times, and have a +50 advancement bonus to Fear Saves.

**Warrior Wizard Ancestry** – Forged in the chaos of past wars, Wood Elves have a deep and powerful heritage as warrior wizards, freely mingling the strength of the two as one.

- Wood Elves have two +10 advancement bonuses they can allocate to any Warrior Profession Favored or Core skill, including stacking some or all of them into 1 skill or DEF.
- Wood Elves have two +10 advancement bonuses they can allocate to any Wizard (Mage) Profession Favored or Core skill, including stacking some or all of them into one skill, into DEF, or into MD.
- Naturally generate mana equal to your ESS.

## RACIAL CHOICES

Select 2 choices from the Wood Elf options below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Blood of Simullaque** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} Simullaque grew close in thought and power with that of the water Seelie, and the echoes of that joining carries on in your blood.

- You can sense water, as little as fistful, if within 100 ft, even water trapped in the earth. You can tell if water is potable or not potable.
- You can summon the moisture from the sky, and call forth rain that lasts 2d12 hours, dropping a quarter of an inch of rainfall, with a Self Control TD 50. You can add a quarter of an inch of rain



for every +25 you add to the TD. You can do this as often as desired, but the effect is localized to a half mile radius [must be outside to use].

- Natural ability with three spells based in the water, mist, or storm elements. Roll a d4 for OP of the spells. You ignore all requirements for the spells, including the mana requirements. Instead, when you use these spells, they impair your APT by -1.
- All Seelie and Unseelie recognize you on sight, and will treat you like water Seelie, as do Storm, Mist, and Water elementals and demiurges.
- You become Nauseous if silver contacts your skin and Staggered if it pierces it (see the *Adventuring* section for details). The effect lasts 2d4 hours.

**Fantastic Dexterity** – {Requires 2 Racial Choices.} When they speak of the amazing dexterity of Elves, your name is on their lips.

- Dodge an additional time in a CF action count, counting this as a quickened action only useable as Dodge. This adds to Genuine Grace.
- Convert any Dodge action into an Eldritch Dodge, but only with half the normal bonus. Eldritch Dodge allows you to make a Dodge attempt against magik to avoid its effects. You must know and be able to sense the magik to use Eldritch Dodge.
- You lose the base DR of Wood Elves, and start with a DR 0.

**Scions of Zaed ne Kaeylna** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} Zaed's ancient line lives in you. Zaed lived somewhere between the world and the world of the Awynnousi Seelie and so do you, partly in one world, partly in another. Scions of Zaed ne Kaeylna gain the following:

- Scions only heal during the true light of the day (magikal light or facsimiles of light do not count); from dawn to dusk, you heal three times your normal healing rate, including attribute and characteristic impairment. Similarly, psychic and magikal forms of healing do not affect you unless Faerie magik is used.
- Use a d2+2 for SIZE, but add a corresponding +10 to COORD and +5 to CF.
- Flora of all types reacts favorably to your presence. All initial reactions of such beings move to neutral if hostile or friendly if neutral.
- You become Nauseous if ferrous metal contacts

your skin and Staggered if it pierces your flesh (see the *Adventuring* section for details).

**Strength of the Dawnstar Kings** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} The Dawnstar line ruled Arduin until their downfall in the Nexus Wars. You have no claim to their blood, but some measure of their strength and heritage lies within you. You gain the following:

- You double the amount of advancement bonuses you gain from the Warrior Wizard Ancestry.
- You unconsciously maintain a low-level amount of background channeling with the world that regenerates your ESS in mana hourly to a maximum of double your APT in a day's period.
- You are terrible with other magik, and have a -50 penalty with the Ceremony, Entreaty, Mind, and Eldarin skills.

## GNOLL

**Outlook:** Gnolls are a cowardly lot who will rarely stand and fight unless they have the upper hand. They favor ambushes, raids, and hit-and-run attacks, often showing great cunning with these tactics. Gnolls overall are not the most brilliant of races, and they think more about mating, killing, and keeping their hides intact day-to-day than anything else. Their society is overcome and ridden with bestial and primal urges, and they raise little beyond savage primitivism due to this fact. A few Gnolls do claw, scratch, and kill their way to higher levels of existence. These are the exceptions, as most are met as the leaders of their own race, or heavily influenced by other races or cultures. Gnoll society is a very hierarchical one, with Gnoll males having a clear understanding of where they stand in the pecking order. The strongest male will be the leader, and will make all the decisions for the group. Gnolls tend to become highly disorganized if they become abruptly leaderless, something their enemies tend to exploit. Directly below the leader are the rest of the Gnolls, who constantly try to improve their place in the group through fights, or forming small groups that rise to power as an alliance, but quickly fracture once they have seized control.

Gnolls are horrible individualists, and react, think, and fare poorly outside of groups, small or



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large. Set upon a single Gnoll, and he will run even if you are cut, bleeding, and dragging your intestines with you like a rope tied around your boots. Add three or four more Gnolls to the mix, and suddenly they find bravery to take on even the most formidable looking and equipped warrior. It's all about perception for Gnolls, and if they can't see the upper hand in a situation, they cut and run.

**Appearance:** Gnolls stand between five and a half ft and seven ft tall, although only rarely do individuals reach the upper limit. They resemble a slightly humpback humanoid version of a hyena more than anything else. They are lean, and often appear undernourished, although this appearance is deceptive; even a well-fed Gnoll appears half starved. Gnolls are covered in a pelt of dark to light brown fur, which in all cases appears mussed since Gnolls never groom. A thick, unkempt mass of black fur arises from the base of the triangular head, extends down the back of the neck, and continues half way down the body. A Gnoll can raise the mane of black hair on its back when frightened or angry to look much larger, which it usually does in conjunction with roaring to frighten off an attacker or as a preparation for its own attacks. They have well developed front incisors, but the rear teeth are little more than thick pegs. They have pronounced jaws, and can bite powerfully enough to break bones. Gnoll hands are more humanoid than canine, and they have two opposable thumbs. The lower portion of their bodies is a different matter however, and their feet and the support legs are more in common with a canine than a humanoid. The foot is skin to a canine foot, complete with thick, calloused pads on the bottom, and stubby, blocky nails.

**Common Culture:** Armandoria, Khandruzia, Malgoorem

ADROIT	d8+10	WITS		d8+8
REF	d8+7	REAS		d6+2
STR	d4+9	ESS		d10+9
SIZE	d6+8	EGO		d8+10
MASS	d4+5	CHAR		d10+3
CON	3d8+18			
FEAR	d6+1	DR	7	DEF 2d8+20
Shock	4d6+30	MR	1	MD 2d6+2
Disease	2d10+22	PR	0	PD d6+33
P/V	2d6+30			
RR	d4+3			
LR	d4+5			

## RACIAL TRAITS

**Autophobia** – Gnolls are horrible individualists, and suffer mentally and emotionally in interpersonal situations. They always have a -30 penalty to the Social skill, except when they are intimidating (see the Formidable Racial Trait). They are -6 to MA and -50 to Fear when alone. If in a group of at least 3 or more, a Gnoll ignores the penalty to MA and Fear.

**Formidable** – Gnolls instinctively know how to posture, use body movement, and make sounds to be intimidating to other beings. Add +30 to rolls to intimidate, ignoring the normal -30 penalty to Social skill checks a Gnoll suffers (see the Autophobia).

**Gnoll Sight** – Gnolls can see in poor illumination or complete darkness like normal vision, but without color. Gnolls add +25 to PER and +15 to Recon skill checks.

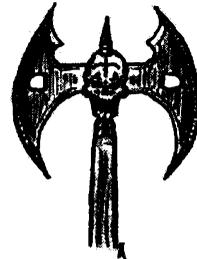
**Ingrained Paranoia** – Sneaky, paranoid, anxious, and fearful by nature, Gnolls have a +40 bonus to discover ambushes, and can Dodge or Parry even when ambushed. Gnolls also have +20 to Escape or Egress, and +40 to survive in any terrain except urban ones

**Native Weaponry** – Gnolls inflict savage bites, and have a +15 bonus to Fang [Weap]. A Gnoll can convert a successful bite into a grapple and restrain maneuver with a quickened action.

### GNOLL NATIVE WEAPON TABLE

	CF	DME	Crit	Fumble	ER
Fang	0	d4+6	95	3	Short

**Primal Urges** – Gnolls easily fall prey to savage and primal urges; make a TD 75 Self Control check every minute you are excited, agitated, or moved. In battle, make this check every melee round. If you fail the check, you descend into mindless bestiality, and lose control of your character, giving it to the GM until you snap out of it. You must make a TD 100 Self Control to regain control once lost.



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## RACIAL CHOICES

Select 3 choices from the Groll Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Grohur's Blood** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} Some touch of Grohur Firebeast Devourer courses through your veins. Grohur was cursed by the Gnonean Baln, and cast into a time paradox that forced him to fight flaming bestial hounds endlessly and dine upon their remains to survive. While the curse was eventually shattered, Grohur was changed forever in ways seen and unseen, and you are heir to the legacy he left his descendents.

- You do not suffer the Ingrained Paranoia or Autophobia flaws of other Gnolls, but require TD 100 Self Control checks against Primal Urges. If you lose control, it takes a TD 150 Self Control check to pull out of it.
- Physically you are heavier, more strongly defined with short bristled hair, longer more defined muzzle, and little to no humpback. Use d4+11 for SIZE, d4+7 for MASS, and d4+11 for STR.
- Your sense of smell is extremely poor, and you are -30 to PER because of it. You cannot track anything by scent or even distinguish between odors well except at extreme ranges of scent.
- Totally ignore the first 50 HP of damage from any source of flame, heat, or fire, regardless of source.
- Demiurges, elementals, and spirits related to fire and metal and the respective realms gain an intense dislike for you on contact, and always react hostilely.

**Individualist** – You do not feel the fear Gnolls suffer when not in a pack, and do not suffer as strongly from the primal urges that besets your race. You ignore the Autophobia Racial Trait, and need only make TD 50 Self Control checks per minute for the Primal Urges Racial Trait. If you fail this check, it takes a TD 75 Self Control check to regain composure.

**Snognor's Child** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} It was said Snognor had limbs of steel and a

ragged silvery pelt tougher than the hardest stone. You share such traits, and are seen as a child of his blood. Your hide is toughened, thick, and heavily furred.

- Physically you are heavier, more strongly defined with ragged, silver, short bristled hair, and a thick, very insensitive skin. The hair is wiry, more akin to a coil of high gauge metal than hair. Use d4+11 for SIZE, d4+9 for MASS, d4+13 for STR, and 15 for DR instead of what is listed above.
- Something about Snognor's children sets off animals, and all animals are extremely agitated around you. When interacting with animals, you are -30 to Beast Ken checks, and shift any neutral reactions rolled for animals to hostile and any friendly reactions to neutral.

## GNOME

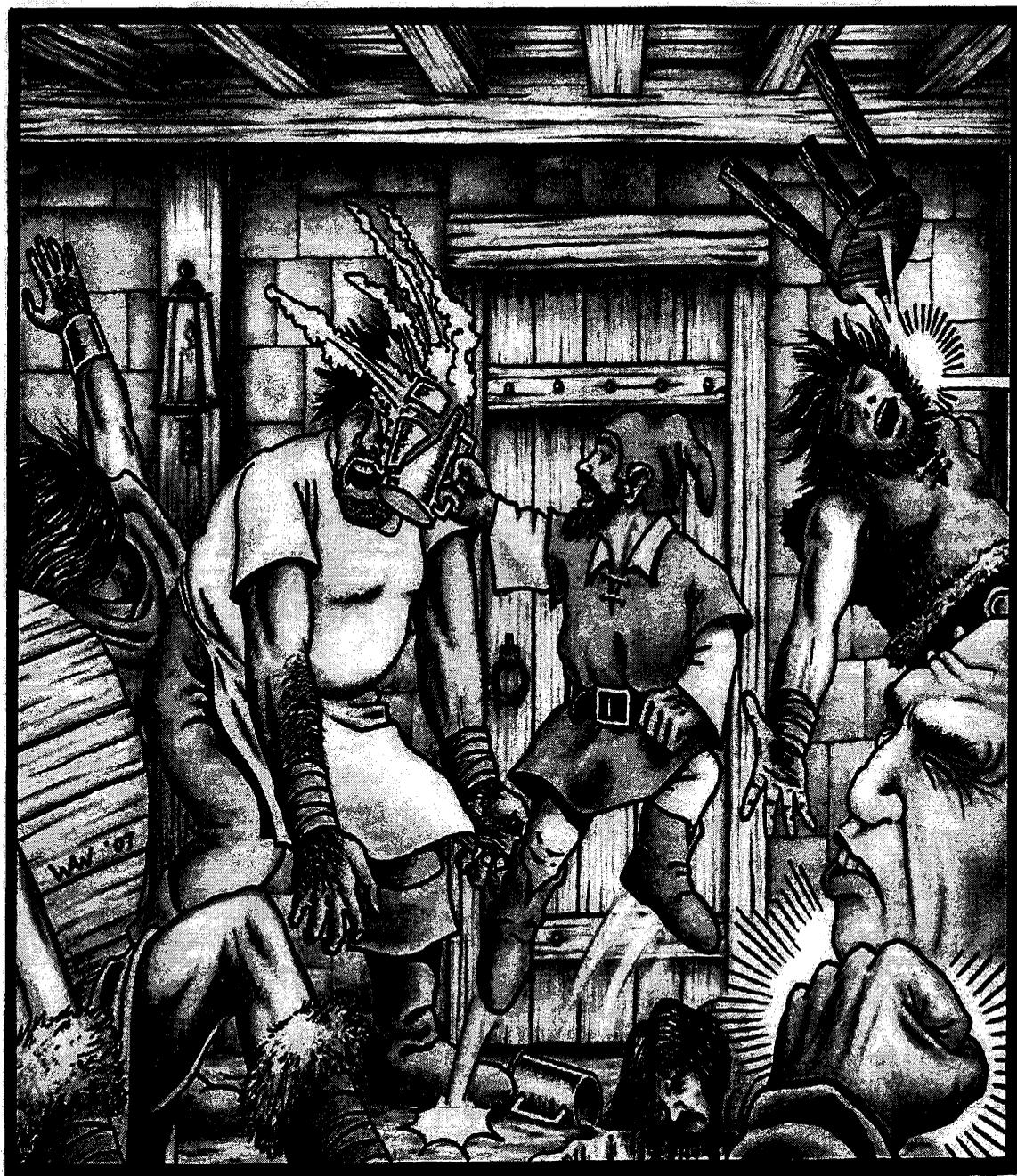
**Outlook:** If you think you've made a good deal with a Gnome, count your fingers. Gnomes are the most notoriously mercenary race in Arduin. Most of them are willing to do anything for money – and unwilling to do anything unless there's something in it for them. Exceptions to this rule exist, but are rare enough that, in general, people keep a close eye on their money pouches when there's a Gnome around! Dour and mistrustful of outsiders, Gnomes tend to live in small communities of their own kind. They are secretive and not given to saying much of anything without a good reason. Gnomes tend to be loners, and, for this reason, are rare in adventuring parties – but for the right price, a Gnome will put his paranoia aside and go adventuring (and that'll be payment in advance, thank you very much.) Taciturn by nature, Gnomes are xenophobic in the extreme, considering other cultures and races as barbaric at best. Gnomes have a very strong sense of community, and live in closed communities. Sprawling settlements are rare. Gnomish culture is an interesting dichotomy. On the one hand, they don't much like other races, and prefer to keep to themselves. On the other hand, they want to make money, and the best way to do that is by fleecing gullible Humans (or Elves, or Hobbits, or any race to dumb with the cash, oh wait, that's everybody!). As a result, they tend to make their homes near, but not in, Human communities. They venture out to do their business, and then immediately return to their own enclaves, where



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outsiders are most definitely NOT welcome or entertained in a friendly fashion. Gnome fashion is largely a contradiction in terms. While a working Gnome tends to dress in sensible, baggy clothing that blends in with the surroundings, their social wear is another story entirely. When a Gnome is going out on the town, he or she usually dresses in the loudest, most garish clothing imaginable. Gnome alchemists have developed some of the most mind-mangling

bright dyes known to man, so these outfits tend to be very memorable.

**Appearance:** Gnomes bear some resemblance to Dwarves, though they are shorter and slighter of build. They also tend to have darker complexions, with skin in earthy tones. Gnomes generally keep their beards trimmed shorter than Dwarves.

**Common Culture:** Azelkha, Bossalia, Khorkhroé, Malgoreem, Myrmydios, Zagrana



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ADROIT	d8+10	WITS		d6+8
REF	d8+7	REAS		d6+6
STR	d6+3	ESS		2d6+9
SIZE	d3+3	EGO		d6+15
MASS	d6+1	CHAR		d10+5
CON	d8+18			
FEAR	d6+17	DR	3	DEF 2d8+40
Shock	d10+20	MR	6	MD 2d6+20
Disease	d8+28	PR	7	PD 3d6+22
P/V	d6+30			
RR	d4+3			
LR	2			

## RACIAL TRAITS

**Circuitous** – As individuals, Gnomes always turn to misdirection and deception over direct confrontation. They begin with the Clandestine secret of Guile.

**Gnome Sight** – Gnomes can see in poor illumination or complete darkness like normal vision, but with no sense of color. They are also sensitive to magnetic field changes, and can detect the flicker of x-rays. They innately know magnetic north, can retrace steps, and navigate known territory using solely PER at -30 penalty.

**Long-lived** – Gnomes are a long-lived race, and look upon life differently. Unlike the shorter-lived races that are driven to excel and succeed, Gnomes take a longer view, and are more cautious and slower paced. Due to this mindset, Gnomes have a low LR, but compensate with the ability to convert life experience (EPS) into advancement bonuses they can apply to Skills, Saves, or Defenses. Gnomes can convert 3 EPS into a +10 advancement bonus, and have no limit on the amount of EPS they can turn into advancement bonuses.

**Love of Complexity** – Gnomes love complexity, and rarely visualize anything in simplistic terms. Despite a tendency to make things more complex than needed, Gnomes delight in the mental and physical challenges, such as intricate craftsmanship, tough and hard to grasp situations, puzzles, difficult designs, engineering challenges, and other situations. Gnomes add a +20 bonus to any roll that requires a TD 125 or higher check, and is considered a “complex” challenge (GM adjudicates).

**Mercenary Outlook** – Gnomes are mercenary in outlook regardless of upbringing, and rarely suffer crisis over emotions, social interaction, and other interpersonal relationships. Gnomes can make TD 75 EGO checks to shake off any emotional condition, and gain a +30 bonus on checks to oppose a status or condition imposed as a result of an interpersonal skill or social interaction, such as seduction, intimidate, awe, and other actions.

**Nimble Dodger** – Gnomes are quite nimble, and do not reduce their Dodge by MASS.

## RACIAL CHOICES

Select 3 choices from the Gnome Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Inner Mistrust** – Your dour, mistrustful attitude is so strong that you sometimes don’t even trust yourself! Add a +50 bonus to PD. You make TD 50 EGO checks instead of TD 75 EGO checks to shake off emotional conditions, and add a +50 bonus instead of the +30 to rolls as outlined in Mercenary Outlook. This mistrust is profound, and you never truly trust anything or anyone, including yourself. You suffer a -5 penalty to rolls for Faith Growth and resist (even your own) the effects of all spells, runes, prayers, mental powers, and rituals even if they are beneficial (you just don’t trust them).

**Scion of the Line of Kodjuos** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} Kodjuos was an ancient Gnome deity, well known and regarded before he was slain by Heldoré during a failed courtship attempt, or so the mythology goes. Kodjuos epitomized Gnome culture, and was regarded as the model of Gnomish virtue. Those who follow in his footsteps are called scions of his line.

- You must take the Myrmydios culture. Under the Myrmydiosian Gnome cultural influence selection, choose 6 cultural influences listed there while giving up all other cultural influences.
- You suffer a -20 advancement penalty to Culture and Social skills.





## GOBLIN

**Outlook:** It's not easy being a Goblin. Most of the civilized races, such as Humans and Elves, consider you contemptible at best, a threat to be eliminated at worst. Urukks and Deodanths enslave you, and use you as labor or expendable troops. Even other Goblins don't trust you. After all, when your people have so little, you always have to worry that hunger might drive your neighbor to cut your throat during the night over your meager possessions. No, it's not easy being a Goblin, and there aren't a lot of benefits to compensate for it. You're not particularly strong, quick, or tough. You don't have any special powers like the Deodanths or natural armor like the Phraints.

Sure, your night vision is good, but you're half blind during the day. In order to make up for these weaknesses, a Goblin has to use every scrap of cunning, every ounce of ingenuity, just to stay alive. It's not an easy life, but it can make for an extremely challenging role-playing experience.

Goblins tend to disregard their own scent, and wouldn't know sanitation if it hit them in the face. Their lairs and communities are dank, dismal, and smell horrendously (not that they notice). They seem resistant to such muck and the diseases that breed in the filth. Their taste buds seem equally numb, and they tend to find foods otherwise tainted (like rotted meat, for instance) very tasty. The concept of possession is different for Goblins, and anything not carried on one's person is free to take.



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**Appearance:** Goblins are short and wiry, standing between four and a half and five and a half ft tall. They uniformly have black hair, though baldness is common between both sexes. Goblins have a greenish complexion, though not the bright green skin that the more lurid bards and artists imagine. A warm weather race, they have little use for cold climates, preferring to withdraw into their caves when it gets chilly out. Goblins have very large, yellowish eyes, slitted rather like those of a cat, and developed, large pointed ears.

**Common Culture:** Chund, Chrysolia, Maelshyra, Malgoorem

ADROIT	d8+7	WITS	d8+10
REF	d8+4	REAS	d6+2
STR	d6+3	ESS	d6+8
SIZE	d2+3	EGO	d8+6
MASS	d4+3	CHAR	d8+5
CON	d6+19		

FEAR	d6	DR	2	DEF	2d4+42
Shock	2d6+42	MR	0	MD	d4+10
Disease	d6+83	PR	0	PD	d6+12
P/V	2d6+30				

RR	d4+2
LR	d4+6

### RACIAL TRAITS

**Genetic Prominence** – Goblins can breed with anything, and have the Goblin gene dominate 99% of the time.

**Higher Sensory Sensitivity** – Goblins can see in poor illumination or complete darkness like normal vision, though without any sense of color.

**Hardened Survivalist** – Goblins learn to live on the dregs of any society or ecosystem. They have +30 versus Ambush and retain their ability to Dodge in Ambush or Surprise situations. Goblins also have +30 to Overland Escape or Evasion (see *Battle and Melee* section) and +40 to survival in any terrain or urban area.

**Keen Nose** – The Goblin nose is keen when away from Goblin home caves, and you can make PER checks by scent alone. You know the secret of Scent Identification (Wilderness skill secret). When you combine this with your normal senses, you add +30 to normal PER checks.

**Mob Drone** – Being a Goblin has shown you that working together is the only way to survive. When you work in tandem with at least one other person against the same opponent, you gain a +10 bonus to ATK, DEF, Dodge, and Maneuver skills.

**Native Chameleon and Sneak** – Goblins are masters at hiding and fighting from ambush. Start with the Clandestine secrets of Mask and Guile without the need to meet its requirements.

**Nausea Immunity** – They are immune to nausea of any kind or source, and have no sense of taste. (Other races should keep this in mind before letting the Goblin do the cooking!)

**Nocturnal Nature** – Goblins are normally nocturnal beings, and abrupt exposure to bright light blinds them for a full minute. In daylight, Goblins can see no farther than 60 ft and even less in noontime conditions. Also, Goblins suffer a -15 circumstantial penalty to all rolls while operating in daylight or similarly lit areas.

### RACIAL CHOICES

Select 3 choices from the Goblin Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

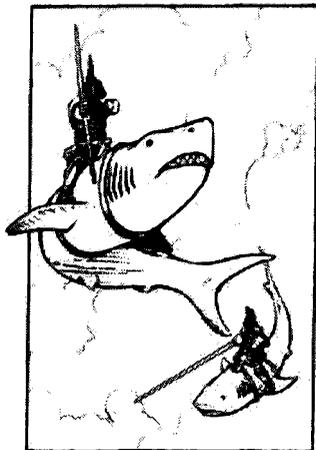
**Grey Goblin Born** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} You are of the line of goblins known as the Grey Goblins. Grey Goblins gain the following:

- Skin is ash grey; your flesh carries a light bluish patina, and is toughened to almost leather consistency. Your blood is a thick, deep violet ichor when your bleed from wounds. Your pulse is rapid, powerful, and pounding. Cold affects you drastically, and causes double any normal damage and/or effects twice as quickly. Of course, you ignore all but the fiercest of normal hot weather effects (ignoring everything but HP damage inflicted), and resist the first 10 HP of damage from any source of heat, light, or flame.
- Have an affinity with Air Sharks, and can use your Social skill to influence them like you could normal beings.
- Your DR is 6 instead of 2, MR is 10 instead of 2,



and PR is 0 instead of 2. You find aluminum toxic, treating its touch like a TD 75 poison that inflicts a daylong Shaken status if the Save versus its effects is failed.

- Versus Faerie or Spiritual powers, you gain +100 to MD, +200 to PD, +25 to MR, and +25 to PR, but you are at -100 to MD and -25 to MR versus rune weaving.
- You have a -20 advancement penalty to all Interpersonal skills.



Left:  
Grey goblins  
riding airsharks!

does not extend to sentient creatures, not all Hawkmen tribes make the distinction. They are native predators with the same movements as the avian which engenders the name of their race.

While in all ways open and infinitely complex to each other, Hawkmen are seen as secretive and simple to others. Little of their internal society is exposed to outsiders, who are scorned for their lack of flight. They are also calm to the point of seeming emotionless, yet animate in movement and body to seem almost constantly restless. They tend to have a strong sense of right and wrong, or just the opposite. Hawkmen prefer to fly when traveling, and become uneasy if they stay on the ground for extended periods. They never voluntarily go underground, and tend to become unstable and berserk if forced. They degrade rapidly if ever chained or restricted from moving, lapsing into a form of madness, then eventually death in a short number of days. This makes them poor catches as slaves, and few Hawkmen ever last long if subjected to those conditions.

Most worn clothing is light and airy, though rustic. This type of light clothing and leather harness is all that is worn, as most other clothing tends to foul in their wings. Hawkmen sleep sitting or standing, and, while omnivorous, have a strong desire for raw meat.

**Survival Jitters** – Active energy fills you, and you must move, walk, run, climb, or dance, else you are filled with a wave of pain; part mental, part physical. This jitteriness translates to an almost inability to sleep or sit still, but also gives you +50 to PD and immunity to any form of exhaustion or sleep condition or status. If needed, you can force yourself beyond your normal limits, up to and including death itself.

**Vermin Affinity** – You have an affinity with vermin, be it rats, spiders, snakes, or other loathsome things. You can use your Social skill to influence them like you could normal beings, but are -20 with other Social skill checks.

## HAWKMAN

**Outlook:** Hawkmen are one of the more rare races met. They are intensely xenophobic and quite clannish. Hawkmen warriors are hunters who fight with ferocity and speed. Many people and creatures fear Hawkmen, as they do not have the same views on the sanctity of life as other creatures. For Hawkmen, any land borne creature that moves tends to fall under the category of prey. While generally this

**Appearance:** Hawkmen appear Human with bird like features and a dorsal ridge of feathers they can erect like a cockatoo when angry or surprised. Otherwise, they are covered with feathers everywhere a bird would have except on the face, throat, and stomach, which expose bare skin. Their feathering ranges in color from rusty brown to tan and olive for the skin. They are more endomorphic than Humans or Elves, though their bone structure is extremely resilient. They stand an average of five and to six ft tall, with wingspans roughly three times their height in length. The wings begin at the spine slightly below the wide shoulders, and extend down the longer humanoid torso. Hawkmen shoulders are extremely well built and layered in dense, strong muscle. They have clawed ft, often metal shod. Hawkmen are born with a single set of wings, though rarely (very!) a special Hawkman is born with two sets of wings. Their eyes are sharp and very piercing, and tend towards greens, blues, and light grays.

**Common Culture:** Ithalos, Saast, Tharkhala, Zirhaine





**RACES**

**RACES**

ADROIT	d4+14	WITS		d6+12	
REF	d4+12	REAS		d6+3	
STR	d6+8	ESS		d8+8	
SIZE	d4+6	EGO		d8+7	
MASS	d4+1	CHAR		d10+3	
CON	d6+15				
FEAR	d6+8	DR	2	DEF	3d4+56
Shock	2d6	MR	2	MD	d8
Disease	d8+16	PR	0	PD	d4
P/V	2d6+41				
RR	d4+2				
LR	d4+5				

## RACIAL TRAITS

**Avian Frame** – While similar in shape to Humans, Hawkmen frames have some significant differences as noted below.

- Hawkmen have clawed feet, and are deadly in flight. When grounded, they cannot use their claws easily, and suffer a -50 ATK penalty when using claws against non-prone opponents. Also, if knocked down or grounded involuntarily, they must succeed at a TD 75 Athletics check, or they are considered Outmaneuvered until they do succeed at the check.
- Hawkmen frames are fragile. Taking BODY damage beyond their MASS renders them unable to fly. They also cannot carry more than one-third their normal weight and still fly, though they can drag their normal weight with standard penalties.

**Claustrophobia** – Hawkmen fare poorly in closed places, and suffer from intense, mind killing claustrophobia. Being underground, wrestled down, or in enclosed buildings can inspire a berserk feeling to be free; requiring a TD 150 Self Control skill check to resist this feeling to act normally.

**Fast Aerial Movement** – Hawkmen determine their Aerial Movement like normal Movement, but using a base of 50 to determine their flying speed.

**Hawkmen Perception** – Hawkmen sense of hearing and scenting is very acute.

- They add any skill ranks gained in the Recon skill as a bonus to PER.
- They can use either or both of hearing and sight

to track, replacing Recon with PER checks.

- They can use either sense to follow the movements of creatures and determine their location with TD 100 PER skill checks.
- Hawkmen can see up to a mile on a clear day and half a mile in starlight, moonlight, torchlight, and other conditions of poor illumination. Hawkmen do not retain the ability to distinguish color and detail under these conditions, seeing everything in drowned out grays, blacks, and whites.
- Hawkmen can discern height above ground and speed while flying without making checks, and can make TD 50 PER checks to determine if weather conditions around them are natural or the result of some outside influence.

**Natural Attack Action** – A Hawkman can attack with handheld or missile weapons and claws in a single CF action count if hovering, but suffer a -20 ATK penalty to all attacks. However, when conducting a flyby or stoop attack, they must choose to use either weapons or claws when attacking.

**Natural Flight Maneuvers** – Due to their natural ability to fly, Hawkmen can make flyby attacks or dive on a target. They also can hover in place and deliver attacks. Flyby attacks are done in flight or while hovering, and inflict normal claw or weapon damage. When attacking from the air, a Hawkman gains +30 to DEF and +15 to Dodge. Dive attacks are counted as an Aerial Charge, but the diving Hawkman ignores the listed penalties, and instead must make a TD 100 Acrobatics skill check to pull out of the charge. If they fail the Acrobatics skill check, they are forced to travel the rest of their Movement. Dive attacks require Hawkmen to travel at least 15 ft towards the target.

**Natural Move Action** – With a quickened action, a Hawkman can stop any forward motion, including a Charge or Dive attack (losing the benefits for the maneuver), to hover in place. From this position, they can then fly in any direction, including straight down or up at half speed for their normal action.

**Natural Weaponry** – Hawkmen are vicious with their claws, and have a +15 bonus to attack with Claw [Weap].

### HAWKMAN NATIVE WEAPON TABLE

	CF	DME	Crit	Fumble	ER
Claws	0	d6+11	94	1	Short



# RACES

# RACES



## RACIAL CHOICES

Select 3 choices from the Hawkman Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Heir to Fantastic Agility** – You can Dodge an additional time in a CF action count, but only while you are in the air, treating this as a quickened action only used to Dodge. You can also pull out of a Dive attack without making the listed Acrobatics check or stop forward motion without using a quickened action to do so. It's not without cost, though, and certain fragility goes along with it. You have DR 0 instead of DR 2 and a minus -2 to CON.

**Tiger Hawk Genes** – In the air, nothing can touch you. Subtract your SIZE from 75, and add the result as a bonus to DEF; do the same from 40, and add the difference as a bonus to Dodge (while airborne); subtract your MASS from 20, and add the result as a bonus to Movement. Of course, on the ground you are a rock. When grounded, you lose the ability to make any quickened actions, cannot Dodge, and suffer a -30 penalty to all Maneuver skills.

## HOBBITT

**Outlook:** Hobbitts are a happy, sometimes frivolous race, very partial to parties and eating. They prefer sweets of all kinds, but anything will do so long as it's fresh and tasty and there's a lot of it. The typical Hobbitt eats five square meals a day, plus snacks.

Hobbitts are noted for their stealthiness, their ability with slings, and their dislike of water. While they bathe regularly, they simply refuse to swim in the horrid stuff. Even convincing a Hobbitt to get on a boat can take a long time, and probably is adjunct to numerous promises of food. While an honest folk by nature, those Hobbitts who leave their nice safe homes to go adventuring tend towards the profession of thief. This isn't necessarily out of any larcenous inclinations; they simply prefer to live by their wits, using stealth and guile to bypass enemies, rather than trying brute force. Despite this, Hobbitts are far from cowardly. In fact, most are inordinately brave and capable of the greatest feats of bravery and heroism.

This very old and peace-loving race figures prominently in many of the most famous legends and ballads of daring-do. It seems that whenever something dangerous needs doing, one or more Hobbitts show up to lend a hand. Why this is so, nobody can say. Some Sages believe that Hobbitts are beloved by the gods, and thus answer a call not heard by others. Others believe that it is because, of all the races in the world, Hobbitts are the least complicated and thus the easiest to manipulate. If you ask a Hobbitt historian, he'll just smile, puff on his pipe, and say, "that's what we're here for!" Hobbitt cooks are the most sought-after in all of Khaas. Used to preparing large multiple course banquets for even the most informal meal in Hobbitt society, they find cooking for other races to be laughably easy. Every Hobbitt chef has his own recipes, and guards them jealously from rivals.

**Appearance:** Hobbitts are a small folk, seldom exceeding four ft in height. They tend to be either very slender or very plump, and rarely have facial hair. As a result, Hobbitts are sometimes mistaken for Human children. The majority of Hobbitts go barefoot; the soles of their feet are as resistant to damage as the sturdiest boot leather.

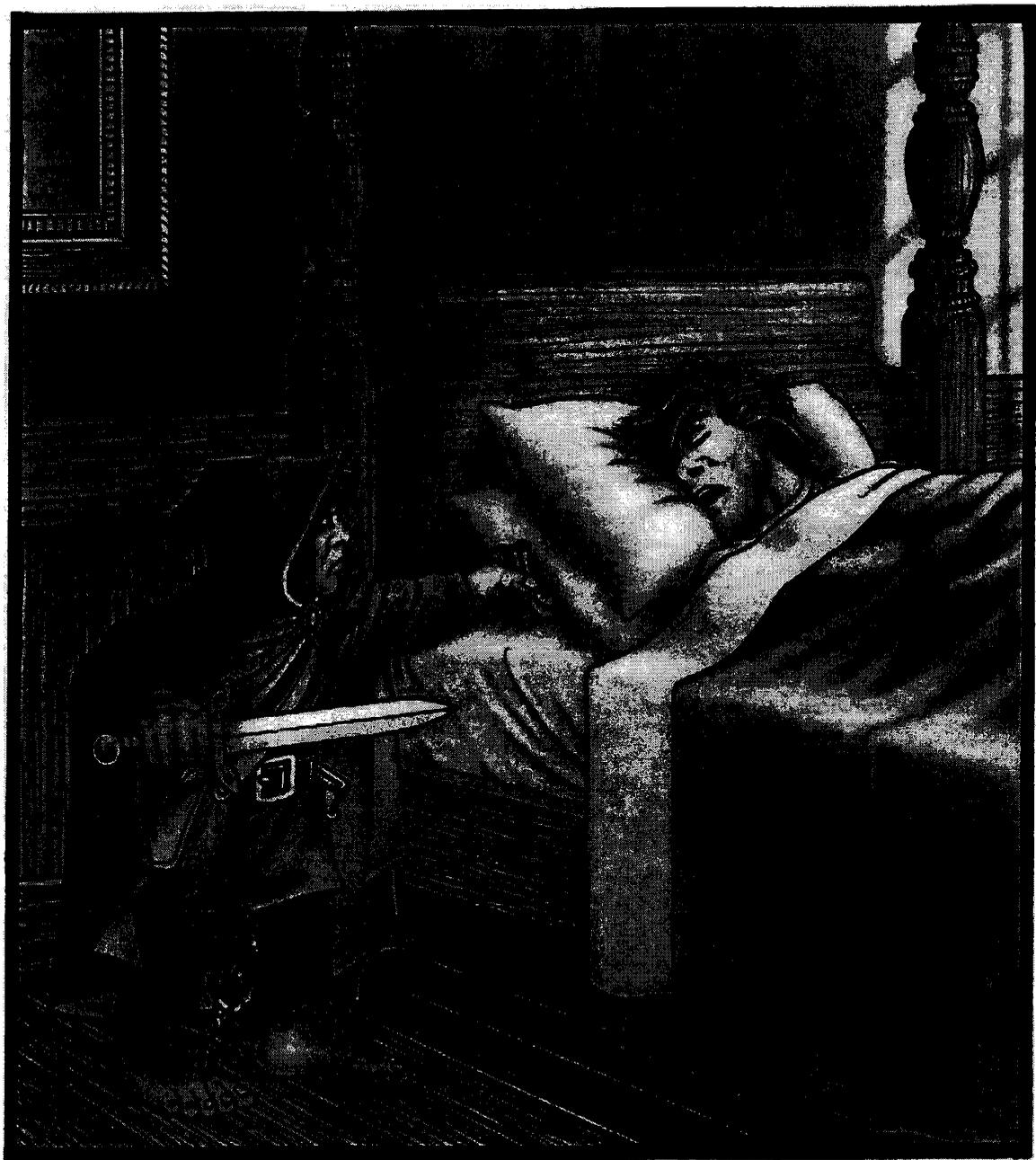
**Common Culture:** Arduin, Chardos, Dreaming Isles, Entraghar, Falohyr, Khandruzia, Khorsar, Morvaen, Misty Isles, Talafar, Viruelandia

ADROIT	d4+14	WITS	d6+12
REF	d6+12	REAS	d6+5
STR	d6+3	ESS	d6+12
SIZE	d2+3	EGO	d8+7
MASS	d6+1	CHAR	d10+5
CON	d8+20		
FEAR	2d6+33	DR 0	DEF 3d6+45
Shock	2d6+21	MR 0	MD 2d6+11
Disease	2d6+14	PR 2	PD 2d4+28
P/V	2d6+18		
RR	d3+1		
LR	d4+6		

## RACIAL TRAITS

**Cheerful Spirit** – Hobbitts take the pains and maladies of the world with true spirit and frivolity that never dies. Add a +20 advancement bonus to Fear and PD.





**Hobbit Sight** – Hobbits can see in poor illumination like normal vision, but have no sense of color. Also add +30 to PER and +10 to all Recon skill checks.

**Inherited Skill Aptitude** – Hobbits use a sling like it was made to fit their hand. Hobbits have a +15 bonus with Slings [Weap] and a +20 advancement bonus.

**Nimbleness Aptitude** – Hobbits also do not reduce

their Dodge chances by their MASS. They also have a +10 skill advancement bonus with all Maneuver skills.

**Transcendental Wisdom** – Hobbits have a deep contentment with life, and are born with a certain homespun wisdom that transcends culture, reason, or race.

- Against emotional distress or mental status or conditions, add a +40 bonus to shake off the effects of such things and persevere.
- Add a +10 bonus to Interpersonal skill checks.



## RACIAL CHOICES

Select 3 choices from the Hobbitt Racial Choice below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Giant's Reach** – Being small has never presented a problem, and you add +10 to SIZE in order to determine your ER. However, you are at -2 to CON.

**Heir to Feada's Gift** – {Requires 3 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} You are heir to Feada's legendary agility and nimbleness, the same quickness that kept her alive during the Third World Ring Quest.

- Add a +10 advancement bonus to all Maneuvers skills and add a +30 bonus to Dodge.
- You can Dodge an additional time in a CF action count, counting the Dodge as an additional quickened action.
- Bear the mark of her fate as well. Feada was slowly eaten alive by the Living Diseases of Kurtos, and the stain of their taint marked her bloodline. You start with a Disease 0 Save, and have a -50 advancement penalty to Disease.

**Incomparable Will** – Tough and resilient, you can perform beyond the limits of most. Add a +20 bonus to Self Control skill checks. If afflicted with fatigue, bone weariness, or similar types of exhaustion, you can make a TD 100 Self Control skill check to ignore them. Of course, if you fail, you suffer double the normal penalty for such conditions.

**Mark of Luck** – You are just plain lucky in all respects, and can apply it to any situation. When making any roll, you can adjust the roll by plus or minus 10 once per melee round only. However, you are -2 to ESS.



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# RACES

## HUMAN

**Outlook:** Humans are the most common race met, with communities in almost every part of the world. They span the gamut of racial types found on Earth today. While not as fearsome as the Deodanths, as wise as the Elves, or as powerful as Ogres, Humans have several advantages, which allow them to hold their own. They are prolific compared to most other races, and this has allowed them to succeed racially against enemies who are much stronger individually. Just as important, there is no race on Khaas as adaptable as Humans. This has allowed them to engage enemies where they are most vulnerable. The result is that Humans control most of the best land in Khaas, and continue to thrive despite all predictions and efforts to the contrary.

**Appearance:** Humans on Khaas are as varied as Humans on Earth. Almost any racial phenotype can be encountered.

**Common Culture:** Humans are commonly seen from all lands except Höhenaré, Skohrzaki Domain, and Zagrana.

ADROIT	d8+4	WITS		2d4+8
REF	d8+4	REAS		d8+6
STR	d8+7	ESS		2d4+10
SIZE	d6+5	EGO		d8+6
MASS	d6+5	CHAR		d6+8
CON	d10+15			
FEAR	2d6	DR	0	DEF 2d6
Shock	2d6+15	MR	0	MD 2d6
Disease	2d6	PR	0	PD 2d6
P/V	2d6			
RR	d4+3			
LR	d4+7			

## RACIAL TRAITS

**Culturally Diverse** – Humans assimilate and blend different cultural influences. When determining culture, you may choose freely from any culture, including racial ones, and select 5 instead of 3 cultural influences at character creation.

**Human Ingenuity** – When determining skill advancement and development, a Human uses +10 for the first tier of potential increase instead of the standard +20. (See the *Adventuring* section).

# RACES





**Malleable** – Humanity is malleable to change, and versatile to its approach on life.

- When changing Professions, you need only expend 8 EPS to make the change (normally switching Professions takes 10 EPS).
- When changing Paths or Professions, you lessen the EPS requirements to carry over any Path or Profession secret by half your LR bonus. You cannot lower the EPS requirement for any single secret lower than 1.
- Can take a Path at character creation and still retain 1 Profession Option. (See *Paths and Professions* section for details.)

### RACIAL CHOICES

Select 4 choices from the Human Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**War Maid of Gorlo** – {Requires 3 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice. You must also be female.} Gorlo is a small province in Viruelandia close to the ocean where the populace bred for a specific pool of talents focusing on war skills and awareness. War Maids of Gorlo gain the following:

- Add a +10 advancement bonus to Maneuver skills and any Weapon skills and a +20 advancement bonus to DEF.
- Vastly enhanced perceptive ability allows them to build their PER as they grow in experience. Every time the GM calls for Skill Advancement and Development, roll a d4 and add this to PER.
- Suffer a -30 advancement penalty to MD and PD

**Blued Child of the North** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} You are of the line of people who dwell in the frosty north, known widely as a Blue Barbarian.



- Hair is snowy white or ashen grey. Your flesh carries a bluish patina, from light to a deep blue, and is clammy to the touch. Your blood is a thick purple-blue, thickly sticky, almost ichor like when you bleed from wounds. Your pulse is sluggish but steady. Cold affects you little, and you ignore all but the fiercest of normal cold weather effects (ignoring everything but HP damage inflicted).
- Great resistance to poisons and non-magikal diseases, adding +75 to P/V and Disease Saves.
- Totally ignore the first 10 HP of damage from any source of cold, frost, or chill, regardless of source.
- Add +20 to PER
- Suffer a -20 advancement penalty to PD
- Vulnerable to spirits, and are -30 on all rolls against them, including Defenses, Saves, and other aspects. This penalty includes resisting the effects of their powers or throwing off an effect.

## KHAI SHANG

**Outlook:** The Khai Shang are the descendants of a spacefaring warrior race, rulers of an empire which spanned many star systems. They are natural hunters: fleet of foot, agile, and extremely ferocious in battle or play. Khai Shang believe they are the highest order of life in the universe, with everything else scaling down from just beneath them to mere food creatures. They tend to be looked upon as cruel by other races due to their ruthless way of dealing with opponents.

A Khai Shang wears no clothes save for a combination baldric-bandoleer with built-in pouches and pockets. If a Khai Shang can't hang or attach an item to this harness or carry it in hand, he or she will want no part of it. Khai Shang also disdain armor, refusing to be weighed down by the stuff, which they consider suitable only for cowards. At the same time, Khai Shang acknowledge their natural armor isn't always enough, and will fight their disregard for covering.

Khai Shang are a race of warriors with many traditions. No Khai Shang is ever without his three warrior's weapons. The first of these is the clan knife, a curved blade 9 to 13 inches long, not unlike a Kukri; if possible, this weapon will be used to deliver the ceremonial deathblow on an opponent. The main weapon used in melee combat is the Kryl, the warrior's sword: a curved blade, which resembles a

double-edged katana. Finally, the Khai Shang will also have his or her hunting strings, which are bolas of silk rope and three metal balls. To be without these things is a severe disgrace. To a Khai Shang, battle is the road to glory. Competition is fierce between young Khai Shang for the privilege of entering the annual Great Games. These games are a racial sport, which resembles the Roman gladiatorial contests of ancient Earth. Young Khai Shang actively seek to enter as free warriors so that they can prove themselves. With only limited berths, competition often turns bloody. While the Khai Shang have no singular country they call their own, they are never confused on where to go for these racial competitions. Whether it is a sixth sense or keen understanding, only they know for sure. Honor is life to a Khai Shang. He or she will kill for it or die for it as necessary, even if it means sacrificing the lives of the entire party! Khai Shang blood feuds are ongoing, complex, and very difficult for an outsider to understand. While Khai Shang dislike having to restrain their rightful anger when insulted by a lesser being, they frequently do. This anger is contained in order to avoid having to issue a challenge to a lesser opponent – a major loss of face in Khai Shang culture. Therefore, non Khai Shang are usually safe from their call outs, duels, and spur of the moment melees...usually.

**Appearance:** A Khai Shang resembles a cross between a weasel and an otter. They seem shorter than they actually are because of their somewhat forward-canted posture, like a runner on the mark. Their short, luxuriant fur is normally dark brown to black in color, with variations ranging from tan to steel grey. In cold climates, their fur turns white in about 30 days. They have large elliptical eyes of bronze to gold color, with brilliant emerald-green vertical slit pupils. The short muzzle of a Khai Shang is filled with needle sharp fangs, and they have non-retractable claws on their hands and feet, with the foot claws being rather longer for fighting types, while the ones on their hands are very short. Their feet have three large central toes and two small side balancing ones. Their hands have two opposable thumbs and three equal length fingers in between. The inside of their mouth and hairless palms are pale amber to butterscotch in color, while their tough foot pads are a darker caramel hue. Khai Shang have a strong cinnamon-musk body odor, subdued only when they are soaked, though it returns when they dry (and the natural oils in their pelt return).

**Common Culture:** Kozangi Dales, Khorsar.





ADROIT	d6+12	WITS	d6+10
REF	d6+10	REAS	d8+2
STR	d6+12	ESS	d6+3
SIZE	d6+8	EGO	3d4+10
MASS	2d6+8	CHAR	d6+3
CON	2d6+22		

### RACIAL TRAITS

**Cultural Dissonance** – The Khai Shang do not assimilate cultural influences easily. Khai Shang only select one cultural influence at game start. They also do not easily learn cultural aspects later on, and pay twice the cost in EPS to do so.

FEAR	d10+79	DR	6	DEF	d8+54
Shock	2d6+24	MR	0	MD	d4
Disease	d4+9	PR	0	PD	0
P/V	2d6+19				

**Keen Nose** – Khai Shang have the ability to scent the air to search for food, minerals, water, people, and to avoid danger. You can use scent to track, using your PER in place of Recon for this action, or make PER checks to determine distances, locate people, follow the movements of creatures, and other functions of sight with a -30 to PER checks

RR	d4+8
LR	d4

# RACES

# RACES



**Genetic Casting** – Khai Shang were changed genetically to tend towards certain physical and mental influences, regardless of their environment or upbringing. This form of genetic manipulation was done while they were still a starfaring race and breeds true with every generation. All Khai Shang are also genetically ingrained with basic skill proficiency, and have hard coded into their genetics a knowledge store of their former starfaring technology.

- Add a +10 bonus with a Kyril [Weap], Bolos [Weap], Kukri [Weap], and Claws [Weap]. They will not use weapons other than these and their natural weapons, requiring a TD 125 Self Control skill check to attempt to use something else even if the situation or circumstances dictate no other choice exists. Khai Shang have a genetically tailored natural affinity for these weapons, and have a +10 advancement bonus with all of them.
- Add a +10 bonus to Athletics, Combat, Guard, Self Control, Acrobatics, and Meditation skills. They also have +10 advancement bonuses for all these skills.
- Add a +30 advancement bonus to DEF.
- They have 30 skill ranks they can spread out over the following Knowledge areas of study: Power Sources, Explosives, Chemistry, Material Science, Machining, or Physics.
- Khai Shang cannot stand (racial psychological phobia) to wear or have anything outside of water (or like fluids) cover more than 20% of their body. In a situation where such a thing occurs, Khai Shang must make TD 150 Self Control checks per melee round, or they will rip, tear, and wrestle the restrictive covering off without regard to the situation around them or their own safety.
- Khai Shang have a mental impulse best described as technological snobbery. They must make TD 150 Self Control skill checks to use crude weaponry, machines, or other items. Khai Shang are repulsed by non-machined, primitive looking equipment and objects, and attracted to the clean lines, smooth surfaces, and finely working items.
- Khai Shang do not regard any being without their form and manner to be a true person. As such, they look upon other beings as lesser life forms, perhaps to be respected at times, but never to attain the same status as a Khai Shang.
- Extremely weak psychically by genetic disposition; they have a -30 advancement bonus to PD.

**Instinctive Combat Maneuver** – If a Khai Shang grapples and then restrains or pins an opponent, they may then, as a quickened action, make a foot rake attack with both their foot claws. If they succeed, they inflict 2d4+10 damage (this replaces any normal claw damage; no BODY bonus is applied).

**Natural Climber** – Khai Shang climb well, and do not fail TD 75 or less Athletics skill checks when climbing. They also add +20 to Athletics skill checks and +3 to Movement when climbing.

**Natural Swimmer** – Khai Shang swim nearly as well as fish and do not fail TD 75 or less Athletics skill checks when swimming. Add a +30 bonus to Athletics skill checks and a +5 bonus to move when swimming.

**Natural Weapons** – Khai Shang can use both their hand and foot claws to attack.

#### KHAI SHANG NATIVE WEAPON TABLE

	CF	DME	Crit	Fumble	ER
Claws	0	d4+10	98	1	Medium

### RACIAL CHOICES

Select 1 choice from the General Racial Choice Table. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices. Khai Shang also cannot take any born, legacy, bloodline, or descendant of racial choice.



## KHAI ZIRIN

**Outlook:** The Khai Zirin, like the Khai Shang, were once a starfaring race known for great martial prowess. Despite this, and despite the similarity of their names, the two races are not related in any way. In fact, the two races have an implacable hatred for one another that predates their time on Khaas. Millennia ago, the two races fought a bitter and bloody war, a war that lasted for centuries before the Khai Shang were victorious, bringing the 200 world empire of the Khai Zirin to ruin. The Khai Shang mercilessly hunted down and eliminated every colony of the Khai Zirin they could find, reducing the remnants of this alien race to such a state of technological bankruptcy that they could no longer be considered a threat. The Khai Shang then moved on, 14 centuries ago, forgetting this now impotent enemy – an enemy that would never forget them! The Khai Zirin came to the world of Khaas 1,350 years ago, crashing their disabled starship in a place called the Green Hell. The crew, mostly overage male nurses and young kittens, found it difficult to survive in this brutal jungle environment. They adapted, or they died, and their descendants slowly evolved into quite a different breed.

The Khai Zirin are a matriarchal society. The larger females serve as warriors and hunters, while the males of the race are the nurses, teachers, and protectors of the young. Consequently, only females will be seen outside of their communities. The smaller, more intelligent males are not aggressive, and are more inclined to reason things out, whereas females are hot tempered and always ready for a friendly brawl or a brutal battle to the death. From an early age, female Khai Zirin are trained in the arts of war, and told of their glorious future – the day when the Khai Zirin will rise up and confront the Khai Shang, the mad destroyers of their Empire. So violent is their hatred of the Khai Shang that only the most compelling of reasons will ever stop a Khai Zirin from attacking one on sight! The extensive martial training of the females leaves little time for anything else. While the male Khai Zirin retain some of the technological knowledge of their forefathers, most females couldn't tell a laser canon from a catapult, and wouldn't want to!

Khai Zirin wield rapiers, long cup hilted poniards, or daggers, and a double-headed throwing dart called a "chupa". In defense of their walled villages, they will wield the chupa and double or triple bladed daggers. They can and do operate complex catapults, dart engines, and other such devices. Some

even carry a four shot light crossbow, though the more militarily inclined disdain these devices. They will claw in grapple situations as necessary or as they become excited, but otherwise will not use their claws.

Khai Zirin disdain both armor and clothing, refusing to wear anything save for pouched belts and baldrics. They understand armors use, but deny its ability to help them in combat. They will use shields, usually targes with spikes for shield thrusts and sharp edges to deliver attacks against unarmed opponents. A Khai Zirin usually carries its gear in sling bags; they hate having to pack anything on their backs.

Khai Zirin are carnivores, but will eat any kind of seafood, and enjoy salted beer. Despite their carnivorous nature, Khai Zirin have an almost obsessive fondness for cheeses. They simply can't get enough of the stuff! Many Khai Zirin consider themselves connoisseurs, and take their hobby of cheese tasting quite seriously. Anyone snickering is likely to get a paw to the back of the head.

**Appearance:** The Khai-Zirin are a race of bipedal felines, similar in appearance to the lynx. Standing slightly taller than a Human, with whipcord powerful muscles, a Khai-Zirin is an imposing sight. They have long, sturdy digitigrade legs, with extra large feet covered with thick fur. These furred feet allow the Khai-Zirin to move rapidly across soft ground or snow rapidly. Khai-Zirin have lithe, muscular, compact and deep-chested bodies, with forehands that have five digits and feet with four. They have retractable claws on both, and the foot claws are thick, short, and strong while the hand claws are thin and very sharp. Their fur ranges from grey to silver-white, with a very rare few being black in color. This fur is an excellent watershed, keeping the Khai-Zirin warm and dry in anything less than a total downpour. Khai-Zirin have vividly green eyes, which seem almost to glow in dim light. The eyes are large with binocular and color vision and Khai-Zirin pupils contract into vertical slits. There is also a ruff or collar almost similar to a beard that comes to point on either side of the face. Khai-Zirin ears are pointed but small with "tufts".

**Common Culture:** Cirthian League, Isles of Fire, Tharkhala, Viruelandia.





### RACIAL TRAITS

ADROIT	d4+14	WITS	d6+12
REF	d4+12	REAS	2d4+8*
STR	d6+2*	ESS	d6+6
SIZE	d6+6	EGO	d10+10
MASS	d8+2*	CHAR	d8+6
CON	d8+16	* - See Racial Traits	

**Genetic Casting** - Khai Zirin were genetically altered during their starfaring era, and certain genetic traits and knowledge were ingrained differently based on gender.

- **Both sexes**
  - Khai Zirin have a +15 bonus with Athletics and Acrobatics.
  - Khai Zirin suffer distress such as shortness of breath, rapid breathing, irregular heartbeat, feelings of dread, and nausea when they wear heavy restrictive coverings, such as metal armor or heavy hide, that reduce their native ability to dodge, avoid blows or lowers their

FEAR	2d6+11	DR	6	DEF	2d4+34
Shock	2d6+24	MR	1	MD	d4+11
Disease	2d6+11	PR	1	PD	2d6+4
P/V	2d6+14				
RR	d4+4				
LR	d4				



Move to more than half its norm. They suffer the Nausea and Dread conditions if they do so (see the *Adventuring* section for details)..

- **Females only**
  - Khai Zirin females have +20 advancement bonuses for Athletics and Acrobatics.
  - Khai Zirin females use a d6+8 for STR, d8+8 for MASS, and d6+1 for REAS instead of the listed male scores.
  - Female Khai Zirin are more predatory by nature than males. Their genetic traits provide a +20 advancement bonus to DEF, a +10 bonus to Claw [Weap], and a +20 advancement bonus to Claw [Weap]. Females can also make a claw attack as a quickened action. However, attacking this way has an ATK penalty of -20 to all attacks for that CF action count.
  - Khai Zirin females feel confusion and anxiety when confronted with hard or complex mental subjects, and apply a -20 advancement penalty with all non-Maneuver skills except Weapon. Their focus on physical skills provides three +5 bonuses they can apply to their choice of Maneuver skills, including stacking some or all of them into a single skill.
- **Males only**
  - Khai Zirin males feel confusion and anxiety when subjected to the rigors of battle, difficulty, and onerous physical labor, and have a -20 advancement penalty with all Maneuver and Weapon skills. Their focus on mental skill and application provides a +20 advancement bonus with any REAS, CHAR, or WITS based non-Maneuver skill.
  - Khai Zirin males are keepers of a genetic store of information. They have 30 skill ranks they can spread out over the following Knowledge areas of study: Machinery, Material Science, Machining, Explosives, Mathematics, Chemistry, Physics, Power Sources, Miniaturization, or Forensics.

**Feline Sight** – Khai Zirin can see in poor illumination or complete darkness like normal vision, but have no sense of color.

**Natural Weapons** – Khai Zirin have retractable claws on their hands and feet.

#### KHAI ZIRIN NATIVE WEAPON TABLE

	CF	DME	Crit	Fumble	ER
Claws	0	d4+8	99	1	Close



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**Racial Movement** – Khai Zirin can count soft ground, snow, or similar surfaces like solid ground due to their physiology, gait, and method of movement. Their spine is highly flexible, and they can turn 180 degrees with ease or bend double forward or backwards without effort.

### RACIAL CHOICES

Select 3 choices from the Khai Zirin Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Leansgze** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} You have inherited the genes of a nearly extinct throwback of your race. Leansgze gain the following:

- Leansgze were consummate predators and trackers. You have the ability to scent for food, water, other creatures, and possible danger. You can use scent to track, using your PER in place of Recon for this action, or make PER checks to determine distances, locate people, follow the movements of creatures, and other functions of sight with a PER check.
- Once you get the scent of spilled blood, you can track that prey regardless of how old the scent is using a PER -50 check to follow the trail wherever it leads (see the Track secret under the Recon skill in the *Skills* section).
- Leansgze normally have opaque eyes that turn into luminous mind sucking moons when they are excited, agitated, in combat, or going for the kill. This gaze can charm any single being that looks into them (takes a quickened action for the Leansgze to call on this power and a normal action to employ it. The attack is psychic, and a Leansgze has a +25 bonus to Mind skill checks with this power. If it succeeds against an opponent's PD, the victim is mesmerized. You must have visual contact and a clear line of sight to make the attack and solidify control. A charmed victim is transfixed for as long as the Leansgze expends a quickened action to keep it so. Any damage (at least 1 HP) will break the charm.
- Leansgze can never inflict subdual damage with natural weapons. Once they have the taste of blood, they attack with near fanatical devotion,

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pursuing prey until death or the absolute fact they can never catch the prey (GM adjudicated). Leansgze always eat what they kill, and only eat cooked, prepared, or carrion meat if no other choice remains, choosing to starve if need be until they can find prey.

- Leansgze work poorly with others, and they suffer a -40 advancement penalty to the Social skill. They also begin with a PD of zero at creation, and have a -20 advancement penalty with PD.

**Gender Reversal** – You can flip the bonuses and penalties for the genders without penalty.

## KNOBLIN

**Outlook:** Knobblins are not a natural evolutionary line, but are the result of experimentation done millennia ago by the Mages of the Circle. They are thus a young race, and have not developed larger cultural groupings than the Flyterling. The Flyterling will number from a dozen to a hundred, including young. Only Knobblins can easily tell the difference between the males and females of their species. Likewise, while it is thought they live to about 40 years, no one is sure, nor is the age of their majority known.

Knobblins developed a close, near symbiotic relationship in the past with the Great Grey Cave Spiders, and hence Knobblin nesting caves are the home of these large arachnids. The relationship harks back to the Knobblins' first creation and the aftermath of the Interstellar Wars, which drove many creatures from their normal habitats. This bond is unbreakable, and perhaps this is why Knobblins dislike Kobolds, Goblins, Hobgoblins, Dwarves, Gnomes, and other delving races. The shared use of the same territory has led these races into wars with one other, and the hunter-killer team of Knobblin and cave spider is a threat to any enemy underground, regardless of size.

Knobblins are nocturnal and somewhat photophobic, intelligent but uneducated, and very leery of personal hand-to-hand battles. They are superb as scouts, hunters, and night camp sentinels. They are terrible as Warriors. Knobblins are shy, curious, friendly, and standoffish.

**Appearance:** Knobblins average about four ft in height, and are dusty grey to black in hue. They are humanoid, and, aside from their wings, could pass for slim Goblins or Kobolds with more miniature features. Their ears are pointed and large, similar to Goblins, and very acute. Ectomorphic in frame, their

bones are very light, and they are almost uniformly hairless. Their wings are part of a double shoulder, and are bat like in appearance. Such wings extend two and a half times the length a Knobblin is tall, and are tough, but flexible. A Knobblin is capable of totally flexing these wings double without damaging their bones (though it is highly uncomfortable doing such for any length of time).

**Common Culture:** Bossalia, Chardos, Khorkhroé, Sorphalaz

ADROIT	d6+12	WITS	d6+12
REF	d6+12	REAS	d6+12
STR	d6+7	ESS	d6+7
SIZE	d4+4	EGO	d4+4
MASS	d4+4	CHAR	d4+4
CON	d8+28		

FEAR	2d4+4	DR	1	DEF	2d4+57
Shock	2d4+54	MR	22	MD	3d4+66
Disease	2d4+57	PR	4	PD	2d6+35
P/V	2d4+39				
RR	d4+10				
LR	d4+3				

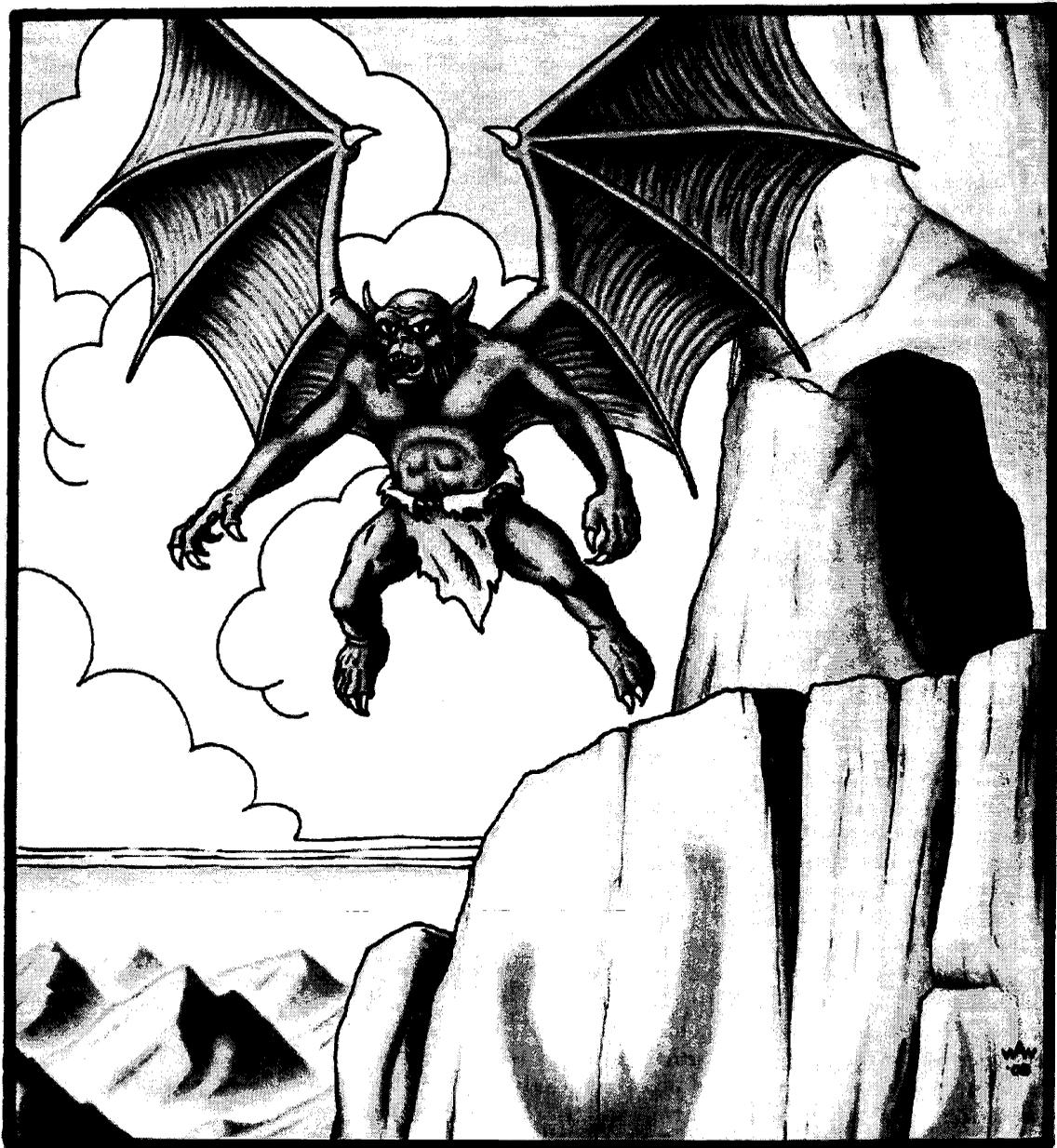
## RACIAL TRAITS

**Echolocation** – Knobblins use an ultrasonic echo similar to bats. Knobblins combine their hearing with echolocation, and do not normally suffer surprise and ambush penalties such as the penalty to CF for being ambushed, for example. Echolocation is black and white, and does not provide the small nuances and details that vision does. Loud or repetitive sound can thwart or degrade this ability.

**Grey Cave Spider Affinity** – Knobblins have an affinity with the grey cave spider, and can use the Social skill to influence them like they could normal beings. With the grey cave spider, they add a +50 bonus to Social skill checks.

**Keen Hearing** – Knobblins have keen hearing. In open areas, Knobblins are considered to make a TD 300 PER check against any sounds within 200 ft, or 100 ft in enclosed places, and can identify unique sounds, including living creatures by the sounds they make. They also have a protective sense on when to dampen their hearing ability, and are not subject to the normal vulnerabilities of highly acute hearing, such as greater sonic damage, confusion, or stun from sudden loud sounds.





**Knoblin Sight** – Knoblins can see normally in poor illumination like normal vision, but without a sense of color. Knoblins are normally nocturnal beings, and abrupt exposure to bright light blinds Knoblins for a full minute. In daylight, a Knoblin can see no farther than 30 ft and even less in bright conditions. In addition, Knoblins suffer a -30 circumstance penalty to all rolls while operating in full daylight or other brightly lit areas using their vision alone. A Knoblin can elect to only use their hearing and ultrasonic ability; they will not suffer the -30 penalty except for actions that primarily require vision to use.

**Unique Physiology** – Knoblins have a unique physiology.

- Knoblins determine their Aerial Movement like normal Movement, but use 30 as a base to determine their flying speed.
- Knoblins add a +20 bonus to all Athletics and Acrobatic skill checks in the air, but not on the ground.
- Knoblins can make flyby attacks with weapons while flying, but cannot hover or make dive attacks. Their wings are not built to do these actions or make wing buffets without effectively



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destroying them. Flybys, however, consist of flying by a target, and attacking with a weapon while continuing past. A flyby takes a normal action, and allows a Knoblin to move and attack a target at any point along the flight as long as the Knoblin travels at least 10 ft of distance towards the target before making an attack.

- A Knoblin can change direction once up to 180 degrees while in flight per CF action count without expending any actions, but cannot gain altitude the same CF action count.
- In the air, Knoblin's add a +10 bonus to Dodge and a +30 bonus to DEF.

## RACIAL CHOICES

No specific racial choices exist; select 3 choices from the General Racial Choice Table. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

### KOBBITT

**Outlook:** Kobbitts are an old and well-known race in the world of Khaas, figuring in legends, which are over 350,000 years old. Many millennia ago, Kobolds migrated into an area already populated by Hobbitts. For generations warfare reigned, until finally an awesome evil unleashed in the aftermath of the Wars of Freedom confronted both peoples, forcing them to unite to save themselves. Obviously, they succeeded, but because of the arcane forces unleashed by their enemy, they were changed. Thus, the Kobbitt race came to be, having many of the attributes of the parent races, as well as several unique traits.

Kobbitts are a generally pugnacious, scrappy, and resilient lot. They eschew rules and regulations. They tend not to be choosy about what they eat, so long as there's a lot of it; they do favor sweets and sweet baked goods, like their Hobbitt cousins. For clothing, they prefer the normal stuff, with tassels, fringes, small bells, and other such things on them. They almost never wear caps or capes, but will use oilskin rain slickers. Like Hobbitts, Kobbitts will not wear footgear of any sort for the same reason. Kobbitts are renowned the world over for their skill with slings and thrown knives. Many a tavern throughout Khaas has a Kobbitt as resident knife-throwing champion. Kobbitts are also known as first-rate Thieves, and

many of the greatest master Thieves in history have come from this race.

**Appearance:** Kobbitts are almost as tall as Hobbitts, but not quite as heavysset. Their features are very craggy, and tend to be homely by Human standards: large noses and ears, deep-set eyes, and sloping foreheads are the norm. Hair color is brown to black, and skin is generally a swarthy, earthy tone; however, for some reason (possible due to the chaotic magikal forces which were instrumental in their creation) Kobbitts are prone to wild variations in hair, skin, and eye coloration. These variations are relatively uncommon, affecting perhaps one in fifty Kobbitt children. Those that are so afflicted display the most bizarre color combinations imaginable! Purple hair, silver eyes, bright neon green skin, you name it! Small horns, light body fur, and even vestigial and useless wings have also been reported on extremely rare occasions.

**Common Culture:** Altala, Aradnast, Arduin, Azelkha, Ithalos, Jazanda, Khandruzia, Khorsar.

ADROIT	d6+8	WITS		2d6+7
REF	d6+9	REAS		d8+3
STR	d6+6	ESS		d6+7
SIZE	d3+3	EGO		2d6+6
MASS	d3+4	CHAR		d6+4
CON	d8+30			
FEAR	2d6+47	DR	4	DEF 2d4+30
Shock	2d6+60	MR	1	MD 2d4+12
Disease	2d6+22	PR	6	PD 2d6+40
P/V	2d6+39			
RR	d4+5			
LR	d4+4			

## RACIAL TRAITS

**Intestinal Fortitude** – Surviving when brought low is a cultivated talent. When you take a critical hit that inflicts death by too much HP or BODY damage, you can make a CON check against a TD 100 check to stabilize at HP 0 or BODY 0 and survive.

**Iron Digestive Tract** – A Kobbitt can ingest five times human normal amounts of food and drink.

**Kobbitt Mentality** – Kobbitts have a tough, pugnacious nature that comes out anytime they struggle against more than one-on-one odds, anything that is twice their SIZE, emanates fear, or otherwise



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attempts to intimidate and overwhelm them. In these situations, Kobbitts gain a +10 bonus to ATK, all the Defenses (DEF, MD, and PD) and a +2 bonus to CF.

**Kobbitt Sight** – Kobbitts can see in poor illumination like normal vision, but without any sense of color.

**Native Dexterity Maneuvers** – Kobbitts are natural masters at moving small objects in their hands and launching them at targets. Kobbitts natively have the Crime secret Sleight of Hand, and have a +30 bonus when using the maneuvers defined by this secret. They also have a +20 bonus to throw any small weapon or object the size of a throwing knife, dart, or similar object or smaller. This bonus also extends to slings, but only to the hand held variety.

**Nimble and Fleet** – Kobbitts do not suffer the MASS penalty when determining Movement, and do not reduce their Dodge chances by their MASS.

**Proprioceptive Kinesthesia** – They add a +20 bonus to dice rolls in situations of opposed strength, BODY, or opposed Athletics skill checks, such as grapple, knockdown, throw, and other similar situations.

**Stubborn Will** – You are so stubborn that when an attack against your PD would otherwise succeed, you can take 1 point of BODY impairment per +10 bonus desired to adjust it in your favor.

### RACIAL CHOICES

No specific racial choices exist; select 3 choices from the General Racial Choice Table. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.



## ORC

**Outlook:** Pugnacious, mean, and prolific, Orcs can be found almost everywhere. They may not have the strength of Ogres or the speed of Deodanths, but they make up for it with simple, stubborn persistence. The average Orc has taste buds that make sour or rotted things taste wonderful to them and sweet things awful, so they usually have something that smells horrible hanging about them, and it's usually their lunch! They are totally amoral in most matters, and will eat anything they get their hands on. Most other races not only distrust and dislike them, but Orcs are actively persecuted. The result is Orcs do not trust anyone, not even their own kind, outside of their closest kin. Orcs thus wage wars or fight with the other races for living space constantly, and have developed some efficiency for battle tactics. They employ sniping tactics and ambushes with some skill, and love to 'violate' the rules of war and shoot those lovely people who cart white flags in an attempt to parlay. Abusing the ideas of chivalry and honor are the highest fun for Orcs, and outside of bullying Kobolds or ganging up to beat up on an Uruk, they can think of nothing more fun.

Orcs believe bullying and slavery is part of the natural order, and enforces it on their own as much as the other races, taking delight in the cruelty of the act. They are not dependable in any sense, other than to preserve their own hides. They are quick to take offense, and easily break agreements, having no concept of honor. Orcs value territory over all else, and wealth and battle are close seconds as major sources of pride.

Orcs are not very imaginative, and seem unable to grasp even rudimentary mathematics. Orcs prefer to wear colors most think of as unpleasant: sanguine red, rusty brown, mustard yellow, mossy greens, garish purple, and pitch brown. They are less than careful in sanitary habits, and clothing and armor tends towards the dirty, ratty, or rusted.

Orcs are patriarchal; females are only fit to have children and nurse them. To Orcs, ideas such as marriage do not exist, births are ignored, and normally only death or destruction has any form of customs involved. To an Orc, the world is a harsh place, full of enemies, especially the Urukks and Humans, which even in the best of times seem bent on never allowing them to have anything but the droppings and leftovers. As a result, they are sour on life and other beings. The saying goes "the only friendly Orc is the one inviting you to be his dinner".

**Appearance:** Orcs have hard, muscular, endomorphic frames with yellow, amber, orange, or dull red eyes. In darkness, their eyes seem to glow with a dull inner light, which is a part of their optical system, and allows them vision in dimly lit spaces or the dark. They have thick leathery hides, and their skin is dark and rich in color, with greenish-yellow tinge. Orcs have black or brown hair, and their hair and beard growth varies greatly, from sporadic wisps to impressive manes. Orcs have pointed lobeless ears and protruding jaws that are dominated by their lower row of teeth. The teeth are prominent, grey-green in color, and the two front canines are extraordinarily long and pointed. Orcs speak from the back of their throats, and use volume to demonstrate their importance or status.

**Common Culture:** Arduin, Armandoria, Atenveldt, Bossalia, Chardos, Entraghar, Maragoré.

ADROIT	d8+5	WITS		d8+5
REF	d6+7	REAS		d8+1
STR	d6+12	ESS		d8+3
SIZE	d8+6	EGO		2d6+7
MASS	d6+10	CHAR		d6+3
CON	d8+19			
FEAR	2d6+9	DR	4	DEF 2d4+25
Shock	2d6+50	MR	4	MD 2d6+7
Disease	2d6+39	PR	1	PD 2d6
P/V	2d6+41			
RR	d4+7			
LR	d4+5			

### RACIAL TRAITS

**Instinctive Dirty Fighter** – Orcs fight dirty naturally. They start with 1 skill rank in the Street Martial Arts [Style] and a +5 bonus to all Street Style skill checks.

**Nocturnal** – Orcs are nocturnal beings, and abrupt exposure to bright light blinds them for a full minute. In daylight, Orcs can see no farther than 100 ft and even less in noontime conditions. Also, Orcs suffer a -5 circumstantial penalty to all rolls while operating in daylight or similarly lit areas. However, they can see in poor illumination or complete darkness like normal vision, though without any sense of color.





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**Orcish Mental Flaws** – Orcs have several ingrained mental flaws that come out regardless of background.

- Sneaky, paranoid, anxious, and fearful by nature, Orcs have a +5 bonus to Clandestine, Recon, and Crime skills, but have a -20 advancement penalty to the Social skill.
- Orcs are not very imaginative, have trouble grasping medium to complex mental subjects, and have a -20 advancement penalty with all non-Maneuver skills except for Weapon. Their focus on physical skills allows them to select 5 Maneuver or Weapon skills, and apply a +10 advancement bonus to each. They cannot stack these bonuses, but must place them individually.

### RACIAL CHOICES

Select 3 choices from the Orc Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Gagging Stench** – Your stench is strong enough to turn the most iron stomach, especially when you pour it on! Anything that is within Short ER or less with you must make a TD 100 Self Control check or back off gagging. If you spend a melee round concentrating, you can worsen your stench for a full minute, raising the TD 100 to TD 125.

**Bones of Jhong-Jhon** – {Requires 3 Racial Choices.} One of the greater Orc heroes spoken about in tales, Jhong-Jhon is said to have spit in the eye of Eru, rode the demon horse Jurakk, and bedded Amarydion. Of course, he was nearly killed in every exploit, and if it wasn't for his fantastic ability to soak damage, he never would have survived! You've inherited a little of this champion's legendary resistance, and have an Adamant value equal to your MASS, allowing you negate that value in attribute/characteristic impairment/damage per attack. You also have a native DR equal to your MASS that replaces the listed racial DR and any bonus DR gained from MASS.

### PADHA-HHA

**Outlook:** Padha-Hha is a humanoid race that owes more to ursine genes than to the Human type. Mainly

agrarian by nature and culture, these are nonetheless fearsome antagonists when roused. On their world, Jookhal-Khun, a great war wracked the lands. So great was the slaughter that not one nation or city was spared from the destruction. The entire race tottered on the brink of expiration, and was doomed to extinction until the sole clan of magicians of the race opened a great rift in time and space. Unfortunately, the clan of magicians was destroyed in the process, but their sacrifice allowed three other complete clans to escape through this fluctuating and unstable dimensional rift. One clan ended up in Arduin.

Padha-Hha are very easygoing, and quite ordered in temperament. They have a natural antipathy towards magik and most things magikal, and the very few who ever dabble in it cannot seem to get past the illusionary forms of magik. Padha-Hha are open, honest, blunt to the point of rudeness, and extremely rank and status sensitive. They are fiercely loyal to their clan, leaders, and friends. However, Padha-Hha are not too inquisitive, and are very "straight-ahead" in their outlook towards life and non-Padha-Hha in particular. By and by, they see those not of their race as unfortunate and of a "somewhat lesser" status.

**Appearance:** Padha-Hha average five ft to five and half ft in height, and are mesomorphs of the truest sort. They have light tan through dark brown complexion and light brown to black fur. Eye colors can be anything from a warm amber hue (in all the shades of brown) to a pale yellow-gold. Padha-Hha have broad, thick, three fingered hands with an opposable thumb, and three toed feet whose digits are as wide as they are long. Though they walk upright and wear clothing, Padha-Hha resemble earthly panda bears greatly (though longer of limb and much more humanoid).

**Common Culture:** Arduin

ADROIT	d8+4	WTS	d8+3
REF	d6+7	REAS	d8+1
STR	d6+16	ESS	3d4+4
SIZE	d3+6	EGO	2d6+7
MASS	d6+14	CHAR	d6+4
CON	d8+28		
FEAR	2d6+29	DR	9
Shock	2d6+70	MR	0
Disease	2d6+49	PR	5
P/V	2d6+31	DEF	2d4+14
		MD	d4
		PD	2d6+20
RR	d4+7		
LR	d4+4		



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## RACIAL TRAITS

**Genetic Disposition** – Padha-Hha are born with a genetic disposition towards certain skills, and begin with a +15 bonus to Athletics skill checks and a +20 advancement bonus to Athletics as well. Padha-Hha have an affinity with their cultural weapons and armor, and add a +5 bonus to the Hoja-Pai [Lorica], Lho-Zhar-Ha [Weap], Yoe-Ukai [Weap], and Pushokk-Ah [Weap] skill checks with them, and gain a +30 advancement bonus to each as well.

**Mental Flaw** – Padha-Hha are not very inquisitive or good at thinking beyond the immediate, have trouble grasping complex mental subjects, and have a -10 advancement penalty with all non-Maneuver skills except Weapon, Social, and Self Control. Their focus on physical skills provides three +5 bonuses they can apply to a choice of Maneuver skills, including stacking some or all of the bonuses into a single skill.

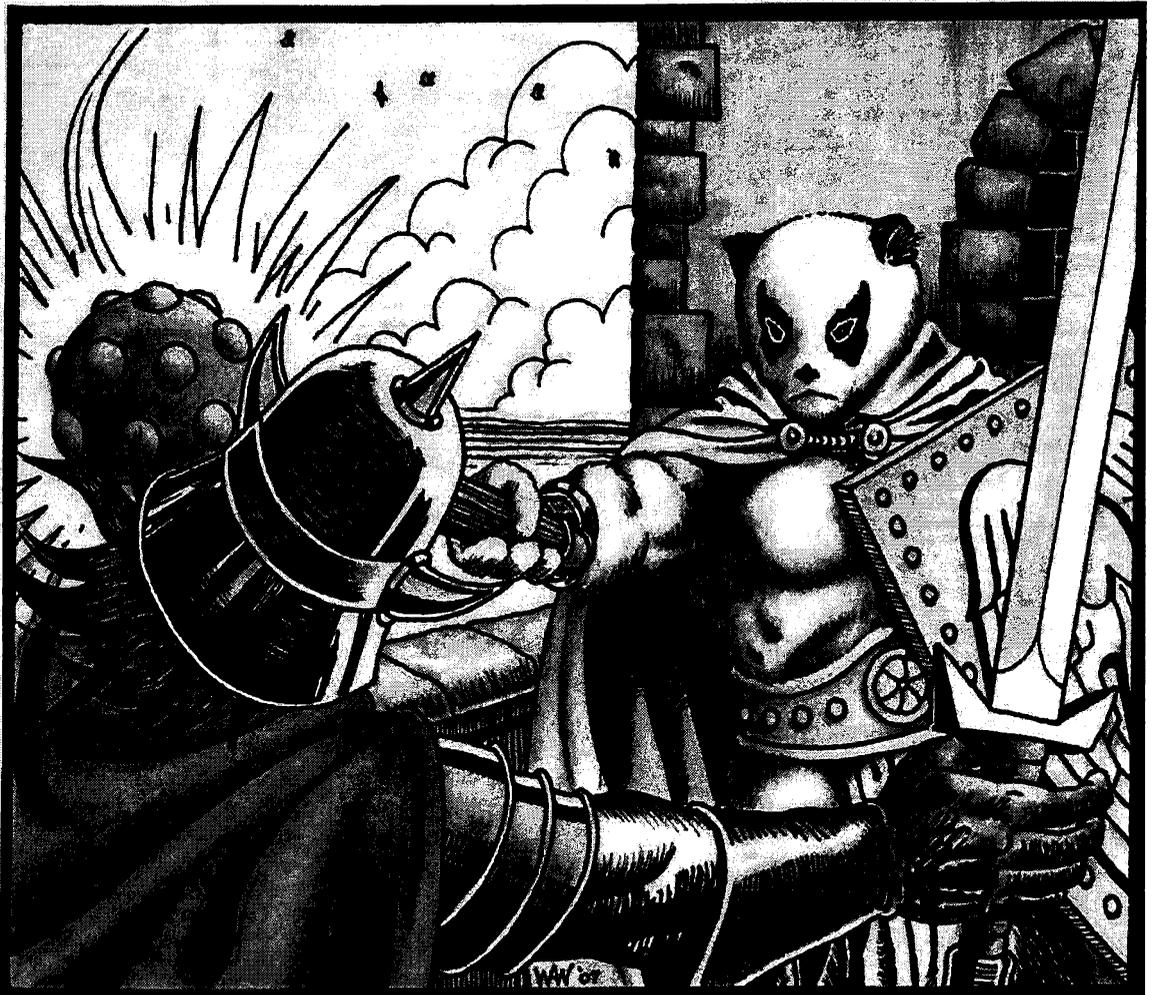
**Natural Weapons** – Padha-Hha have powerful bites, but detest doing (no Self Control required, they just hate it). They have a +5 bonus to Fang [Weap].

### PADHA-HHA NATIVE WEAPON TABLE

	CF	DME	Crit	Fumble	ER
Fang	0	d4+12	98	2	Close

**Padha-Hha Vision** – Padha-Hha see in poor illumination or complete darkness like normal vision, though without any sense of color.

**Social Animals** – Padha-Hha gauge and adjust to social status and interplay instinctively. Regardless of upbringing, add a +10 bonus to Social and Self Control skill checks and a +10 advancement bonus in each.



## RACIAL CHOICES

Select 3 choices from the Padha-Hha Racial Choice below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Aokile No** - {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} When the Padha-Hha fled their world, only a single clan escaped, or so the tales say. In truth, remnants of others survived, but lost their identity to become one with the prevailing clans. You are a child (Aokile) of one of those tribes.

- You are smaller and lighter than normal. Reduce your SIZE by -2, MASS and STR by -4, while raising your ADROIT and REF by +6 each.
- Aokile are inheritors to a power they call Djutoskoma. This power is a core of mana they draw passively from the world each day. Use your ESS to determine how much mana. Aokile use the Djutoskoma to power their magik, and begin with two OP 1 spells at skill rank 1.
- Aokile do not have the penalty to non-Maneuver skills like a normal Padha-Hha.
- Aokile have a different jaw structure, and lose the ability to make the Padha-Hha bite attack.

## PHRAINT

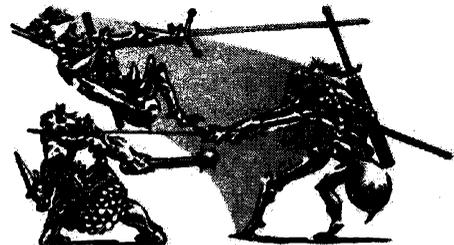
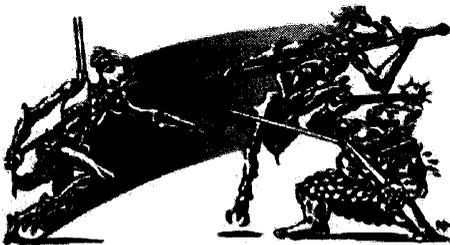
**Outlook:** Phraints are erect bipedal arthropods resembling a cross between an ant and a mantis. These insectoid creatures are the remnants of the dread Hurakkuu Empire, a race of star warriors unbeaten in 3,000 years of warfare against the myriad peoples of space. Finally, though, even the Hurakkuu met their match, though who or what laid them low is not recorded. Supremely logical, Phraints are

incapable of feeling emotion or understanding it. As a result, they tend to look upon races that do experience emotions as capricious, chaotic, and generally inferior. It is this attitude that is responsible for their warlike nature. Phraints see it as logical that they should be the dominant species in their environment, whether it is the world of Khaas or the cosmos.

Each Phraint is born into his lifetime job classification, identified by his chitin color. Blue Phraints are manual laborers, green are mid-level technical operatives, silver are the Queen's consorts, high level technicians, and scientists, and the color gold belongs to the Queen alone. In the dim past, two other Phraint castes existed. The first of these were the dreaded black warriors. The Black Phraints were shock troops, bred to be able to survive in hard vacuum without adverse effects. Lethal in the extreme, they were trained in zero gravity combat and a variety of high-tech weapons systems. The Black Phraint has thankfully ceased to exist, as each was a specially bio-engineered creation, which required technology now lost. The second lost caste of Phraints was the legendary Red Mages. Considered a myth by modern Phraints, they were the only Phraints capable of feeling and understanding emotion. Highly psychic, the Red Phraints practiced limited forms of magik.

Nowadays, the blues and greens have become, of necessity, warriors, as well as workers. They do a good job too. Each Phraint is part of a stick, and will always work with his Stick Brothers or egg mates in every assigned task. The only female in a Phraint hive home is the Queen. On a stick is exactly how a Phraint is born; that is to say, all eggs are attached to a pole or stick, which runs from floor to ceiling of the egg chamber, and each pole will have 12 to 120 eggs on it, according to the chamber size. Each chamber has 10 to 1,000 or more poles, according to the manpower needs of the colony.

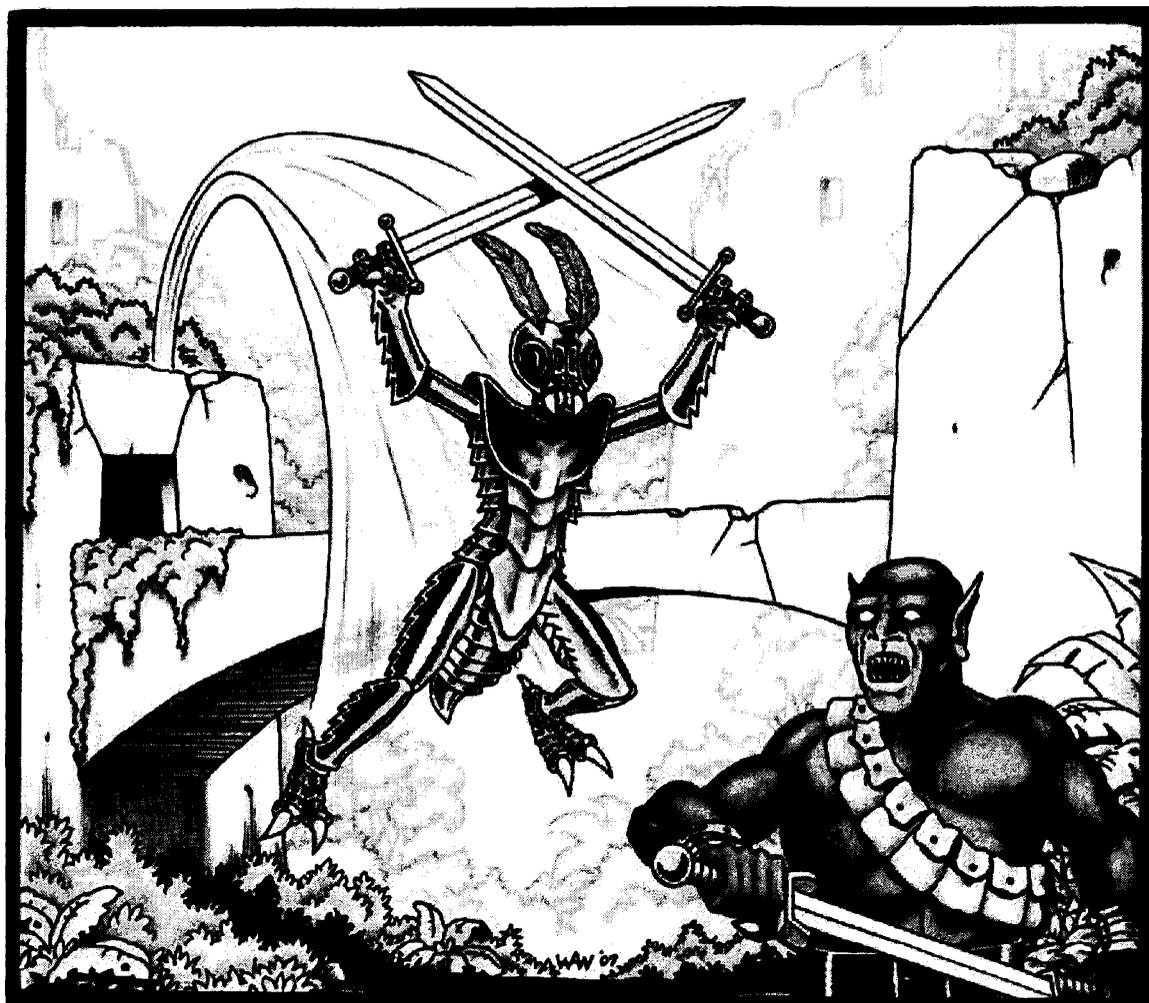
Phraints are best known in combat for their leaping charges, in which they throw their light javelins at the apogee of their leaps, flip over in mid-flight, swing their two-handed swords as they pass overhead, and then land behind their usually startled



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opponents, ready for further action. They are perhaps best countered in combat by Deodanths, who can also leap great distances, and who love nothing more than precipitous wild charges and whirling melees.

Phraints can stand immobile for up to three or more days, never moving, so that an ambush or a hunt will go as planned, and think nothing of loping along for days at a mile eating pace. Though they do feel pain, they don't react to it as Humans do. Thus, they fight on even after being cut in two!

Due to their peculiar throats, they can only swallow liquids or pureed meats, and will choke on the smallest bits of solid food. Their favorite meal is a concoction of honey, pureed horsemeat, eucalyptus sap, and grain alcohol, colloquially known as "Phraint Nectar". Phraints are not bothered with drunkenness except from the juice of the red lotus, which blitzes them immediately, and it is for that reason forbidden to them by hive law. They also like most fruits, pureed or in juice form of course.

Phraints always do exactly what they say they will, and never break a contract. However, how they interpret a contract can sometimes make a lawyer's head spin! They are totally fearless and dedicated to their hive home, leaving it only to earn money to buy needed things that they cannot manufacture. Phraints most often encountered in game play are rogue. Sometimes the food supply of the hive is insufficient to feed the masses. When the excess workers and warriors are ordered to supplement the food supply by becoming food themselves, 90% or more see the logic of this and comply. Nevertheless, a few Phraints (10% or less) see that, logically, if they are no longer of use to the hive, then they must become of use to themselves. With that, these rogue Phraints leave the hive to take up a permanent nomadic life, typically as a mercenary. Rogues are generally considered dangerous and aberrant by their former hive-mates, and are attacked on sight. Thus, rogues lead interesting, if hectic, lives most of the time.



Occasionally, a queen of a hive will sell one to a thousand or more fighting sticks to some country or another as a means of gaining revenue. These mercenaries are highly prized, and those who buy them seldom let them out of service. However, from time to time, a few of them are freed to go back to their hives, usually after years of service; most are killed in battle.

**Appearance:** Phraints stand between six and seven ft tall. Unlike true insects, Phraints have only four limbs. Their chitin is usually bright metallic blue or green, and the feathery antennae are golden yellow. They have rainbow hued multifaceted eyes. Phraints love to inlay their chitin with silver and gold leaf, precious and semiprecious gems, and similar forms of ornamentation. Phraints grow to full size in just four years, but aren't considered fully trained until the age of ten. A Phraint may live to be 300, though many die in battle long before this time ever comes around to find out.

**Common Culture:** None – Phraints do not assimilate cultures.

ADROIT	d4+14	WITS	d4+12
REF	d6+16	REAS	d8+2
STR	d6+14	ESS	d4+2
SIZE	d4+9	EGO	d4+6
MASS	d4+8	CHAR	d4+5
CON	d4+32		
FEAR	Immune	DR	20 DEF 2d6+28
Shock	d4+80	MR	0 MD 0
Disease	d4+46	PR	16 PD 2d6+22
P/V	d4+46		
RR	10		
LR	1		

## RACIAL TRAITS

**Culturally Bankrupt** – Phraints do not gain benefit from culture, and skip this part of the character creation process. They cannot learn cultural traits later on either.

**Engineered Combat Maneuver** – As a special combat maneuver, Phraints can make a Leap Attack or Running Jump Attack, using their characteristic attack where they leap over an opponent, throw one javelin at the apogee of the jump, flip over in mid

flight, and swing their two-handed swords as they pass overhead to land behind their opponents. They count this combat maneuver as a normal action that does not require an Acrobatics check. The javelin and sword attacks are at a -20 penalty to ATK but otherwise unaffected.

**Greater Visual Range** – Phraints have multifaceted eyes set wide apart that provide a 320 degree field of vision. This, combined with their senses, allows them to engage any number of combatants around them and be unaffected by the normal penalties for fighting against multiple attackers. They also have a +50 bonus versus flash or blindness effects.

**Natural Weaponry** – Phraints add a +10 bonus to Claw [Weap] and Stinger [Weap] and can attack foes behind them with their stinger. The sting injects a weak poison of TD 50 that inflicts d4 HP damage every 5 CF counts for 6 melee rounds.

### PHRAINT NATIVE WEAPON TABLE

	CF	DME	Crit	Fumble	ER
Claw	0	d4+6	100	1	Med
Stinger	0	d4+2	100	3	Close

**Phraint Physiology** – Phraints are a highly engineered, former starfaring race. Each is encoded with certain genetic tendencies, strengths, and weaknesses.

- Phraints have the native ability to jump or spring 40 ft forward and 20 ft in height from a standing or moving position as a normal action. They also begin with the secrets of Leap Attack and Running Jump Attack (Acrobatics skill); however, they do not suffer the penalty to Dodge or the chance of knockdown if they miss.
- They are genetically programmed with a flat healing rate. They heal in all situations, regardless of activity. HP is healed as normal, but they gain double normal attribute/characteristic recovery for the time period.
- Phraints have genetically engineered agility. They do not reduce their Dodge by MASS, and add +20 to Dodge. Phraints can also Dodge twice in a CF action count; the extra Dodge is counted like an additional quickened action used solely to Dodge.
- Phraints can stand motionless or run for three days, totally alert and without fatigue. They require minimal rest, but can forgo such recuperation for three days without harm.

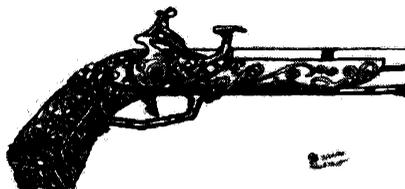


Thereafter, they take 1 point of HP damage per day, and do not heal until they die or rest. A Phraint will rest the equivalent of one hour throughout the day in small breaks. Taking more rest beyond these small periods in a single bulk is useless to a Phraint. The rest must be spread over the day, and cannot be taken all at one time.

- Phraints do not feel pain, and react differently to damage and death. They feel no effects for the loss of a limb or otherwise make Shock checks for critical hits. They even can fight on after they die for 1 to 3 minutes (unless death was by drowning or similar means).
- Phraint chitin counts as natural armor and they cannot use the Lorica skill and its secrets to enhance their natural armor like normal armor or wear armor on their chitin.
- Phraints do not have Racial Choices.
- All Phraints start with the Phraint language.
- Phraints have a -30 advancement penalty with Interpersonal skills.
- Phraints have Fort 5, allowing them to ignore the first 5 BODY damage taken from any blow.
- Phraints cannot swim, and are negatively buoyant. In water, they have a -150 Athletics penalty. They drown in any water that covers their breathing apparatus, and must make TD 200 Shock checks every CF action count or die immediately.
- The queen of the hive sets the genes for each Phraint. A blue or green Phraint is indoctrinated to have a +20 advancement bonus in two-handed swords and javelins, as well as a +20 bonus in both weapons at creation. They also have a +10 bonus to Athletics and Acrobatics.

**Phraint Vision** – Phraints are highly perceptive, using a melody of sensory input to detect even the smallest things. They have a +50 bonus to PER, and have a +15 bonus to Recon skill checks.

- Phraints do not have a sense of touch or hearing. Instead, they have air vibration sensitivity via their antenna, which they use to intercept and understand vibrations as another being would use hearing. This allows them to see normally in poor illumination or complete darkness like normal vision, but without a sense of color.
- Phraints are also sensitive to magnetic field changes, and can detect the flicker of x-rays as a normal spectrum of senses. Phraints innately know magnetic north, can retrace steps, and navigate known territory using PER checks to find their way.



## SAURIG

The reptilian humanoids called Saurig trace their long history back some 600,000 years and more, to the time of the dread Kthoi, the reptilian giants who first rules the world. Saurig were the servants and soldiers of the Kthoi, bred for ferocity, tenacity, endurance, and fighting ability.

After the fall of the Kthoi, the Saurig split into two readily known types: the aquatic lizards who inhabited dank swamps and wet jungles, and the lighter, faster, tailless ones who lived in the hot dry deserts and jungles and plains. Tales exist of several other types of Saurig from the days of old that even include one star warrior version and a version of one that flies, but none have been known to confirm this.

## DESERT SAURIG

### [SAURIG SUB RACE]

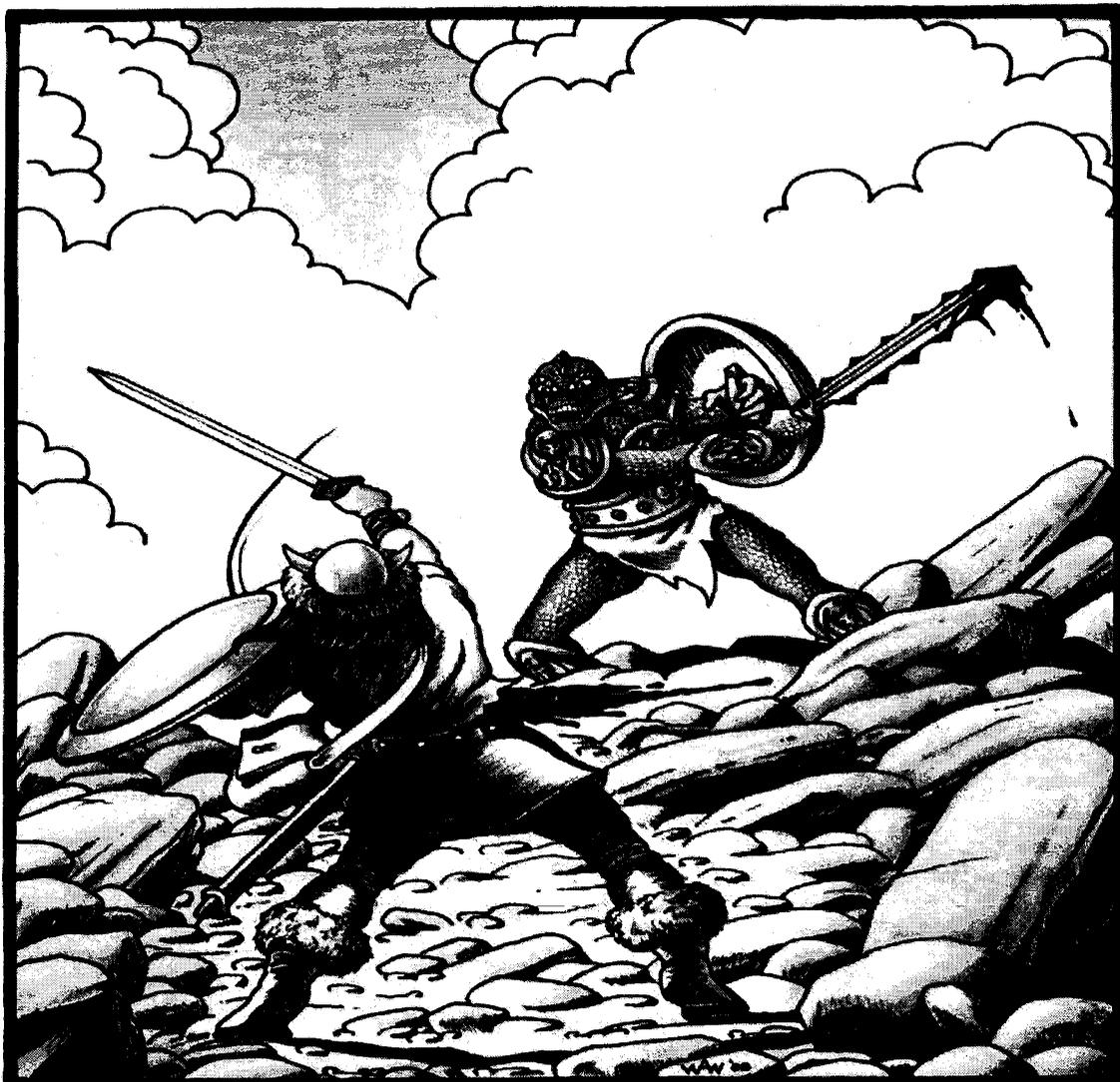
**Outlook:** These Saurig value courage and prowess in battle, and their mercenary fighters are highly regarded. Once hired, Desert Saurig mercenaries are totally loyal as long as the pay holds out, though they have been known to ask for bonus money right before a big battle. Desert Saurig are much sought after as mercenaries due to their superb grasp of tactics, near total lack of fear, and for their fierce charges, which have shattered many an enemy fighting line.

Desert Saurig culture is a loose confederation of nomadic tribes. Their collective name for themselves translates to 'The Clans of the Claw.' Desert Saurigs value courage and prowess in battle, and mercenary fighters are highly regarded.

**Appearance:** Desert Saurig are long and lean. Stretched out from end to end, a typical Desert Saurig measures about seven ft. They stand roughly five and half ft high at the shoulder. Desert Saurig have pebbly, reddish-brown hides and double-lidded nictating membranes over their eyes. These membranes protect them from the effects of blowing sand and glaring sun.

**Common Culture:** Cyndyra, Skohrzaki Domain, Zirhaine





### RACIAL TRAITS

ADROIT	d8+6	WITS	d6+9
REF	d8+6	REAS	d6+3
STR	d4+12	ESS	d6+9
SIZE	d4+6	EGO	d10+6
MASS	d4+10	CHAR	d4+5
CON	d8+30		

**Natural Weapons** – Desert Saurig have non-retractable claws on their feet and hands. They do not favor clawing with their hands (but easily can), instead choosing to deliver powerful kicks. Desert Saurig have a +15 bonus to Claw [Weap] and a +10 advancement bonus as well.

FEAR	2d4+85	DR	10	DEF	2d4+24
Shock	2d4+70	MR	5	MD	2d4+20
Disease	d4+7	PR	1	PD	2d6
P/V	2d4+26				
RR	d4+4				
LR	d4+5				

### DESERT SAURIG NATIVE WEAPON TABLE

	CF	DME	Crit	Fumble	ER
Hand Claw	0	d4+2	100	2	Med
Foot Claw	0	d6+8	97	2	Med



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**Saurig Physiology** – Saurig were created by the Kthoi, an elder race of reptilian giants, as servants and drone soldiers, emphasizing ferocity, tenacity, endurance, and fighting ability.

- Use 20 for a base instead of 10 when determining Move.
- Saurig can make a special charge action to generate vast amounts of power over short distances. You only need to move half your SIZE to Charge. Desert Saurig double their BODY to determine how much damage they inflict for a Charge and when comparing BODY to beings they Overrun or Press. See the *Battle and Melee* section for more details. However, as an example, 35 BODY Saurig is going to Charge and hit like he had 70 BODY. This talent is raw ability and mutually exclusive with any other secret or talent.
- Saurig have a pervading toughness, and begin with +20 bonus to HP.
- Desert Saurig have an innate skill with fighting that shows through regardless of what they become. They have two +10 advancement bonuses they can allocate to any Warrior Profession Favored or Core skill, including stacking some or all of them into one skill or into DEF.
- Heat affects them little, and Desert Saurig ignore all but the fiercest of normal hot weather effects, ignoring everything up to the point where HP damage is inflicted.

**Saurig Sight** – Desert Saurig can see normally in poor illumination like normal vision, but without a sense of color.

## RACIAL CHOICES

Select 3 choices from the Desert Saurig Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Blood of the Cuough** – {Requires 3 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} During the Nexus Wars, a chance accident awakened several hundred drone Saurig that had been in stasis since the time of the Kthoi. Known as the “Cuough”, they savagely fought, mated, and wreaked destruction until they were no more, but not before

they left the mark of their blood upon the Desert Saurig race.

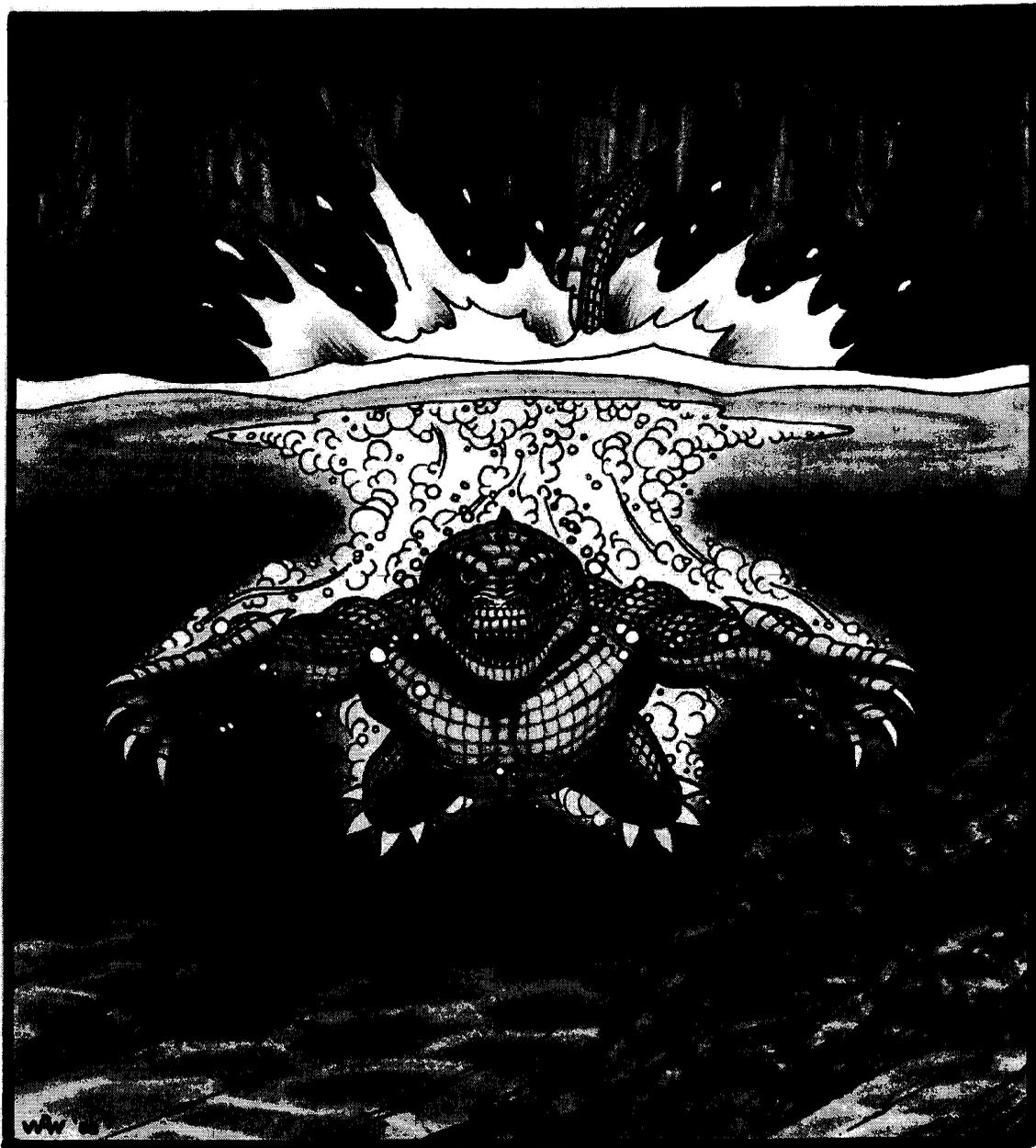
- Cuough are taller, straighter of limb, very powerful, and marked with white designs on their scales that form nameless runic patterns. Use d4+15 for STR, d4+8 for SIZE, d4+13 for WITS, and 2d4+10 for EGO. Cuough also use 3d4+40 for MD.
- Cuough add their SIZE as a bonus to all Claw [Weap] attacks and +5 to DME.
- Gain a resistance to radiation and a tolerance to the harshness of space. Cuough can last one melee round in space, a vacuum, or a void per CON, and can absorb their BODY in radiation damage each day without harm.
- Can heal and regrow lost limbs (fingers, claws, etc.), repair internal organs, and just about any wound that does not kill you. It takes 5 days per point of BODY damage to heal. So, if you lost a limb and incurred 10 points of BODY damage because of it, it would take 50 days to regrow.
- Begin with PD 0, and have a -50 advancement penalty to PD.

## SWAMP SAURIG

### [SAURIG SUBRACE]

**Outlook:** Larger and more powerful than their desert cousins, but also more primitive, the Swamp Saurig are descended from the brute laborers of the Kthoi. Originally bred for size, strength, and minimal intellect, they have retained most of these traits down through the years. They tend to be extremely chaotic and prone to berserker rages. This, coupled with a distinct aversion to military discipline and protocol, makes them terrible soldiers. By and large, they are left alone in their swamps to go their own way. While universally regarded as unintelligent, Swamp Saurigs are not, by and large, the dimwitted clods that comic ballads make them out to be. Nor do they appreciate being treated as if they were. They tend to be very simple and direct in their goals and desires, and to take the plainest and most direct course of action to get there. Despite their chaotic nature and lack of organization, the Swamp Saurig have developed a culture, of sorts, though it is considerably more primitive than that of the Desert Saurig. Swamp Saurig culture, not surprisingly, emphasizes strength, with the strongest and best warriors holding positions of power. Interestingly, there is no gender bias at all in this cultural formula. Female Swamp Saurig are the same size as males, and hold high positions equally as





often. A less than kind observer might suggest that the Swamp Saurig just aren't bright enough to come up with a concept as complicated as discrimination.

Swamp Saurig like their food raw. Very raw. Preferably still wriggling. They will eat nearly anything they can catch and hold down long enough to swallow. They never cook their food; nor will they eat anything that is not fresh killed. The only exception are salt-cured raw meats used as trail rations, which Swamp Saurig will grudgingly accept if nothing better (fresher) is available.

**Appearance:** Swamp Saurig stand an average of eight

ft tall, and look nearly as broad. Thick with muscle, the lizards seem squat despite their size, and move with a ponderousness that hints at their power. Swamp Saurig have dark bluish-green hides that range nearly into black. Their blunt muzzles are studded with jagged teeth, and their eyes are an unnerving yellow-green. Like Desert Saurig, Swamp Saurig have a nictating membrane over their eyes – in this case, to help them see underwater.

**Common Culture:** Alazahr, Ghorfar, Khandruzia, Saast, Thund.



## RACES

## RACES



ADROIT	d8+9	WITS	d6+7
REF	d8+5	REAS	d6+1
STR	d4+14	ESS	2d6+5
SIZE	d4+7	EGO	d6+8
MASS	d4+11	CHAR	d4+3
CON	d4+32		

FEAR	2d6+41	DR	9	DEF	2d4+37
Shock	2d6+35	MR	2	MD	d4
Disease	2d6+33	PR	1	PD	d4
P/V	2d6+29				

RR	d4+6
LR	d4+4

### RACIAL TRAITS

**Keen Nose** – Swamp Saurig have a keen sense of smell, and can make PER checks by scent alone, as well as natively know the secret to Scent Identification. Underwater, they add a +30 bonus to PER checks and Recon skill checks.

**Natural Weapons** – Swamp Saurig have non-retractable claws on their feet and hand, and can use each equally. Swamp Saurig have a +15 bonus to Claw [Weap] and Tail [Weap] and a +10 advancement bonus with each as well. They can also use their tail to make attacks or knockdown maneuvers in conjunction with claws or hand held weapons (as a quickened action). However, they suffer a -20 penalty to ATK with weapons and their tail when doing so.

#### SWAMP SAURIG NATIVE WEAPON TABLE

	CF	DME	Crit	Fumble	ER
Claw	0	d6+5	97	3	Close
Tail	0	d3	100	1	Close

**Natural Swimmer** – Swamp Saurig use 20 for base Move, and use their ADROIT in place of movement when swimming; they can hold their breath for their CON score in minutes before surfacing. They also can fight with their natural weapons without penalty in water, and can do so with manmade weapons when wading or otherwise not fully submerged.

**Prehensile Tail** – Swamp Saurig tails are half as long as they are tall, and, while quite dexterous, are NOT enough so to act as a third hand. However, it does provide a +10 bonus to Acrobatic and Athletics skill

checks.

**Saurig Physiology** – Saurig were created by the Kthoi, a dread elder race of reptilian giants, as servants and drone soldiers, emphasizing ferocity, tenacity, endurance, and fighting ability.

- Swamp Saurig have a pervading toughness, and begin with a +20 bonus to HP.
- Swamp Saurig have an innate skill with fighting that shows through regardless of what they become. They have two +10 advancement bonuses they can allocate to any Warrior Profession Favored or Core skill, including stacking some or all of them into one skill or into DEF.
- Prone to berserker rages, Swamp Saurigs must make TD 75 Self Control checks every minute they are strongly excited, agitated, or moved. In battle, they make this check every melee round or fall into a berserk frenzy.

**Saurig Sight** – Swamp Saurigs can see normally in poor illumination or underwater like normal vision, but without a sense of color.

### RACIAL CHOICES

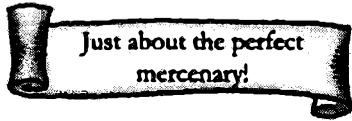
Select 3 choices from the Swamp Saurig Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Children of Makio** – {If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} You are a child of Makio, scion of her line. Children of Makio gain the following:

- You can hold your breath indefinitely underwater using your gills. These gills seal when out of the water, and only operate when you are submerged; otherwise they are indistinguishable.
- You can fill your stomach with water, and eject it in a stream, projecting 10 ft (submerged or outside of the water). The jet is strong enough to count as a 20 point BODY Knockdown against whatever target you apply it against. If used during a grapple, it inflicts its equivalent BODY damage instead.
- Lose the Keen Nose ability when outside of the water, and feel uncomfortable (low level unease) when dry.



**Third Hand** – Your tail is truly a third limb, and you can utilize it like a third hand in all ways (including bearing weapons). Your extra limb adds an additional quickened action, but is constrained only to what you can do one-handed. You lose the normal +10 bonus your prehensile tail provides to Acrobatic and Athletics skill checks.



## THROON

**Outlook:** Throon are an uncomplicated race of mountain and jungle dwelling physically massive, four armed humanoids. They are very limited in the emotions they feel, which are confined to rage, greed, lust, and, once in a great while, fear. The rest of the time they are almost devoid of feeling. Throon do not understand friendship or love, yet they are not cruel. They are prized as mercenaries due to their emotional detachment and solidness, huge size, and four strong arms. Throon never surrender once paid to fight; they do not understand the concept of treachery. They cannot be panicked or turned in battle, unless facing demon kind or the ilk, and are fierce and tenacious in the thick of meleé.

Throon wear little clothing other than leather battle harnesses and loincloths. They do wear armor when the situation warrants, usually in meleés against formidable opponents or equally dire situations. They have a love for silver that surpasses a Dwarf's love of gold. They also love bright body painting of abstract design, contrasting their skin color.

Throon, while they know battle tactics backwards and forwards, simply have no desire to learn anything beyond their limited scope of fight, eat, sleep, fight, mate, fight, fight, fight, and pie. When they are not in battle, they spend time making their weapons and gear ready for the next battle. Apart from their body painting, the only thing that passes for art or sport with the Throon are, of all things, juggling, and with four arms, some of it is quite spectacular. No Throon would ever try to make a living as a juggler, though – it's too original a concept for them.

Throon do not make much idle conversation, and will never do anything outside their contract. They are good hirelings, but lousy friends. When paid, they are fiercely loyal, and when they are not, they

could care less what happens to you! Throon enjoy pumpkin pie, pumpkin wine, and pumpkin beer above all else. They really hate pork and lamb, but a Throon is eminently practical: he will eat anything. If necessary, he'll even eat dead companions.

Throon wield two-handed axes or mauls with one hand, and carry large, round shields. Typically, a Throon will have a two-handed axe high on one side, and a two-handed sword low on the opposite side, with a pair of shields held by the other two arms. A Throon's idea of a dagger is a short sword, and he will carry two, one on each hip. Rarely, a Throon will be armed with four to six heavy throwing axes, each of which might double as a battle axe for meleé purposes; throwing axes are missile weapons they use, flurrying with a volley at short ranges against opponents.

**Appearance:** Throon are usually blue gray in color, but can range from steel gray to pale green in hue. They range from a short six foot to a taller seven and a half to eight foot in height. Throon are correspondingly massive for their height, very broad across the torso and upper body to compensate for the cunning double shoulder that supports their four arms. Built with stocky, powerful legs, Throon are not as top heavy as a person would surmise. Balancing their weight with extremely dense bone and muscle, the enhanced skeletal structure has near double the amount of bones and associated cartilage found in a Human physique. Throon physiology is not built for reclining or sitting, and a Throon will never sit or lie down unless too sick or wounded to stand. They even sleep standing up, albeit leaning against something. While uncomfortable in supine or bent positions, a Throon is amazingly supple, and can easily do somersaults, or rotate past 90 degrees at the hip.

**Common Culture:** Aradnast, Arduin, Chrysolia.

ADROIT	d6+10	WITS	d4+11
REF	d8+5	REAS	d4+2
STR	d4+20	ESS	d6+2
SIZE	d4+10	EGO	d6+14
MASS	d8+16	CHAR	d4+4
CON	d4+36		
FEAR	2d4+80	DR	12 DEF 2d8+15
Shock	2d4+90	MR	2 MD d4+12
Disease	2d4+29	PR	1 PD d4+22
P/V	2d4+69		
RR	d4+10		
LR	2		



# RACES

# RACES





### RACIAL TRAITS

**Culturally Bereft** – Throon gain little from culture and begin with only 1 cultural influence instead of the normal 3 cultural influences at character creation.

**Racial Combat Maneuvers** – Throon are effective at punching, grabbing, or smashing opponents while using weapons. As a quickened action, Throon can use one free hand to punch, using **Fist [Weap]** against any opponent within reach. They can also make grab attacks with this maneuver in the same fashion.

### THROON NATIVE WEAPON TABLE

	CF	DME	Crit	Fumble	ER
Fist	0	d6+2	95	2	Medium

**Throon Mentality** – Throon suffer mental bewilderment when confronted with medium to complex mental subjects, and have a -20 advancement penalty with all non-Maneuver skills except **Weapon**. As a counterpoint, Throon mindset does lend itself to physical skills. Throon can select any five Maneuver or **Weapon** skills, and add a +20 advancement bonus to those chosen. They cannot stack these bonuses together, but must apply them singly to each skill.



# RACES

# RACES



**Throon Physiology** – Throon have four equally favored hands, and do not have an offhand. They can physically handle two separate two-handed tasks or four one-handed tasks simultaneously with full coordination and dexterity. However, they only have two eyes, and can only focus or aim at one thing. A Throon with four axes could throw them at a single target or all at several targets close together, but not simultaneously towards widely separated targets without throwing blind with several of the axes. He just can't see them well enough.

A Throon can use all of their arms in concert during normal situations, such as eating or juggling, or during instinctive actions such as grappling in close combat or catching a thrown object. For game purposes, a Throon can do the following:

- Due to their flexible bone structure and extra limbs, a Throon can take one additional normal action and one quickened action limited to the normal constraints of using a single hand or a pair of hands; OR they can take three additional quickened actions limited only to the normal constraints of using a single hand (but not both). However, if the Throon uses a normal or quickened action that does not involve their extra limbs (like Dodge or an acrobatic somersault) then they cannot employ the extra actions gained from their unique body structure. Throon must employ their extra limbs in some fashion with all actions to gain the extra normal and/or quickened actions. The extra actions gained are only provided for physical maneuvers. They do not count for use with activities like Channel, spell casting or Faith use. A Throon Psychic would not gain these extra actions when using mental powers nor would a Throon Priest gain them for using Rituals or Prayers.
- Throon ignore the ATK penalty for dual wielding weapons in one or two hands.
- Having extra limbs provides a +40 bonus to grappling, wrestling, and knockdown actions.
- Due to natural ability, a Throon can shift their body to handle any number of weapons, shields, or objects without penalty as long as the combined base BODY requirements do not equal more than their BODY score. They also apply their full BODY damage with all objects as long as they can handle them as outlined above, including using hand held thrown weapons.

**Throon Sight** – Throon see normally in poor illumination; however, this vision is black-and-white, not color. Throon have the ability to detect minute changes in ground vibrations through their feet. They

can use their PER to detect or track entities this way within a 30 ft radius.

## RACIAL CHOICES

No specific racial choices exist; select 1 choice from the General Racial Choice Table. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices. Throon cannot take any born, legacy, bloodline, or descendant of racial choice.

## URUKK

**Outlook:** Even the wisest Sages argue over the exact relationship between Orcs and Urukks. Many argue that the Urukks are a direct offshoot of the Orc race, an example of natural selection in action – the biggest and strongest passing on their strength to the next generation and so forth. Others assert that Urukks were magically altered at some point in the distant past to be superior to normal Orcs. A small minority claims that the reverse is true: that all Orcs once had the abilities of Urukks, but have degraded over the ages. Whatever the case, the results are plain. Urukks are bigger, stronger, and smarter than their Orc cousins, and never let Orcs forget this fact. They are very harsh, though often fair, unforgiving, and brave to the point of folly. They have no respect for those who wallow in luxury's soft ways. They have no mercy for losers or prisoners, though they will follow orders to give quarter to the vanquished. They care little for gold and riches, but have a deep need to win, especially in martial endeavors. Urukks maintain a rigid caste structure, which prohibits them from fraternizing with those below them. Frequently, Urukks act as military leaders for large groups of Orcs and Goblins, though they dislike having to associate with such lesser creatures. Urukks are extremely infertile and the crossbreeding with the lower Orc types is very high. Unfortunately, the lesser race's genes determine the result of such mating. The Urukks really hate that.

Urukks society is almost purely military, not unlike the society of Earth's ancient Sparta. Children are raised in barracks, and are trained in the arts of war and the Urukks tradition of racial superiority. The unit is family; blood ties are considered irrelevant. Urukks caste laws demand strict obedience to those of higher



## RACIAL CHOICES

rank. Urukks recognize and respect three things in the world. The first is prowess in battle. The second is loyalty to one's superiors. The last is the steadfastness of one's comrades.

**Appearance:** Urukks strongly resemble Orcs, and are often mistaken for them. They are larger, however, averaging almost seven ft tall, and tend to have darker coloration. Urukks have blood red eyes with black pupils. They wear elaborate tribal tattoos on their arms and face, declaring their clan affiliation and rank. By studying these tattoos, one Uruk can learn a great deal about another.

**Common Culture:** Chardos, Khorst, Kovolla, Maelshyra, Malvia, Maragoré, Myrmydios

ADROIT	d6+9	WITS	d8+7		
REF	2d4+8	REAS	d8+2		
STR	d6+11	ESS	d10+3		
SIZE	d4+9	EGO	2d6+6		
MASS	d6+9	CHAR	d8+6		
CON	d6+24				
FEAR	2d4+63	DR	5	DEF	2d4+45
Shock	2d4+71	MR	7	MD	d4+25
Disease	d4+2	PR	9	PD	2d6+32
P/V	2d4+46				
RR	d4+7				
LR	d4+5				

## RACIAL TRAITS

**Bred Stoicism** – Urukks have a +30 bonus on all Self Control skill checks. Urukks can push through normal exhaustion or sleep deprivation with no ill effects, and ignore all exhaustion conditions except Bone Weary.

**Uruk Sight** – Urukks can see in poor illumination or complete darkness like normal vision, but do not retain any sense of color like they were normally. They also add a +15 bonus to PER.

**Warrior Born** – Urukks are born to fight, and that lust for war comes forth regardless of the training they pursue. Urukks have four +10 advancement bonuses they can allocate to any Warrior Profession Favored or Core skill, including stacking some or all of them into one skill or into DEF.

Select 3 choices from the Uruk Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Uruk Coasa** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} One out of 10,000 Urukks is born Coasa, or marked with the stamp of power.

- Uruk Coasa are powerfully built, and use d4+18 for STR.
- When subjected to a physical critical wound that does not slay them, the Uruk Coasa grows tougher. Make a TD 100 BODY check after you heal the critical wound. If you succeed, your DR improves by +1. Regardless of how often this happens, your DR will never grow to exceed your MASS attribute with this method.
- Uruk Coasa are poor learners, and have a -10 advancement penalty to all skills.

**Gorbagna's Brood** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} You are one of those born that carry the marks of Gorbagna, the Father God of the Orcish pantheon.

- Gorbagna's children use 2d4+9 for ADROIT, REF, SIZE, MASS, and WITS. They use d4+14 for STR and EGO, but only d4+2 for LR.
- They are immune to Disease, and add a +20 bonus to all other Saves. However, their physiology is bizarre from the norm and progresses poorly, and they are thus -50 on Fear, Shock, and P/V development rolls.
- Gorbagna's children ignore the first 10 HP damage of Fire or Acid damage.
- Those of this heritage have six birthmark discolorations, like thick bars running from the spine over the ribs to the abdomen, three on each side.
- Exude a sickly yellow-green ambience (visible only in pitch black darkness) that kills vegetation (grasses, shrubbery, vines, flowers, but not trees or similar greenery), sours wine, despoils food, sours milk, and so forth. The effect happens after d4+1 hours of sustained presence within 5 ft.





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## WOLFLING

**Outlook:** This race came into the world only recently, many thousands coming through in what was apparently a mass migration from their dying world. These beings originally comprised what was known as the "Great Out Gathering of the Twelve Clans of Rhaivos". This organization has since broken up after several hard fought battles in the civilized lands east of their entry point. Each clan went in a separate direction in the hope that some at least would insure the survival of the Wolfling race. A few of these clans still wander, but most have managed to find places to settle, generally in the marginal areas near more civilized nations. The mass migration into Khaas via the unstable nexus was because their old world, Juballa, was polluted and virtually incapable of supporting any kind of life. Only the fittest (fastest, meanest, and strongest) survived on their world, and made it through the rigors of the exodus. Of those survivors, the ones that made it into Khaas were the toughest of the lot, who had to fight their way across half a world, and then storm the last Citadel of Science to capture the eldritch technological Glittering Gate. This they did, and now these fiercely survival oriented beings, with almost no moral, philosophical, or religious constraints, are loose on the Khaasian world!

They are barbarians by the nature of their previous environment, but they can and do understand civilization and all of its ramifications, having once been civilized. In summary, consider them cold, heartless, and amoral, with no friendship qualities within them. After all, they eat their own wounded! Well, at least those too hurt to move on their own or fight back! They are not arrogant, just pragmatically hostile to the entire world and all that it contains. Wolflings can't believe that everyone and everything is not out to kill them, so they simply strike first. It's hard to convince them otherwise.

**Appearance:** This lupine race is humanoid in size and shape, but have wolf-like heads with the muzzle and ears being about half the length of a comparatively sized wolf head. Wolflings have powerful jaws and canines, and tend to bite in grappling situations. They stand five to six ft tall, and weight 95 to 155 pounds. Their very short, velvet like fur ranges in color from light brown through grey to black, with dark brown being the most common. Their eyes vary from pale yellow to deep gold, with an amber shade being the most common. Their legs and hips are heavily formed, with a digitigrade form similar to a Gnoll's legs, but more heavily muscled

and a slightly different hip structure. Wolflings were made to run, and their hips and legs have built up over time to compensate for this. Wolflings have an easy, effortless gait, and are extremely agile in their movements.

**Common Culture:** Bossalia, Hyrkhalla.

ADROIT	d6+14	WITS	d4+14
REF	d4+12	REAS	d8+3
STR	d6+10	ESS	2d6+2
SIZE	d4+6	EGO	d6+8
MASS	d8+7	CHAR	d6+6
CON	d4+19		
FEAR	2d4+44	DR 4	DEF d4+36
Shock	2d4+34	MR 5	MD d4+8
Disease	2d4+11	PR 2	PD d6+14
P/V	2d4+5		
RR	d4+7		
LR	d4+5		

### RACIAL TRAITS

**High Maneuverability** – Wolflings are highly agile and maneuverable.

- Wolflings do not subtract their MASS score from Dodge chances.
- Use 20 as a base instead of 10 to determine Move.
- When "in motion" after two or more consecutive CF actions of movement, Wolflings get a +5 ft bonus per additional CF action spent running thereafter until they reach a max of double their normal Move.

**Keen Senses** – Wolflings have a keen sense of smell, and can make PER checks by scent alone, as well as natively know the secret to Scent Identification. They can also do the same with their superb hearing, though to a lesser degree (-20 penalty to PER). However, if they put both senses into play, they have a +30 bonus to detect and track a being.

**Native Weaponry** – Wolflings have powerful bites, and have a +10 bonus with Fang [Weap].

#### WOLFLING NATIVE WEAPON TABLE

	CF	DME	Crit	Fumble	ER
Fang	0	d6+14	97	2	Close



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## RACIAL CHOICES

**Night Eyes** – Wolfings can see normally in poor illumination or complete darkness, but without a sense of color like they do in daylight.

**Wolfing Mentality** – Confronted with imminent death time and time again, you have learned the hard way that the only means to survive is to enter a hyperactive frenzied state. In these situations, such as within 10% of your total HP or similar situations, you gain a +30 bonus to all rolls on your next and succeeding melee rounds for your CON in melee rounds. However, when you reach the end of your frenzy, you must succeed at a TD 150 Shock save, or suffer Bone Weariness (see *Adventuring* section).

Select 3 choices from the Wolfing Racial Choices below, the General Racial Choice Table, or a mix of the two. You may only take a Racial Choice once. Taking some Racial Choices preclude the selection of others. Notes to this fact are included in the specific Racial Choices.

**Enhanced Spring** – This is the ability to natively spring half your COORD in distance and half that in height without a skill check in a single CF action count as a quickened action. This native movement is something you rely on, and it has affected your normal capability. Ignore the benefit of starting with base 20 instead of base 10 as listed under High Maneuverability in the Wolfing Racial Traits.



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**Line of Jerszeod** – {Requires 3 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant racial choice.} Jerszeod's line is heir to ancient ancestral power, and Jerszeod's scion struggle with a constant barrage of ancestral memories that flow through their mind like a wild and deep river. They can dip into this river of memories, and may call upon its knowledge, but the act is costly on their sanity and body.

- Jerszeod's line use 2d4+12 for EGO and d4+10 for WITS instead of those listed above, and have a PR 10 instead of PR 2.
- Jerszeod's line can call on ancestral memories. The act requires a single melee round of concentration and a TD 50 EGO check. If successful, you can recall any single skill, secret, or knowledge from a previous life for a short time. When you recall a skill in this manner, you are considered to have a skill rank 75. When recalling a secret, you are limited to Expert or lower secrets, and ignore normal requirements. Knowledge can be in any form, but is limited to your ancestor's knowledge (GM adjudicates). In all cases, you are limited to what your ancestors know (GM adjudicates) for skills, secrets, or know-how.
- Regardless of what you call forth from your ancestors, it only lasts one melee round per EGO point. During this time, you have PD 0, and lose any bonuses to PD. After this time frame, what you remembered from this river of memories disappears, and you lose access to it for a full day. You also take -2 points in EGO impairment (heals normally).
- Jerszeod's line suffers from mental instability. If you dip into the river of memories and fail the EGO check to succeed, you then develop a random psychosis. Any psychic damage you take that is not resisted will cause the same effect.

**Pack Leader** – You lead the pack, taking a leadership role in any group. When not leading, you chafe and fight against the authority in place until you leave or get the leadership position.

- As Pack Leader you give a bonus to any single task the "pack" performs equal to your CHAR. For instance, you are in charge of a group of five, and set them up defensively against an attack. You could provide your CHAR as a bonus to their DEF. You could just as easily have that group run, and have CHAR as a bonus to Movement. Regardless, once a task has started

and the bonus applied to the task, you cannot change it. If one or more of the group no longer performs the task, they lose the bonus. You must exert your leadership over the pack to provide this bonus, requiring a TD 75 LEAD check, or the pack does not get the bonus. If you fail, you cannot try again on the same task.

- Must be the "leader" in fact, not in name or as a puppet. Will fight and sabotage the current leader, until you can take over, or you are forced from the group. When not leading, your EGO and CHAR suffer a -4 penalty, and you are -10 on all skill, Save, and other checks you make.
- Special Attack Maneuver – When you engage foes at Close ER, you can snap and savage enemies with your fangs as a quickened action. You have a -20 penalty to hit with the bite and any other weapons you use that CF action count.



# RACIAL CHOICES

1. Acute Hearing
2. Acute Scenting
3. Acute Sight
4. Acute Taste
5. Ancient Warrior Blood
6. Ancient Wizard Blood
7. Angled Vision
8. Arcane Void
9. Ardent Faith
10. Born into the Day
11. Born into the Night
12. Born Invisible to Machines
13. Born Invisible to Magik
14. Born Invisible to Psychic Forces
15. Born Invisible to Spirits
16. Born Weapons Master
17. Built for Speed
18. Champion's Heart
19. Child of a Demon
20. Child of an Efreet
21. Child of a Vampyr
22. Crack Shot
23. Cultural Chameleon
24. Danger Sense
25. Dead Channel
26. Demeanor of Power
27. Demeanor of Weakness
28. Demiurge Bond
29. Descendant of Ambeska
30. Echoes of Your Name
31. Eye for Angles
32. Fathomless Depth
33. Faerie Vitality
34. Fearless
35. Flexible Bones
36. Full Kinesthesia
37. Fungal Union
38. Genetic Mess
39. Gifted Physique
40. Golden Voice
41. Green Caller
42. Hardened Physiology
43. Independent Soul
44. Inspired by Enigma
45. Intense
46. Instinctive Defender
47. Internal Clock
48. Intuitive
49. Iron Lungs
50. Judge of Quality
51. Knack
52. Learn from Mistakes
53. Legendary Agility
54. Ley Line Sensitive
55. Light Sleeper
56. Linguistic Aptitude
57. Living Compass
58. Magikal Talent
59. Manual Dextness
60. Mental Anomaly
61. Mental Static
62. Musical Ear
63. Natural Missileer
64. Native Facility with Armor
65. Native Facility with Jumping
66. Native Facility with Throwing
67. Natural Athlete
68. Natural Driver
69. Natural Intellect
70. Naturally Ambidextrous
71. Night Vision
72. Nimble Reflexes
73. Nose of Authos l'Angue
74. Not a Bleeder
75. Old Soul
76. Opener of Doors
77. Overflowing Life Force
78. Peace Giver
79. Powerful Grip
80. Psychic Talent
81. Quicksilver
82. Razor Edge Reflexes
83. Resistant
84. Sharply Independent
85. Spatial/Dimensional Anchor
86. Spirit Grappler
87. Spirit Scenting
88. Spiritual Tie
89. Super Perception
90. Taste Horrible
91. Trueshape
92. Unearthly Balance
93. Unearthly Reactions
94. Unfaith
95. Uniquely Formed
96. Unnatural Health
97. Upon the Path of Khhumulo
98. Vision of Ilike
99. Werecoature
100. World Bond

## GENERAL RACIAL CHOICES

### You may only take an individual Racial Choice once.

Some of them require you to be a specific race or set of races. Taking some Racial Choices will preclude the selection of others, as will be noted in the specific Racial Choice. Some options take more than one Racial Choice as noted in its description.

- 1. Acute Hearing** – You can hear the heartbeat of a mosquito if it's close enough. In open areas, you are considered to make a PER 300 check against any sounds within 100 ft, or 20 ft in enclosed places. You can identify unique sounds, including living creatures by the sounds they make. Unfortunately, you hear everything all the time, and find it both a curse and a blessing. You have a -30 penalty to save against sonic attacks; any sonic attack that does damage inflicts 50% more damage.
- 2. Acute Scenting** – You can divide the mingled scents of a field of flowers, and enjoy each one to its fullest. In open areas, you are considered to make a PER 300 check against any scents within 100 ft upwind, 1,000 ft downwind, or 200 ft in still air. This adds +40 bonus to Recon skill checks to track a person's trail, and allows you to identify people by their scent, including objects they have handled within 10 minutes. Unfortunately, any effect that relies on scent or odor to work is more effective against you. When defending or saving against such effects, you do so with a -100 penalty.
- 3. Acute Sight** – You have precise vision, and can see 10 times as far as normal in detail. This allows you to halve penalties for distance with missiles or other items affected by distance. You notice things others do not, as if you made a PER 300 check versus visible objects within 100 ft. Unfortunately, any effect that relies on vision to work is more effective versus you. When defending or saving against such effects, you suffer a -100 penalty.
- 4. Acute Taste** – You can taste anything, and separate it into distinct flavors, pinpointing a specific one if you choose. You can taste edible things, and determine if they are poisonous, carriers of disease, infectious, or deadly to consume. The detection counts as a PER 300 check against the taste. Unfortunately, you taste the full breadth of anything you consume, and find it both a curse and a blessing. You have a -30 penalty to save against any gustatory effect (ingested poison, diseased food, irradiated food, etc.), and an effect that does damage inflicts 50% more damage, and lasts 50% longer.
- 5. Ancient Warrior Blood** – {Requires 2 Racial Choices.} The ancient warrior traditions are strong in your bloodline, and ancestral memories awaken and burn in your soul, drawing you to the fighting arts regardless of occupation.
  - Add a +10 advancement bonus to Athletics, Combat, Guard, Weapon, Lorica, Shield, and Military skills.
  - Add a +20 advancement bonus to DEF.
  - Select one of Athletics, Combat, Guard, Weapon, Lorica, Shield, and Military. You begin with 10 skill ranks in this skill and the knowledge of 1 secret (you must still meet its prerequisites).
- 6. Ancient Wizard Blood** – {Requires 2 Racial Choices.} The ancient wizardry traditions are strong in your bloodline, and ancestral memories awaken and burn in your soul, drawing you to the arcane arts regardless of occupation.
  - Add a +10 advancement bonus to the Arcanalog, Cast, Channel, and Ceremony skills.
  - Add a +20 advancement bonus to MD.
  - Select one of Arcanalog, Cast, Channel, and Ceremony. You begin with 10 skill ranks in this skill, and the knowledge of 1 secret (you must still meet its prerequisites).
- 7. Angled Vision** – You always keep track of everything around you, and keep an accounting of where everyone is in your head. If someone starts to move, you can identify where they are even when they go beyond the ability of your vision. You can identify and follow a number of beings equal to your PER and to a distance around you equal to your PER in ft. Knowing where everyone is lets you compensate for their actions, and you negate the effects of Partial or Substantial Concealment. On the other hand, any effect that relies on vision to work is more effective against you, such as the gaze of a basilisk or a Vampyr's charm. When defending against such effects, you do so with a -100 penalty.
- 8. Arcane Void** – {Requires 2 Racial Choices.} Add a +200 bonus to MD and a +100 bonus to MR against all magik (good or bad). Your own magik or any other magik used within 5 ft of you has an unmodifiable percent chance to fumble equal to your BODY score. This applies to all magik, divine, arcane, ceremonial, and even rune magik. The same effect applies to channeling as well. Magik items fail 100% if on your person.
- 9. Ardent Faith** – You have a faith that transcends all boundaries and restrictions. You begin the game with d4+1 Faith, and can use, gain, and lose Faith like one. You must define a religion, morale code,

- code of honor, or similar set of strictures to abide by. At least 6 - 10 strictures must be defined. If you become Priest, Paladin, Saint or Witch Hunter you also gain a +10 Faith growth bonus and add +1 to the amount of Faith you gain.
10. **Born into the Day** – You can operate and take actions in any range of daylight normally without penalties, and are immune to the mental effects or insanity relating to light or daylight. In dim light, however, you can see no farther than 30 ft, and in darkness, you are totally blind. Also, you suffer a -10 circumstantial penalty to all rolls while operating in darkness or similarly dark areas. If you take this Racial Choice, you cannot take a different choice that counters it, such as *Born into the Night*.
11. **Born into the Night** – You can operate and take actions in any range of darkness normally without penalties, and are immune to mental effects or insanity relating to darkness, shadows, or the night. In light, however, you can see no farther than 30 ft and even less in noontime conditions. Also, you suffer a -10 circumstantial penalty to all rolls while operating in daylight or similarly lit areas. If you take this Racial Choice, you cannot take a different choice that counters it, such as *Born into the Day*.
12. **Born Invisible to Machines** – Technological sensory devices cannot pick up your form. Radar, sonar, cameras, and so on all fail to recognize you exist, but will still pick up the results of actions you perform, such as a video camera not seeing you, but seeing the chair you just knocked over. Such a thing is not without a price, and you suffer a -20 advancement penalty to PD.
13. **Born Invisible to Magik** – Magikal senses cannot pick up your form. Magikal clairvoyance, scrying, magik used to detect living creatures, and so on all fail to detect your form, but will detect the results of any of your actions if able to do so. Also, you have a +200 bonus to MD against targeted magik that does not require a physical touch (you do not gain this bonus against area effect magik unless you are the declared target). Of course, you suffer a -50 penalty to MD advancement. If you take this Racial Choice, you cannot take a different choice that counters it, such as *Native Facility with Magik or Ley Line Sensitivity*.
14. **Born Invisible to Psychic Forces** – Psychic forces and mental powers cannot sense you. Clairvoyance, remote sight, proximity senses, all fail to recognize you exist, but will still pick up the results of actions you perform. You have a +200 bonus to PD against targeted mental powers that do not require a physical touch (you do not gain this bonus against area effect mental powers unless you are the declared target). Of course, you suffer a -50 penalty to PD advancement. If you take this Racial Choice, you cannot take a different choice that counters it, such as *Native Facility with Psychic Forces*.
15. **Born Invisible to Spirits** – Spirits cannot sense you, totally failing to recognize you exist, but will still pick up the results of actions you perform that might get their attention. For instance, stealing the gold guarded by three ghosts will get their attention. They might not see you, but can deduce something is running off with their gold. Of course, you can't sense Spirits either, and have trouble even acknowledging they exist! You suffer a -50 penalty to PD advancement as well. If you take this Racial Choice, you cannot elect to take a different choice that counters it, such as *Spirit Scouting, Descendant of Ambeska, Spiritual Tie*, and other similar racial choices.
16. **Born Weapons Master** – {Requires 3 Racial Choices.} Swords, axes, mace, and bows, they are all the same to you. Somehow you innately understand their uses, differences, and applications, and utilize them accordingly. Every weapon seems natural to use, and you know what actions to use. You are considered skill rank 35 with any Weapon, and all weapons form a single massive weapons group you can apply secrets against (see *Skills* for details). Of course, since weapons easily fit to your hand, you have never truly worked at them, and have a -30 advancement penalty with all Weapons.
17. **Built for Speed** – Built to move, you rarely lose in track and athletic competitions where speed and agility matter. Double your Movement, add +10 to all COORD, ADROIT or REF attribute checks and add a +2 bonus to CF. You are also -2 to REAS.
18. **Champion's Heart** – {Requires 2 Racial Choices.} You were born with a powerful inner reserve that explodes forth when you are called to go beyond your normal boundaries. Once per melee round, you can call upon this power to add a +20 bonus to any roll. Needless to say, a Champion's Heart is not without a price, and it's a tough thing to know when and when not to push boundaries. You have a -30 advancement penalty to Self Control.
19. **Child of a Demon** – {Requires 3 Racial Choices.} If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant of Racial Choice.} Born from the union of some unknown demon and some other race you gain:
- Ability to interact with demons using the Social skill and speak Low Demonish.

- Can see in poor illumination or complete darkness like normal vision, but without color. Can make a TD 100 PER check to notice invisible objects or creatures, incorporeal spirits, or into the astral plane within 20 ft.
  - Considered to make a PER 150 check against any sounds within 50 ft. You can identify unique sounds, including living creatures by their sounds.
  - Objects, spells, powers, and other things that affect demons affect you just as equally.
  - Add a +50 bonus to all Saves (P/V, Shock, Disease, and Fear), add +5 to one of the Resistances (DR, MR, or PR), and add a +50 bonus to the Defense (MD, PD, or DEF) corresponding to the Resistance chosen. You also naturally regenerate 1 HP per minute.
  - You physically and outwardly bear the marks of your heritage (discuss with your GM what the marks are). Such marks can be colorful and bizarre, but are generally cosmetic (such as having the addition of tentacles to show your swamp demon heritage). Regardless, you have an air about you that unsettles others, adding a -30 penalty to Interpersonal skill checks.
  - Vulnerable to a weakness from your heritage (discuss with your GM). Typical vulnerabilities are holy water (burns like acid), silver and iron (acts like poison and inflicts 3d4 DME on touch), or an element (choose which; +100% more DME from this element).
  - Gain one trait, virtue, or aspect of your demonic sire though weaker in form (consult your GM).
- 20. Child of an Efreet** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant of Racial Choice.} Born from the union of an Efreet and another, you have gained the following:
- Immune to heat, fire, and flame from any source, absorbing and turning any damage dealt from such sources into point for point regeneration.
  - Can see in poor illumination or complete darkness like normal vision, but without color.
  - Cold, chill, and ice inflict double normal damage, and weather effects affect you twice as quickly.
  - Ability to interact with Fire elementals, demiurges, and spirits using the Social skill like you can any other being.
- 21. Child of a Vampyr** – {Requires 3 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant of Racial Choice.} Born from the union of a vampyr and another, you have gained the following:
- Immune to the undead or spirit ability to ESS or CON drain, blast, or impair. You can still elect to impair or drain ESS or CON voluntarily.
  - Ability to interact with undead or spirits using the Social skill to affect them like you can others.
  - You physically and outwardly bear the marks of your heritage (discuss with your GM what the marks are), and have an unnerving air about you that sets others and animals ill at ease. You have a -20 penalty to all Interpersonal skill checks.
  - Can see in poor illumination or complete darkness like normal vision, but without color.
  - Add a +50 bonus to all Saves (P/V, Shock, Disease, and Fear), and you naturally regenerate 1 HP per minute. If you regenerate from a death or a wound inflicted by a critical hit, you must feed on the life force of living beings within the day, draining at least half your BODY in life force, or suffer a shock to your system that removes your ability to regenerate until you feed enough to regain double the ESS lost. If you perish while unable to regenerate, you suffer true death.
  - Inherit the thirst (and ability) to drain the life force of living beings. The thirst is controllable with a TD 75 EGO check per day, but is still a constant, nagging desire if not fulfilled. You do not need the life force of other creatures to live and survive (except as outlined above), but still desire it. Depending on the type of vampyr sire you had, you will drain the life force of others using one of your eyes, kiss, bite, emotional predation, or dream predation (you or the GM must choose one). Those who drink via the eyes need only see their victim; those who kiss must kiss them, those who bite must bite. The emotional predators must be within 50 ft of their victim, and can only feed when their victims are in the grip of powerful emotions like hate, love, lust, anger, and so on; dream predators can only feed when their victim dreams. If you drink life force via kiss or bite, you need only complete the action to drain d3 ESS from your victim each action count. The other draining attacks are a form of mental attack. The vampyr scion has 2d6+30 skill ranks (Mind skill) in this power, and applies it against the victim's PD. If they succeed, the attack drains d4 ESS from their victim.
  - Objects, spells, powers, and other things that affect undead affect you just as equally.
  - Divide your normal ESS by 2 to determine your

### Arduin Legend: Otomo

Otomo is a favorite among the Rainbow Isles Amazons. Her wit and caustic tongue are as renowned as her sharp eye and adventurous spirit. She sought to place a foot on as many islands in the Southern Sea as a whole clan of Amazons. History recounts she placed a foot, sometimes quite brazenly, upon 101 islands! Some books say 102 or even 103 but most agree the Maybryn Atoll she claims as an island really isn't (they say she dueled at least three times over disagreement about it) and she fled the Emerald Jewel Isle before she set foot on it — witnesses claim she literally jumped over the side while sailing away from the exploding canonade of the Emerald Fleet, arms wrapped around an anchor, just so she could get her feet on the soil just to say she had set foot on the island! Historians don't count it anyway, something Otomo fumed about openly until her death less than a year later.

starting ESS score. If you lose this ESS for any reason, you suffer true death.

22. **Crack Shot** – Gauging the distance, accounting for wind, obstacles, and such things are beyond even second nature to you. Even to the point of you no longer noticing such things. Being this way is not something you've trained at, but were born with it. Double the range increments for missile weapons, and halve the penalties for firing at extreme range. You are a poor judge in melee, and double the Fumble value of melee weapons you use.
23. **Cultural Chameleon** – You have a knack for absorbing the influences of cultures. You begin the game with +4 additional cultural influences, and can choose from among any number of cultures for influences. However, you rely more on intuition than logic, and have a -2 to REAS.
24. **Danger Sense** – You've a sense for when danger is near. Whenever you get close to some source of danger, you feel it. It's not always dependable, but it has saved your life, and you use it to your advantage. You make automatic PER checks to notice any danger (GM adjudicates). Of course, seeing how dangerous the world really is has

played havoc with your psyche, and you have a -10 advancement penalty to PD and Fear.

25. **Dead Channel** – {Requires 2 Racial Choices.} Your resistance to magik is so strong you cannot use the Channel skill or gain skill ranks in Channel. Attempts to use Channel skill attacks against you cause the attacker to fumble unless they make a TD 200 Channel skill check. You also add a +100 bonus to MD and PD. The effect of your negative channeling causes a subtle but harmful effect that puts living creatures on edge when they are around you. Subtract -2 from CHAR, and take a -10 advancement penalty to all Interpersonal skills.
26. **Demeanor of Power** – Some people are born with it. It's not beauty, strength, or ugliness but an aura of power and command that demands people concede to your way. Crowds part to let you by, and you have something that inspires your friends and frightens your enemies. When dealing with NPCs, you can motivate or frighten (see *Status and Conditions*) a number equal to your LEAD as long as they have sight of you (outside of combat only). When you want to do something, an NPC must make a TD 75 EGO check to oppose your will (outside of combat only). The opposite side of the coin is you are vulnerable mentally; -10 advancement penalty to Fear and PD.
27. **Demeanor of Weakness** – Some people seem to be born with it. No matter how powerful, how strong, or how imposing you become, an aura lingers, one that makes you seem weak and pitiful to others and demands that people walk all over you. People in crowds step on your feet and jostle you, while friends despise your weakness, and enemies laugh and overlook you for more powerful prey. When dealing with NPCs, they will always take advantage of you if they can, or ignore you as if you were not even present. When a sentient being of any type takes an action against you, they must make a TD 75 EGO check, or it ignores you to act against another target. When begging for mercy or utilizing actions that builds on your weak and pitiful state, you add a +50 bonus to all checks. The opposite side to this is you are -2 to CHAR and -2 to EGO.
28. **Demiurge Bond** – You possess a deep and abiding bond with a demiurge (select an Elemental type). The bond is a willing and unbreakable union, and adds +20 to APT but otherwise is as outlined in the Ceremony skills Bond secret. The Demiurge Bond has not been without its cost, and you are -2 to ESS.

29. **Descendant of Ambeska** – {If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant of Racial Choice. As the Ambeska bloodline mingled with only a few races, this choice is open only to the Human, Orc, and Amazon.} Born into the Ambeska line, your blood knows spirits, allowing you to recognize a named spirit on contact and for them to recognize you in turn. Your blood and the touch of your flesh is toxic to spirits, allowing you to inflict 2d6+3 points of DME to spirits on touch and double this with your spilled blood. Spirits will react with either great hostility or guarded neutrality to your presence, and recognize you instantly as a child of the Ambeska.
30. **Echoes of Your Name** – You can hear your name whenever it is spoken in a specific condition. The condition can be generic such as, “if spoken during in light of the day”, or specific such as, “if spoken by any woman from within the confines of the city of Talismondé during the month of Ator”. A general broad condition (GM adjudicates) only provides a 30% chance of occurring, while a specific condition provides a 50% base plus 10% per specific limitation built into the condition. Using the example provided, “by any woman” and “within the confines of the city of Talismondé” both count as limitations, providing a 70% chance of hearing their name.
31. **Eye for Angles** – You can sense the angle and change in slant, decline, or incline of surfaces. You can determine the grade of a slope or the percent of an angle with a second’s glance. When you attempt to perceive whether a structure has hidden or secret compartments, doors, or areas, add a +50 bonus to the Recon check. Figuring the angles of everything tends to dominate your life, and you have a -20 overall penalty to PER because of it.
32. **Fathomless Depth** – Your mind is a deep fathomless depth none but you can plumb. Any effect that is rolled against your PD has a percent chance equal to your MA of becoming sucked into and nullified by the bottomless void that is your mind. Unfortunately, the abyss of your mind works equally well against you. If you use a mental power, the same chance exists, except you automatically suffer a Psychic Fumble if the mental power is drawn into this fathomless abyss.
33. **Faerie Vitality** – {Requires 2 Racial Choices. If you choose this Racial Choice, you cannot take another born, legacy, bloodline, or descendant of Racial Choice. This Faerie influence is open only to the High Elf and Wood Elf.} Somewhere in your past is a pure Faerie that bequeathed its heritage to you. You must select whether it is Seelie or Unseelie. Regardless of which you choose, both will regard you as the type you select, and will react accordingly.
- Add a +50 bonus to PER and a +20 bonus to all Recon skill checks.
  - Add +10 to MR, +5 to PR, a +50 bonus to MD, and a +30 bonus to PD.
  - You have the ability to shape shift into any animal, mutant, or humanoid of no greater size or bulk than your own. It takes a full minute to shift form. You retain your own reason and mental capabilities in the new form, but otherwise have the attributes and powers of the new form. You can stay in this form for your ESS in minutes. Shape shifting is strenuous, and impairs your ESS by -4 each time.
  - Faerie heritage molds your life. Choose to be tough (add +20 to HP, +5 to DR, and +8 to RR) OR to have an aptitude for magic (any advancement bonuses you add to the Cast, Channel, and Arcanology skills are doubled, and you add a +10 bonus to your mana pool).
  - Like any true blooded Faerie, you can see the permanent gates that lead to the EverFae, and can sense the dominions of Faerie Lords (no check required for either).
  - Vulnerable to either silver or iron (includes steel). The merest touch will inflict the Nauseated status, and any wounds from it are toxic, requiring a TD 200 P/V Save, or the wound will not heal. Weapons formed from your vulnerability are +25 on the critical charts against you.
  - You are also vulnerable to anything that affects the Faerie, such as a Faerie slaying weapon.
34. **Fearless** – Unlike others, fear has never made you waver once. You have full immunity to Fear, but suffer a -30 advancement penalty to PD.
35. **Flexible Bones** – {Requires 2 Racial Choices.} You have always been able to dislocate joints and flex your body past the norm. You can wriggle through small spaces (down to one-tenth of your height), and move in ways most beings cannot. Keeping your balance, jumping, tumbling, and such you do with ease. Add a +10 bonus to all Maneuver skill checks. This gift is not without cost, and you subtract -2 from your CON.
36. **Full Kinesthesia** – You always know what direction is what, even in limbo, deep space, or other environments without normal spatial or environmental clues. You are immune to sensory

- disorientation, and cannot be Shaken or Unsettled. However, Staggered affects you twice as badly, as does, Flattened, Stunned, Bone Weary, Exhausted, and Fatigued.
37. **Fungal Union** – You have always ignored the effects of spores, molds, and fungi, and are immune to their effects. Such things cannot harmfully affect you. While beneficial, it has harmed your constitution, and you are -2 to CON because of it.
  38. **Genetic Mess** – {Requires 2 Racial Choices} Your bloodline is an infinitely tangled mess. While still your racial selection in makeup, you also have a single random racial trait (not choice) from potentially two other races or beasts. The GM can choose the race or races for you or you can roll randomly from the list of races playable, substituting beasts for your selected race.
  39. **Gifted Physique** – {Requires 2 Racial Choices.} Your body responds aggressively and quickly to development. When you check for Skill Development and Advancement, choose either ADROIT, REF, STR, or CON to develop as well. Roll d100. If the d100 roll is greater than the attribute, advance the attribute by +1. You can continue this development until you reach your racial maximum + 3 in each attribute. While beneficial, this focus means you have paid less attention to other things, and are -2 to REAS and WITS.
  40. **Golden Voice** – You were born with a pleasing, attractive voice. Add a +20 bonus to Perform skill checks (Act, Oration, Song, and Theater) and a +10 bonus to Social skill checks. Whenever you speak or sing, people notice, and must make a TD 75 EGO check not to notice (outside of combat). Relying on your voice to build presence has deteriorated your native skills; you are -2 to CHAR.
  41. **Green Caller** – You have the innate ability (uncontrollable) that shrubs, grasses, and trees grow around you, even on barren terrain as long as there is soil, no matter how rocky, sandy, or dry. In an 8 hour period, an area 10 foot around you will grow lush with grass and small bushes or shrubs, and trees will sprout, growing as if 1 year passes in 8 hours. This has impacted you oddly; -2 to EGO.
  42. **Hardened Physiology** – {Requires 3 Racial Choices.} You have always been sturdier and more rugged than most. Things that would fracture bones and kill others only leave you with bruises or wounds. You reduce all critical hits that inflict physical damage by -25 on the chart, add +5 to DR, and have a Fort 5 (ignore the first 5 BODY damage). Such a rugged frame has its drawbacks. You are -30 to PER overall due to a lack of sensitivity.
  43. **Independent Soul** – You innately struggle against any other being's mastery of your mind or heart. Triple your PD, MD, or EGO against attempts to control, possess, or dominate you (regardless of source). As a penalty, you have a -10 skill advancement penalty to the Social skill.
  44. **Inspired by Enigma** – {Requires 2 Racial Choices.} An event in the past has changed you and your outlook on life. Add a +10 bonus to Interpersonal skill checks. The same event was not without cost and subtract -2 from CON.
  45. **Intense** – You can put on a look, mannerism, or aura that can stop people in their tracks. Not always on, you have to build this power, but when you do, you convey a powerful and profound presence to people. It requires a TD 75 CHAR check to put on, but Intense adds a +20 bonus to Interpersonal skills for 1 minute, and can be used in combat or without. Having such a talent plays with your psyche, and you suffer a -10 advancement penalty to PD.
  46. **Instinctive Defender** – Your body seems to act on its own defensively, and you have parried and blocked attacks you did not even perceive! Add a +30 bonus to DEF and to all Parry and Block maneuvers; you also can make 1 of these maneuvers even if ordinarily denied due to ambush, outmaneuvered, or other conditions. You rely on this ability too much though, tending not to really size up situations, and suffer -2 to WITS.
  47. **Internal Clock** – Your internal clock is precise, and you can time things down to the second. You know accurately how much time has elapsed from a chosen event, and can set yourself to wake up after a set time. You always know "when" you are in relation to your native time stream. Counting the seconds tends to dominate your life, however, and you have a -20 overall penalty to PER because of it.
  48. **Intuitive** – You pick up on things naturally that others never see. You can use a quickened action to add your WITS score to any skill check or dice roll once during a CF action count. Of course, noticing things that others don't is confusing at times, and you have a -20 penalty to PER, and have a -10 advancement penalty to PD.
  49. **Iron Lungs** – You have resilient lungs, and can hold your breath for a long time. Divide your CON by 3 to determine the number of minutes

you can hold your breath. Holding your breath for a long time and doing without oxygen to the brain in the past has left its mark, and you are -2 to REAS because of it.

50. **Judge of Quality** – Knowing the quality of manufactured goods is something you can feel in your bones. It takes only a single melee round of handling to determine the quality of any manufactured item within a 10% margin. Of course, wearing or using low or worse quality items makes you physically Nauseous.
51. **Knack** – You have a gift, of sorts, for one Skill, Defense, or Save, and have a +20 advancement bonus when improving it. This drive has been hard on your health, and you are -2 to CON because of it.
52. **Learn from Mistakes** – You learn well and quickly from mistakes. Anytime you Fumble or suffer a critical failure with a skill, you add a +10 advancement bonus for that skill during the next *Skill Advancement and Development* only. As a consequence, you have a -2 to REAS.
53. **Legendary Agility** – {Requires 2 Racial Choices. This may only be taken by 1 of the Elven subraces.} When they talk of the legendary agility of Elves, they speak of you.
- Do not reduce COORD by MASS to determine your Dodge chances, and add +20 bonus to Dodge.
  - You can Dodge twice in a CF Action Count, treating the extra Dodge as a quickened action solely usable to Dodge.
  - You suffer a -2 to STR.
54. **Ley Line Sensitive** – You are sensitive to ley lines, nexus gates, nodes of power, and other sources of magikal mana and energy. It's a tickling feeling that raises the hairs, or whatever you may have, on the back of your neck. You can't explain it, but you know the presence of power. This perception is automatic, but provides nothing beyond the knowledge of existence (i.e., no details). It works within 200 ft of a source of power defined above. This sensitivity is a form of lightning rod for such things, and when you get too close (within 30 ft) to ley lines, nexus gates, nodes, and such things, they have a 33% chance of striking you with an arc of power (GM adjudicates the effect based on source).
55. **Light Sleeper** – You sleep well, but always seem to keep your ears open. At the first sign something is out of the ordinary, you snap awake fully alert. You can make PER checks while
- asleep to notice things like you were awake. When you do wake, you wake up instantly without grogginess. If magically slept, you can make a TD 75 EGO check to snap awake. Of course, this takes a lot of energy, and you consume twice the norm in food and drink.
56. **Linguistic Aptitude** – You have a native facility with languages, and have picked up several. Select d4+4 languages that you begin with, and add +15 to any REAS checks for languages. For all your ease at languages you have trouble in other areas, and lower your LR by -2 (minimum of LR 1).
57. **Living Compass** – You can always discern directions and orient yourself to up, down, north, south, east, west, and so on with ease. It doesn't matter where you go or what world you stand on, you always know. Of course, you foul up compasses anytime you get near them, generate a lot of static electricity, and seem to attract electricity and lightning (+25% chance of being hit naturally and -20 on any save versus an electrical effect).
58. **Magikal Talent** – You have a natural magikal talent, and can natively generate an amount of mana equal to your MA every day. You also instinctively have the ability of an OP 1, 2, or 3 spell that you can use [randomly determined]. The spell's Cast ability is equal 50 + MA, you can cast it as a normal action, and you ignore all the normal requirements to learn the spell. As this knowledge is intuitive, you do not require the normal understanding to learn the spell. However, neither can you teach it to another as you only know how to use it and not how or why it works. The mana you generate is in addition to any other source of mana generation, and can be freely used to power other magik if you know it.
59. **Manual Deftness** – You have incredible physical precision, dexterity, and eye hand coordination and add a +5 bonus to COORD. In situations and dice rolls where you add ADROIT as a bonus, double your ADROIT score to determine the bonus instead. This includes skills that use ADROIT as a primary attribute such as Acrobatics. The tradeoff for this large physical coordination is -2 to WITS.
60. **Mental Anomaly** – You instinctively hide your mental fingerprint from detection by others. You are immune to the Face or similar mental powers and the Noetics skill use to identify mind prints. Of course, you are terrible at psychic abilities yourself, and add +10 to all psychic related Fumble chances.

61. **Mental Static** – You unconsciously project a mental static that disrupts psychic powers. So powerful is this projection that you can never gain or use psychic power, and the effect will drain the PSI anyone has if they are in your presence (within 10 ft) at a rate of 1 PSI per melee round. You may not even know or understand what is happening, but it has been hard on your psyche, and you are -3 to EGO.
62. **Musical Ear** – You can reproduce any sound you have heard. Even if you can't make that sound normally, you can do so with an instrument. If you hear music at least once, you can reproduce it anytime afterward (though maybe not well). You also add a +20 bonus to all Perform skill checks when using an instrument. You tend to get caught up in music, singing, and vocals, however, and if such is playing, you are -50 to PER. Even when it's not playing, you are humming, singing, or playing it in your head, and have a -20 overall penalty to PER because of it (only the -50 or -20 penalty applies).
63. **Natural Missileer** – Pick a missile weapon class. These missile weapons are like a natural extension of yourself as native as your limbs. Add +50% to all range increments, a +20 bonus to ATK, a +3 bonus to DME, and a +20 advancement bonus. Of course, dominance in these weapons has led you to ignore the others, and you have a -20 advancement bonus with all other weapons.
64. **Native Facility with Armor** – Putting on armor is easier than putting on clothes. Where most people have issue with wearing armor, you wear armor like it was a part of your skin. Select a single armor category, such as Cloth, Leather, Mail, or Plate. With this armor category only, you ignore half the move penalty and halve the penalty to CF, Dodge, and Maneuver skills. Naturally, you prefer this armor over all others, even performing worse in other armors. With any armor other than your named one, you suffer a +50% penalty to all armor hindrances. If you choose an exotic armor, such as powered space armor or Hoja-Pai, this benefit extends only to that singular armor type.
65. **Native Facility with Jumping** – You are natively good at jumping or leaping. Beyond pure strength, you can jump higher, farther, and longer than your form would imply. When determining jumping distances you use BODY + 10 in place of normal Movement. When pushing the distance, you can jump with Acrobatics, add a +50 bonus to skill checks. As a tradeoff your body is weaker at applying damage, and you consider your BODY -10 lower when determining BODY damage.
66. **Native Facility with Throwing** – You are naturally good with throwing objects or people for that matter. More than strength or leverage, you have an innate sense that makes the action a natural extension of your body movement. When you make any throwing action, whether to attack or just to throw darts, add a +30 bonus to the skill check, and double your BODY to determine damage. This includes the Grapple and Throw action as well, and you double your BODY to determine whether you throw an opponent or not. For all your ability at throwing, you are horrible at falling, and when you take falling damage, it's doubled.
67. **Natural Athlete** – {Requires 2 Racial Choices.} Great feats of athletic skill have always been easy for you. You have a +2 bonus to REF, +20 bonuses to Athletics and Acrobatics skill checks, and a +20 advancement bonus with both skills as well. Of course, this gift is not without cost, and you subtract -4 from your CON.
68. **Natural Driver** – You can drive, navigate, and maneuver one vehicle better than you can walk. Pick a single vehicle eligible under the Pilot skill. With this vehicle, you get a +50 to Pilot skill checks to drive or maneuver with it. You are hopeless against the opposite sex, and suffer a -30 penalty to Self Control and Interpersonal skills in relationships.
69. **Natural Intellect** – {Requires 3 Racial Choices.} You were born with a strong and powerful intellect. Add +2 to REAS, and add a +20 advancement bonus to General and Mechanical skill types and the Cast skill. As strong as you are in mind, you are weaker in body, lowering STR and CON by -2.
70. **Naturally Ambidextrous** – You do not suffer the ATK penalty for using two weapons or items at once, and only take the worst CF penalty of the two weapons or objects instead of adding them together. Lower your ESS by -2.
71. **Night Vision** – You can see in poor illumination or complete darkness like normal vision, retaining all sense of color. You transition from darkness to light, or vice versa, very poorly, however, taking twice as long to adapt. Sudden changes completely blind you for d3 minutes.
72. **Nimble Reflexes** – You have been blessed with highly responsive reflexes that allow you to perform actions others fail. With secrets or

maneuvers you employ you reduce the penalty imposed to ATK, DEF, or Maneuver skill checks by -25% if the penalty is given as a number. Penalties that remove all benefits such as the loss of COORD bonuses imposed by Charge are unaffected. The penalty to Parry a missile, normally -50, is reduced by 13 to -37. A -30 penalty to DEF is reduced by 8 to -22, and so on. You are -20 to PER because of it.

73. **Nose of Authos l'Angue** – Authos l'Angue was well known for two things: his unrelenting ability to track down anything, regardless of how old the trail; and his promiscuous nature, which put him in more trouble than anything else in his life. Those who inherit a like ability are thought to be the descendents of Authos. Essentially, the person gains the extraordinary ability to sense where someone or something is, even through nexus or across dimensions. Nothing can hide from this keen sense: not by magic, disguises, items, nexus effects, or mental power. The person can sense the general direction of the “target” if on the same dimension or reality. This ability pinpoints as the person gets closer to the object or entity. Something that directly relates to the object or person must be at hand to gain the “scent”, or else this talent cannot function. Like Authos l'Angue, you have a promiscuous nature, and have a -30 penalty to all Saves or opposed skill checks against the opposite sex.
74. **Not a Bleeder** – You never really bled much. Whenever you get a cut, the wound would quit bleeding on its own. Any bleeding inflicted, including the Gash maneuver and Critical hits, will only last 1 CF Count and then stop. Against magik, psychic, or other “abnormal” bleeding, you can make a TD 50 CON check every melee round to stop the bleeding (takes no action on your part; rolled at the beginning of each melee round).
75. **Old Soul** – You feel and act with wisdom that belies your physical age. Add +2 to EGO, +1 to CHAR, +20 bonus to PER, and a +10 advancement bonus to PD. Such souls are a magnet for spirits, and add +50% to any chance of such encounters, both good and bad.
76. **Opener of Doors** – You can find a way to open any door or door like portal that is physical, magikal, imaginary, etc. No doorway will stand against you, though the method of its opening can take years, even decades or longer, to discover. The GM sets the timeframe it will take to open the door (but does not tell the player).

Generally, a simple locked door can be opened within a melee round even if locked. If barred and nailed shut, it would take a few melee rounds. Sealed with magik, it could take minutes to hours. Finding a way to open a closed or dormant nexus gate might take days or weeks, while figuring out how to open the living rune that seals the doorway into the *Cavern of the Ancients* would take years. You must be where the portal is to open it if it physically exists, such as a door of a vault or a nexus gate. Once you work at opening a door, however, it haunts you endlessly until you succeed. Each day you fail to open a door you are working on you, take -1 points of HP damage. If this time extends into months, you take -2 points of HP per day during the second month up to a year. If a year expires, you take -3 points of HP per day during the next year, and an additional -1 per day for each year thereafter until you figure it out. Thus, someone attempting to divine the way into a doorway that will take 18 months to open will suffer -1 points of HP per day for the first month, -2 points of HP per day afterwards until a year expires, and then -3 points of HP per day for the remainder of the time.



77. **Overflowing Life Force** – {Requires 2 Racial Choices.} You are filled with a boundless life force that outpours into the world around you; add +6 to ESS, and heal +1 additional ESS per day. You also suffer d2 ESS impairment daily due to life force leaks. However, a 1% chance exists that the life force leaked affects an object

- or person near you. If so, the GM treats the absorbed life force as a single Faith boon that affects the person in a positive way. For objects, see the *Design and Manufacture* section for imbuing ESS in objects.
78. **Peace Giver** – {Requires 2 Racial Choices.} You can quell the raging emotions of hostile creatures with a simple touch. You can only use this ability on a single target, and must make physical contact to invoke this power. When invoked, you automatically dissipate any hostile, angry, or furious emotions, including the Frenzy, Berserk, or similar conditions. Those touched get no save or resistance to this effect. If the condition of anger or fury is maintained by a spell, prayer, mental power, or similar such thing, the peace giving power counts as a 500 rank opposed check against it.
79. **Powerful Grip** – When you grip something, your hands are like a vise. Add a +30 bonus when defending against Disarm, Grab, Grapple, or any similar action. You also add this +30 bonus when you use the Grab or Grapple maneuvers on someone else. Yet for all the strength in your limbs to grab and hold someone, you are not really that strong overall, and have a -2 penalty to STR.
80. **Psychic Talent** – You have a natural psychic talent, and can natively generate an amount of PSI equal to your LEAD every day. You also instinctively have the ability of an OP 1, 2, 3 [randomly generated] mental power that you can use. The mental power's Mind ability is equal to 50 + LEAD, you can use it as a normal action, and you ignore all the normal requirements to learn the mental power. As this knowledge is intuitive, you do not require the normal understanding to learn the mental power. However, neither can you teach it to another as you only know how to use it and not how or why it works. The PSI you generate is added to any other source of PSI generation, and can be freely used to power other mental powers if you know them.
81. **Quicksilver** – In the air, on the ground, in small spaces, or in large ones, nothing can touch you as long as you are in motion. While moving (flying, swimming, running, climbing, etc.), subtract your SIZE from 80, and add the result as a bonus to Dodge and DEF. Of course, when you are not moving, you are like a rock, and cannot Dodge at all. To be considered "moving" with quicksilver in battle you must burn 1 movement every two CF Counts in battle if stationary or actually be in transit.
82. **Razor Edge Reflexes** – You are faster to react than others, and often begin to act before other people realize something has occurred. Add +4 to REF; double your REF score (with modifiers) and add this as bonus to DEF. Unfortunately, this has caused more than one social gaffe; you have a -10 penalty to the Social and Cultural skills.
83. **Resistant** – Your makeup and physiology resists heat more than what is normal for your race. Add a +50 bonus to PD or MD, and add +10 to MR or PR to resist heat based attacks. Against natural heat, you take twice as long to feel its effects (fatigue or dehydration from heat, for example, takes twice as long), and resist the first 10 points of HP and 2 points of Attribute or Characteristic damage. When you take Resistant, you can elect to choose cold in place of heat. All things have their downside and when you do take damage from cold (or heat if you chose to resist cold) it takes twice as long to heal.
84. **Sharply Independent** – You throw off mental or emotional turmoil that would cripple others. You can make TD 50 EGO checks as a quickened action to throw off the effects of a mental or emotional condition. This ability has actually weakened your ability to resist it and other mental effects; you have a -20 advancement penalty to PD.
85. **Spatial/Dimensional Anchor** – A curious phenomenon manifests in you as a counterpoint to the transdimensional and spatial confluence of the world. You are a stabilizing force on the chaotic underpinnings that allow nexus and nexus gates to manifest. As such, you can never use a nexus or nexus gate, and even defeat attempts, magikal or natural, to warp or otherwise affect the fabric of the world. Thus, dimension magiks, teleportation, time distortions, and the like fail utterly in your presence (5 ft radius). This has actually weakened your ability to resist magik in some ways; you have a -20 advancement penalty to MD.
86. **Spirit Grapppler** – Where others quiver and flee in fear before spirits, you have learned to meet them on their own terms in order to deal with them. You can grab, grapple, or even punch spirits, and affect them like you can any physical being. The mark of the otherworld has left its mark, though, and animals of all types become Unsettled and Unfriendly within 20 ft unless they are used to you (at least one year of continued exposure).

87. **Spirit Scenting** – You can scent spirits and tell they are present within 100 ft (but not anything other than this). The detection is unconscious but distracting, and you are -20 to PER overall.
88. **Spiritual Tie** – {Requires 2 Racial Choices.} You and a named spirit have a close bond, and in some situations, it possesses your body, acting passively and actively to assist you. (Consult your GM for the abilities of the named spirit.) You must define the three situations where the named spirit will possess you. Each situation must be definable and specific to at least two conditions, such as when you engage in battle with multiple opponents, use prayers on others not of your faith, and so on. However, even though the named spirit is benevolent, it gets stubborn, and doesn't want to leave. A +1% chance per minute possessed exists that it will do this, and a TD 75 EGO check to break the possession.
89. **Super Perception** – You have a unique sense that allows you to sense food, a specific mineral, or water. You can use this sense to track your way to any of these things, using your PER for
- this action. (GM determines the TD involved in finding food, minerals, or water.) You can also make PER checks to determine distances, locate people, follow the movements of creatures, and other functions of sight using PER. (GM sets the TD.)
90. **Taste Horrible** – Your flesh tastes horrible, and anything with a sense of taste that takes a bite out of you or swallows you will instinctively abort their bite or spit you out. You still take the damage, but otherwise are not swallowed; if the bite removes BODY, you take the amount of BODY as HP damage instead from the aborted bite. You've an air about you, though, that instills instinctive dislike for you in others, lowering your CHAR by -2.
91. **Trueshape** – The shape of your birth is your only shape, and you cannot be shape changed, polymorphed, or otherwise altered physically by magik, psychic power, or other effects, resisting such effects 100%. This does NOT include petrification, but does provide immunity to the shape changing effect of lycanthropy, shape shifting curse, and such. You are -20 MD.
92. **Unearthly Balance** – Keeping your balance, even in the most precarious situations, has never been a chore. You always make TD 200 or less balance checks with the Acrobatics skill. On the other hand, high balance has built a tendency towards deliberateness when you move, reducing your overall Movement by 20%.
93. **Unearthly Reactions** – {Requires 2 Racial Choices.} You have an unearthly and innate grasp of situations, and can take an additional quickened action every action count. However, because of your unreal speed, you have paid less attention to detail, and are -20 to PER overall because of it.
94. **Unfaith** – You unconsciously project an aura of apathy and faithlessness. So powerful is this projection that you can never gain or garner Faith, and the effect will drain the Faith anyone has if they are in your presence (within 10 ft) at a rate of 1 Faith per minute. You may not even know or understand what is happening, but it has been hard on your psyche, and you are -3 to EGO.
95. **Uniquely Formed** – You are uniquely formed: mentally, physically and otherwise. One attribute has total resistance and immunity to draining, blasting, or any other form of impairment or damage. However, this includes voluntary impairment or damage. Thus, if you selected ESS, you could not impair or damage your ESS,

### Arduin Legend: Hand of Yok

During the Nexus Wars, a Talafarian mage known as Yok (the learned and powerful) led an attack against the Chyiandesian forces that had control of Arduin. The Chyiandesians were masters of spirits and unleashed an Egregore that consumed the every Talafarian attacker except for Yok and his guard before Yok could dismiss it. Exhausted in power, Yok could do little as his guard was overran and he was slain. The Chyiandesians took vengeance on Yok by binding his spirit into his decaying corpse. Faced with slowly going insane as his body decayed, Yok hacked off his right hand and poured what little power he could gain and his terrible will into it. In time Yok's revenge manifested as the hand, having gotten access to a powerful source of energy, annihilated the Chyiandesians in a single bloody night. Since that time rumors have surfaced of the Hand of Yok still active, seeking to follow out Yok's terrible revenge.

even if you wanted to in order to take advantage of a secret, ritual, or other activity.

96. **Unnatural Health** – Wellness pervades and fills all the niches and crevices of your body. You are immune to Poison, Venom and Diseases of any mundane, magikal, or other variety, but your ESS is lowered by -2.

97. **Upon the Path of Khhumulo** – Sometime in your grand past, you set forth on the great path first begun by the legendary Khhumulo. Like him, you reincarnate with each permanent death, attempting to keep your feet on the path that could lead to godhood. Because of this, you have knowledge that reaches deep into the past, as you can remember portions of your former lives. You can call upon any skill a number of times equal to your EGO per day, and operate as if you were Expert in that skill. Such things are not easy on the mind, however, and each time you reach into your past lives within a day, there is a cumulative 3% chance of descending into permanent insanity.

98. **Vision of Ilike** – They say Ilike went mad from the terrifying things he saw that were invisible to others. You are heir to his vision, but have learned to shut it off until you need it. You can close your eyes and concentrate for 1 minute to change your vision so that you can perceive invisible, incorporeal, ethereal, out of phase, dimensioned, spirit, and otherworld beings. You must do the same to turn the vision off, but it's harder, requiring a TD 100 Self Control check. If you fumble this Self Control check, you descend into madness from the sights you see. For every minute you maintain your vision, there is a +1% chance of being afflicted with a random insanity (see your GM) from trauma of your vision.

99. **Werecreature** – You are a being that can shift form to a type of creature because of a curse or affliction. Roll random for the type of werecreature you are or choose (see your GM).

- |             |                    |
|-------------|--------------------|
| 1. Wolf     | 17. Wasp           |
| 2. Bear     | 18. Dragon Fly     |
| 3. Lion     | 19. Centipede      |
| 4. Tiger    | 20. Scorpion       |
| 5. Leopard  | 21. Beetle         |
| 6. Panther  | 22. Horse          |
| 7. Boar     | 23. Mantis         |
| 8. Weasel   | 24. Crocodile      |
| 9. Otter    | 25. Baboon         |
| 10. Toad    | 26. Rat            |
| 11. Serpent | 27. Fox            |
| 12. Falcon  | 28. Bat            |
| 13. Hawk    | 29. Hound          |
| 14. Eagle   | 30. Fish           |
| 15. Owl     | 31. Random Monster |
| 16. Spider  | 32. Random Race    |

100. **World Bond** – {Requires 2 Racial Choices. Requires one Racial Choice for the Centaur, Elven, and Hawkman races.} You were born with an inexplicable bond to the world, tied to its earth and its life. This bond is a powerful thing, and allows you to speak to any beast, plant, demiurge, or spiritual element of the world. Treat this communication ability like any other language (making REAS checks as needed). While communication is provided, many such things (like the waves of the ocean, moss on a stone or birds for that matter) are limited in what they can convey.



DAVID A HARGRAVE

# GENERAL BEAST TRAITS OPEN TO CHARACTERS

Adds to Breed TD	Description of the Trait
+10	<b>Reproduction.</b> The interval and fertility level of a beast. Increase or lower either by 20%.
+10	<b>Easy Upkeep.</b> Consume less; require less time to care for, etc. Reduce beast upkeep costs by 10%
+10	<b>Tastier.</b> Single beast product, e.g. meat, milk, eggs, etc. is "tastier" by +10%.
+20	<b>Healthy Vigor.</b> Build health and resistances. Add or subtract +10 to one (1) Save
+20	<b>Fine Pelt.</b> Coat, pelt, fur is heightened by 20% Quality.
+20	<b>Maturity.</b> The rate of speed to maturity is enhanced or slowed. Increase or decrease maturity speed by 20%.
+20	<b>Absolute Timing.</b> The beast always knows when a specific time arises, such as when to eat, when to stop before exhaustion, 5 minutes before the sun rises, etc.
+20	<b>Cornered.</b> Beast resorts to a berserker fury if cornered, similar to a rat. The fury leaves when the situation is no longer threatening.
+20	<b>Dense pelt or hair.</b> Pelt or hair is 20 to 80% more dense. If you are hairless, you gain 10 to 30% hair coverage. This can be reversed for hairlessness.
+25	<b>Heighten Production.</b> Beasts that produce, such as eggs (quail), acid (basilisk), poison (spider), teeth replacement (sharks), etc. do so at a +10% faster rate.
+30	<b>Low Water Requirement.</b> Reduce the amount of fluids required at current level by -20%. Can be reversed.
+35	<b>Absolute Direction.</b> You can find any cardinal direction without a skill check, regardless of penalty. You can also remember one (1) specific route for every three (3) REAS and always retrace it.
+35	<b>High Pain Threshold.</b> Add 2d10+10 to Shock saves and can ignore most common ailments like sores, sprains, small cuts, bruises, etc.
+35	<b>Disease Tolerant.</b> Naturally resist disease. Add 3d10+10 to Disease saves
+40	<b>Environmental Tolerance.</b> Tolerance to an environment type. Effectively have 5 FORT against environment effects and 20% resistance versus effects, such as chill, wind chill, overheating, etc.
+40	<b>High Degree Alertness.</b> Add +10 to 40 (d4) to PER.
+40	<b>Heightened Instincts.</b> If you have a defined instinct (prey, predator, etc) then heightened instincts adds +1 to each bonus it provides. If not, add a single +5 bonus to a single skill, Dodge or maneuver (charge, knockdown, etc.), or +1 CF.
+40	<b>Natural Talent.</b> Naturally good at one specific skill. Add a bonus of +10 when using this skill. If the skill is a specialization skill, you must select a single specialization.
+40	<b>Blood Frenzy.</b> The scent of blood sends the beast into a frenzied state (See Conditions and Status Section).
+50	<b>Change Physical Factor.</b> This means to adjust something physically, such as claw/horn/hoof size, muscularity, eye color, pelt hue and other like things. You can move their quality/structure/impact by 5% towards larger/smaller.
+50	<b>Enhanced Block.</b> Beast must have a natural DR 5 minimum. Adds +10 bonus when blocking and it takes no additional damage unless the damage exceeds its BODY.
+50	<b>Remove Minor Phobia.</b> Remove mild phobias.
+50	<b>Agile.</b> Agility is built in from the core up. Add +d20 to Dodge
+50	<b>Attribute.</b> You can build on the quality of a beast's attribute and raise or lower one (1) attribute by 20%.
+50	<b>Characteristic.</b> You can build on the quality of a beast's characteristic and raise or lower one (1) characteristic by 10%.
+50	<b>Longevity.</b> Add 20 to 50% more to your lifespan.
+50	<b>Hibernate.</b> The ability to hibernate for extended periods, usually a matter of months by storing up excess sustenance. If the beast already hibernates, you can increase or decrease the period by 20%, increase or decrease the amount of food store 20% or change the timeframe to a new cycle by shifting it time-wise one season or cycle per generation.
+50	<b>Fast Movement.</b> Add 20% to movement.
+50	<b>Native jumping.</b> Determine jumping ability like normal and then add 20% more to the total.

# CULTURES - CHAPTER THREE



**M**ost people benefit from the culture they are raised in. Unless otherwise directed in the racial write-ups, you select one culture and choose three cultural influences from that culture. Keep the following items in mind as well:

- Some influences cost more than one cultural influence, these are listed in BOLD typeface under the Country Cultural Influence heading for your convenience. Check the write up for specific details on how much more they cost.
- Where a cultural influence indicates either wealth or items, note them down on your character sheet for when you select your equipment.
- The entries under the cultures define the range of influences common to that culture. These are subject to GM modification; check with your GM for specifics.
- Where a racial entry is indicated (e.g., Arduin Elf) this indicates a distinct and strong subculture exists that influences the mainstream of that nation.
- Many cultures give access to one or more languages. Unless otherwise indicated you can use them with full fluency, to include any written form. Any checks required against a language will use REAS checks.
- **Remember: Unless otherwise directed, select ONE Country Culture and THREE Cultural Influences from that Country Culture.**

### OTHER IMPORTANT RULES

- If you choose 2 or more cultural influences with the bonuses to the same skill, add them together.
- You cannot take opposing cultural influences, like Individualist Nature and Community Spirit.
- You can use one language option to learn to read and write a language you can speak.
- Named skills, like Business or Wilderness, have entries with a number following a plus sign. These are skill ranks. Bonuses to skill checks are stated as bonuses.
- History entries are Knowledge skill specializations. The Knowledge skill is detailed in the Skills section.
- Culture entries are Culture skill specializations. The Culture skill is detailed in the Skills section.
- Martial arts are Style skill specializations. Martial Arts are detailed in the Martial Arts chapter.

### LIST OF CULTURES

- |                      |                   |
|----------------------|-------------------|
| 1. Altala            | 19. Ithalos       |
| 2. Amazon Motherland | 20. Khorsar       |
| 3. Aradnast          | 21. Kozangi Dales |
| 4. Aranzian Isles    | 22. Kyr           |
| 5. Arduin            | 23. Malgoreem     |
| 6. Arvalessa         | 24. Maragoré      |
| 7. Bossalia          | 25. Marmachand    |
| 8. Chorynth          | 26. Misty Isles   |
| 9. Chrysolia         | 27. Morvaen       |
| 10. Chund            | 28. Myrmydios     |
| 11. Cirthian League  | 29. Rainbow Isles |
| 12. Dallasta         | 30. Saast         |
| 13. Dreaming Isles   | 31. Sandara       |
| 14. Falohyr          | 32. Talafar       |
| 15. Ghandamahl       | 33. Tharkhala     |
| 16. Ghorfar          | 34. Vargalla      |
| 17. Höhenaré         | 35. Viruelandia   |
| 18. Hyrkhalla        |                   |

- Everyone starts with a base Tech Level (TL) 1 unless previously given a higher TL. Any TL noted under the cultures is added to any existing entries.
- The Culture book from Emperors Choice has more Country Cultures from the World of Khaas.

### ALTALA

**Background:** A young nation birthed out of the womb of several ancient empires. Altalans are vibrant, active people, bustling when they are working the land, plying the water in ships or trekking the dunes of the desert.

- Altalan Culture +15
- Altalan History +20
- Read/write & speak the Altalan and Pandoori tongues.
- TL +2
- Yatagan [Weap] +5, Dagger [Weap] +2
- Start with Pandoori Heritage (for free)

### CULTURAL INFLUENCES

- |                             |                      |
|-----------------------------|----------------------|
| Ancestral Hatred (Panduria) | Hot Blooded          |
| Ancestral Hatred (Thund)    | Maritime Heritage    |
| Aristocracy                 | Military Heritage    |
| Cosmopolitan                | National Pride       |
| Cultural Confidence         | Passionate Spirit    |
| Harsh Political Climate     | Rich Crafting Legacy |
| <b>Heroic Heritage</b>      | Well Educated        |



## AMAZON MOTHERLAND

### CHARACTER CREATION TIP

Cultural influences tend to cross reference one another and one cultural influence can open up access to other cultural influences not readily apparent in the list provided with the culture. Virtuous Heritage, for example, gives you access to Code of Conduct, Cultural Fame (Virtuous), and Recognized cultural influences. These are bonus cultural influences you gain access to and can take, whether or not your cultural lists them normally or not.



**Background:** A collection of Amazon city states on the eastern coast whose origins arose from the disputes & wars of the Misty Isles in the distant past.

- Amazon Culture +20
- Amazon History +15
- Read/write & speak the Amazonian tongue and two other tongues.
- TL +2
- Military +4, Spear Weapon Class [Weap] +2, and Shield +2

### CULTURAL INFLUENCES

Ardashaera	Jewel Elves
Athleticism	Maritime Heritage
Avelda	Matriarchy
Battle Mandate	Military Heritage
Beast Tamer	<b>Military Pursuits</b>
Citizenship	<b>Naphalôé</b>
<b>Cynabahr</b>	National Pride
<b>Dalshyra</b>	<b>Silavira</b>
Gold Coast Dwarf	<b>Sorphalaz</b>
Individualist Nature	Warrior Traditions
<b>Jazanda</b>	Martial Art (Zan Zu-Ha)

**Dress & Decoration:** Altalans view dress, appearance and etiquette as an art form and have the proper ensemble and protocol for every occasion. Such things are unreasonably important and more than once a fight, blood feud, riot or war has occurred over the subject.

**Outlook:** Optimists, little gets Altalans down for long. Full of blazing passion, Altalans tend to jump head first into anything without looking back. It's their nature to hotly decide one way or another on a subject and defend it without thought to consequence or truth/untruth. All in all, Altalans are a highly charged people.

**Society:** A foundation of society is the need to build its an unreasoning almost overpowering urge. When not fighting Panduria or Thund, Altalans spend the time attempting to outdo one among with grand constructions. Its almost as if they can fight back the darkness of their passionate souls through the very act of creation. Politics are important and while the average Altalan may not play a great role politically, for some it shapes their entire existence. When shamed or disgraced an Altalan will seek reparation through the act of sacrifice or dissolution to redeem their shame.

**Religion & Power:** Religiously Altalans are diverse but Justinom and Chu-Khem are powerful symbolically in their culture. Magik is viewed favorably and seen as a natural force of life. Psychic power, spiritualism and technology are little known outside of isolated social pockets and is generally ignored or lumped into magik.

**Prejudices & Fears:** Placing disgrace on their family, their name or the honor of their country, giving birth to twins or breaking from the proper protocol in life.

**Dress & Decoration:** Clothing tends toward the simple, with cotton and silk dyed brightly, with colors reflecting the city states are most common.

**Outlook:** Athleticism, bravery in the face of death, toughness, especially in battle, is greatly admired. Confidence and passion lead them to believe they can overcome any physical enemy. The ideal that citizenship must be earned is a highly valued concept.

**Society:** Amazonian culture reflects a high stress on individuality and self action. Cities are self ordered and ruled by those capable not through hereditary lines. Warriors are considered among the elite and all people serve in the military for a few years.

**Religion & Power:** Primary religions are the Olympic Mysteries, Megalon (female version), Chu-Khem, Amarydion, Silvery Lady, Brabnalda, and Xuanth. Magik is viewed well and seen as a natural force of life while psychic power and technology is viewed as a rarer form of magik. Spiritualism strikes a deep chord and their folk lore, legends and tales are full of animistic references.

**Prejudices & Fears:** Amazons do not view males of any race as equals, seeing them as less capable in every way. This prejudice ranges from the mild ideal that males should be kept safe to the extreme where all males should be treated like the lowest of animals.



## ARADNAST

**Background:** A complex nation made out of smaller ones and divided by vastly differing geographic regions, wildly disparate races and outlooks. Aradnast is one more because of historical ties than communal or social ones. The Elves hold to the forested bank and rich river deltas and the Centaurs to the grassy plains between the mountains. Humans, Hobbits, Urukk, Goblins, and Orcs live in smaller settlements without and without both regions and are thick in the great mountains. Joining them in the Gibbering Mountain ranges are the roving tribal bands of Throon. The major communities within Aradnast have strong isolationistic tendencies but are harmonious enough when acting as a nation.

- Aradnast Culture +15
- Hobbits, Urukk, Goblins, Orc, and Wood Elves gain their Racial Culture +15 and History +15
- Aradnast History +15
- Read/write & speak Vangi and Low Elven tongue.
- TL +1
- Start with Ancestral Hatred (Atenveldt) for free

### CULTURAL INFLUENCES

Agricultural Heritage	Mercantile Traditions
Aradnast Elf	Plains Dweller
Arcane Heritage	River Folk
Blood Notch Orcs	Roo-anai Throon
Individualist Nature	Self Taught
Inheritance (Small)	Thousand Eyes Urukk
Maritime Heritage	Martial Art (Tionicca)

**Dress & Decoration:** Garments are loose and open with lacing and pins predominating over buttons. The short cloak is used for warmth and to provide protection from weather. Hats are rare and footwear is utilitarian if worn at all. River folk wear open vests over shirts or tunics and sandals. They also dress more brightly than city counterparts. Those who dwell in the mountains wear whatever comes to hand, usually hides and fur.

**Outlook:** Those who dwell in the along the coast or the plains are at-ease and sedate with life and coastal and river races tend to be open, relaxed, composed in attitude and open to change. Mountain life is difficult and dangerous. Mountain dwellers reflect this harsh attitude and trust few other than close kin.

**Society:** In the mountains, life is what you can take, steal or rip from others and only the strongest most brutal survive the harsh winters and fiercer creatures that dwell there. Life beyond the mountains centers

on maritime and agricultural pursuits though military expediency is no stranger. Fighting in the foothills is an annual experience that keeps the people sharp. Frequent conflicts with Atenveldt are a growing dominant focus in society and religious fervor is on the rise with rumors of another religious war brewing with Atenveldt.

**Religion & Power:** Religiously Aradnastans worship and revere wide scope of deities and no singular religion hold sway in the land. In the mountains, the wild tribes see magik, psychic power and technology one and the same as spiritualism: something feared and revere all at the same time. The plains and river folk more or less accept them all as something to be cautiously used but not to be depended upon.

**Prejudices & Fears:** Wildly varying in scope but some common fears predominate among all Aradnastans. One is the loss of their homeland, another is a fear of the many man-sized and larger spiders found everywhere and the scorpion men that plague the south.

### Arduin Legend: Kaev-Sora

Kaev-Sora is an Aradnast Orc known best as the greatest modern master of Mul-Llu. Kaev-Sora spent over 63 years traveling Khaas and over a dozen nexus worlds, learning martial arts from all who would teach him. He took from his in-depth knowledge of these other arts and created the modern form of Mul-Llu into what it is today. Still, while widely recognized, few can claim true martial arts lineage to him. Kaev-Sora trained but six students in Mul-Llu before dying in a nexus storm. These six took his teachings and spread them, eventually splintering into five different sects of Mul-Llu. The sixth never was able to as he was eaten by a Silver Slyth a few months after Kaev-Sora's death.



## ARANZIAN ISLES

**Background:** A militant and strict people culturally unified in their desire to dominate the Rainbow and Sapphire Seas. Aranzian Islanders are hardworking, industrious, focused and stern, a product of their environment and hectic past. Unification of their land only came by military force and the discipline hasn't declined since that time. While community-focused individualism is a strong understated ideal. Aranzians are strict but fair in their use of national power.

- Aranzian Isles Culture +25
- Aranzian Isles History +10
- Read/write & speak Kintebellär tongue and speak 2 other tongues.
- TL +1
- Salt in the Blood cultural influence (for free), Nautical Lore [Know] +5, and Wilderness +2

### CULTURAL INFLUENCES

Battle Mandate	Maritime Heritage
Citizenship	Military Traditions
Commercial Mandate	Mercantile Traditions
Cultural Confidence (Borsala)	National Pride
Religious Traditions	Self Taught
Inheritance (Small)	Social Mobility
Martial Art (Isles Wrestling)	Warrior Traditions

**Dress & Decoration:** The basic garment is a short tunic. Layers of clothing are added as needed, usually a waterproof cloak, brimmed hat, boots if land, sandals at sea. Aranzian style is hodgepodge and tends to suit the environment more than some style of fashion.

**Outlook:** The Aranzian ideal is to serve one's country faithfully and well, earning standing and fame through militant and adventurous deeds edifying themselves, their family and kingdom. Aranzians are very rank conscious due to the power afforded to reputation and fame. At the same time they believe any person can move up in rank through application and deeds. Aranzians live by the 3 tenets of service, standing and fame.

**Society:** The isles mentality has formed a complex interplay of status, rank and position and an Aranzian can instantly recognize another's status or rank by how they dress, act, speak and move. Strangers without this ability are frequently confused by this. Aranzian society is broken into royalty, nobility, commoners, slaves and criminals.

**Religion & Power:** Primary religions are the Borsala, Megalon and Machichrondahr though Borsala

dominates religiously. Magik is viewed favorably and seen and used where applicable. Psychic power and technology are known and respected but less utilized. Spiritualism is considered sheer folly and folk lore though religiously oriented spiritualism is widely accepted.

**Prejudices & Fears:** Aranzians fear their acts may bring dishonor on one's family or nation, the loss of rank and are uncomfortable when away from the ocean for long periods. Aranzians have a strong prejudicial view towards not religiously orientated spirits and react with derision to such things.

## ARDUIN

**Background:** Arduin is the mythic land of the nexus; a wild and diverse place that enjoys the joys and perils of high civilization hand in hand with the dangers and wildness of the deepest feral lands. All things come to Arduin in time like all roads lead to Arduin. Arduin boasts (correctly) that it is the commercial and social hub for change. This enviable position has earned both enemies and friends. Of all the things said of Arduin, one thing is true, it is a diverse and ever changing place.

- Arduin Culture +20
- Arduin History +20
- Read/write & speak the Arduinian tongue and speak 2 others
- TL +2
- Social +2, Nexus Lore [Know] +5, Urban +2, Wilderness +3

### CULTURAL INFLUENCES

Arcane Heritage	Mickleback Dwarf
Arcane Legacy	Military Heritage
Arduin Elf	Monarchy
Aristocracy	National Pride
Citizenship	Ourai-Aii Padha-Hha
Cosmopolitan	Recognized (Any)
Cultural Confidence	Renaissance
Cultural Fame (any)	Martial Art (Rhingorda)
<b>Heroic Heritage</b>	Skull Trees Orc
Inquisitive Drive	Social Mobility
Melting Pot (Any)	Warrior Traditions
Mercantile Traditions	Well Educated

**Dress & Decoration:** No single dress or appearance defines the country but instead a kaleidoscope of styles, clothing types, and coiffures are a common reality.

**Outlook:** Arduinians are very open minded and break classes of people along wealth and influence, with an



outlook that moving upward or downward is easily (some times too easily) done. Overt signs of wealth are seen as crass while expensive but understated wealth is viewed in good taste. Expensive is good but flashy is not. Arduinians are somewhat callous to the wonders of the world than other cultures due to the nexus but still delight in the unusual. Arduinians believe strongly in self reliance. They also don't wonder if they are the toughest, most versatile of people – they know it without doubt. It's less arrogance than solid tested assurance.

**Society:** Open and cosmopolitan in outlook, Arduin is one of the few lands that outlaws slavery. They are more enlightened in attitude and openness than their neighbors and see mixing of culture due to the ingress of people from the nexus. Arduinians are considered very worldly in their views and adaptable to strange, quixotic situations. Tough minded and flexible, Arduinians have a pervading national spirit and belief in citizenship.

**Religion & Power:** Strong religious diversity but the Lady of the Silver Moon, Skirin, Shagrath, Xuanth, Eru, Saren, Megalon, Amarydion, Borsala and Helderó are very powerful. Magik, psychic power and spiritualism are well accepted and entrenched. Folk lore is full of spiritualism; superstition is present but not pervading.

**Prejudices & Fears:** Arduinians have more than their normal share of bogeymen, which, frighteningly, are usually real!



## ARVALESSA

**Background:** Arvalessa is a barbaric yet sophisticated civilization where most of the people are superstitious and illiterate while the ruling class is an incredibly rich, highly educated group in full control.

- Arvalessa Culture +20
- Arvalessa History +20
- Speak the Arvalessaeon, Falohyrian and Vargallan tongues.
- TL +1
- Urban +3, Pneuma +3, Ride +1, 1 weapon (choice) +2

### CULTURAL INFLUENCES

Agricultural Heritage

Arcane Heritage

Aristocracy

Beast Tamer

Community Spirit

Feudal

Harsh Political Climate

Heroic Heritage

Inheritance (Modest)

Medicinal Folk Lore

National Pride

Technological Legacy

Warrior Traditions

Well Educated

**Dress & Decoration:** Dress and appearance is centered on convenience and social ranking. Light skin and paleness is seen as noble and avoidance of the sun separates the high and low castes. Body piercing is common as well as the practice of removing all hair from the body. The cut, texture and appearances of garments are more important than function or even price.

**Outlook:** A strict social order system of 8 castes, where each caste descends in purity dominates things socially, religiously and economically.

**Society:** Very strict caste society with no social movement allowed. The ruling elite hold all the power and wealth and serve as religious authorities as well for the superstitious and illiterate masses.

**Religion & Power:** The nation has strong religious overtones with the Vedic Mysteries a very powerful force in the country. Magik, Psychic Power and spiritualism are well accepted and entrenched. Folk lore is replete with spiritual references and superstition is believed in and pervading among the lower illiterate castes.

**Prejudices & Fears:** Arvalessaeans fear death without a meaningful contribution to life; dishonor to one's ancestors or generally lacking order in life.

### Arduin Legend: Daier Lichtouched

– Daier was renowned in southern Viruelandia for his voice and his magik. He and the band of Heaven's Justice confronted the lich Rue-dell after a merchant's caravan cracked the walls of his tomb and awoke him from his imprisonment. Sadly they failed and Daier was captured. The lich ripped Daier's magik from him, song by song, freezing them in the ether, forever depriving him of his magik. Daier was later rescued by the Tremblemark and his mighty soldiers but was a broken man. Three years later, when the black nexus in Depau Valley opened, Daier chose to be a willing sacrifice to the Dream Goddess in order to seal it once again.



## BOSSALIA

**Background:** Bossalia is a mountainous nation with a central plateau of rolling hills, lakes, and forests, known for its obstinate hardy people. The land is wild and arduous, and Bossalians live in strong, highly fortified towns and mountain communities. They control the terrain and mountains by dominating the precious few easy passes through them. While the forgotten cataclysmic event that split the Heaven Wall Mountains and Pylomere Mountains lowered the region, the Heaven Wall and Pylomere mountain ranges rival the Mountains of Madness in height, rising to 20,000 ft elevations. What few navigable passes exist through the region are considered gold, literally so, since almost all transport and trade is through these few precious corridors. A crude level of steam power is prevalent in the region, mainly in Dwarven hands and a few others, the secrets to its power jealously guarded and hoarded. This technology is used to move water – piped down from the aqueducts high in the mountains.

- Bossalia Culture +15
- Bossalia History +20
- Read/write & speak 2 of the following tongues: Low Elf, Dwarven, Gnome, Orc or Gharra.
- TL +2
- Siege Warfare [Know] +3, Military +2, one weapon (choice) +2, Wilderness +3

### CULTURAL INFLUENCES

Border Life	Industrious Outlook
Bossalian Dwarf	Marble Steps Elf
Code of Conduct	Military Heritage
Cultural Fame (Hardy)	Mountain Born
Determined	Rhingalorean Heritage
Engineer Birthright	Rich Crafting Legacy
Engineer Traditions	Self Taught
Individual Path	Sun Shroud Gnome

**Dress & Decoration:** Tends toward the utilitarian, crafted of softened hide or thick cotton, padded and warmly lined. Boots are a norm, well shod and worked to ensure warmth. A wide scarf, called a brüdo, with many small pockets is a must for travelers.

**Outlook:** Bossalians are a hardy, tough lot, not given to lengthy speech but generous at the same time and moderately tempered in relation to the harshness of their land. Prudence is a virtue; most tend to trust little until proof of a stranger's intentions is known. Three widely recognized means to show proof of good intent is to share heat, to share food or to set

aside one's weapons.

**Society:** Bossalia has a long history and takes much from the heritage bequeathed upon them by the Rhingalorean Dwarves. The nation that exists now was born out of the crossroads of cultures in the aftermath of the Nexus Wars. Invasions from Falohyr and Tharkhala shaped their destiny and society and formed the different settlements into the binds to bind into one entity against outsiders. Bossalia takes its strength from its harsh mountain home, the toughness of its inhabitants, a can-do attitude and the careful, tactical use of gaining the right advantage against opponents. Among the different subcultures of Bossalia several traditions are held in common. All true oaths are sworn over fire, for to do so is to bind it before the gods, sealing all your heirs until fulfilled. A lesser but strong oath is to chisel the oath in stone or forge in steel. Heat is shared to anyone, even enemies during the cold winter.

**Religion & Power:** Religiously open with the deities of Helderé, Temple of Iron (Odin, Thor, Uller), Boreas and Diora as the most powerful. The use of psychic power and spiritualism is looked upon with great distrust, suspicion and unease. Magik, and technology are held on even ground and widely utilized where possible.

**Prejudices & Fears:** A dislike of Falohyr exists, mainly driven by recent events. Internally the High Elves are tolerated but not well liked and they equally dislike everyone else, preferring isolation. Bossalian Dwarves have an unspoken but felt fear that they will never recover the lost heritage of their Rhingalorean ancestors.

## CHORYNTH

**Background:** A renaissance styled swashbuckling culture ruled by fourteen self-named sea princes, one for each coastal city, Chorynth was once the kingdom of the Malanchian isles before falling to a coup by followers of the World Snake Set. Declaring the isles sanctified to Set, the priests shed blood and despoiled the land for 48 years before the people rose up against them. While the loss in life was terrible, the Malanchians would rather pay any price in blood and death to attain freedom rather than lie one minute under the shadow of the Great Snake and its fanged daggers. After no trace of the snake priests were to be found on the isle, the people chose new rulers, each city taking one, and thus began the reign of the sea princes. Chorynth was the name of their greatest hero during this time and they took his name as their new nation.



- Chorynth Culture +15
- Chorynth History +20
- Read/write & speak Malanchian and speak 2 other tongues.
- TL +1
- Crime +3, Nautical Lore [Know] +3, Wilderness +3, Underworld +2, Clandestine +2, Ocean Ship [Pilot] +1

### CULTURAL INFLUENCES

Ancestral Hatred (Set)	Maritime Heritage
Banditry	Privateer Heritage
Criminal Heritage	Rae-Zant Khai Shang
Cultural Fame (Swashbuckler)	Salt in your Blood
Cultural Fame (Pirate)	Self Taught
Cutthroat Society	Storytelling Traditions
Melting Pot (any)	

**Dress & Decoration:** Chorynthian dress is as brash, bold, and confused as their architecture, and defining a style to Chorynth is like trying to hold the winds in one's hand. Still, in a way, this is the definition of Chorynth's style and they delight in the chaos of their differences. Tattoos are commonplace and Chorynthians decorate their bodies, clothes, and everything else with accouterments to proclaim their status and the louder more garish or in ill taste (at least to others) the better.

**Outlook:** Chorynthians are loud and boisterous as a rule of thumb, live their lives at the rate of a speeding Thorg, and don't like to think there is something they cannot do. The salt of the sea is in their blood, and they live and die by its gifts. The chip on their shoulder comes from a deep seated belief that the world owes them for their bad path in the past, and they are determined to take their worth from the world, one way or another.

**Society:** Chorynth is a society where sea princes rule individual ports as he or she sees fit, making for some interesting, often contradictory, and energetic differences. The widely varying opinions of the sea princes tend more towards internal conflict than outward, and the Chorynthians unfortunately, more often than not end up fighting among each other more than anyone else. Every 45 years or earlier (usually due to death or accident), a Prince of Princes is selected from the fourteen to represent the isles as a whole to other nations. The position is highly coveted and goes to the prince who can buy, kill, or convince a majority of the other princes to vote for him or her. The end of a Prince of Princes time is always a bloody time in Chorynth. No Prince of Princes has ever willingly or peacefully handed over the rule of the country without some conflict, and the

process of change is never an easy transition for the country. The commerce of the islands is pirating or trading as they call it with others. Chorynthians, or Malanchians as they are also sometimes called, rarely purchase their cargos but instead prey on others for goods or even scavenge wrecks. This attitude has started more than one war with other nations, such as the currently inactive, but ongoing conflicts with the Aranzian Isles, Sandara and the Misty Isles to name a few. It's their way of life and they seem to feel there is nothing wrong with preying, as they say, on the fish. Most sea captains out of Chorynth are more the scavenger variety than truly 'sea wolves' though some have attained a rather bloody reputation in their aggressiveness for trading.

**Religion & Power:** Religiously diverse; Borsala is the a strongest religion. All powers are viewed tolerably, especially if they provide benefit to life or work.

**Prejudices & Fears:** A total antipathy for anything related to Set in any of his guises is in the Chorynthian mindset, due to a 105 year long rapine rule by priests of the World Snake. This dark stain in the past has never died out in the eyes of the Chorynthians, nor the hatred for the acts of the priests during that time frame.

### Arduin Legend: Snake Back Mountains

This mountain range is not only a prominent feature of the main island of Chorynth known for its horned lizards, but also where the sea prince, Scoreöcre of Stygla, retreated before Amazonian invading forces and buried his famous hoard of treasure. Many Chorynthians have boasted of finding it, but none have spent its gold as proof. Besides, none have seen the legendary treasures purported in his treasure trove: the prized gold and Yaddrack swan that flew and sang songs as precious as its metals; the Bhanduruakk Blade, used by the Whelp of Ktar, whose edge tasted divine blood. The legendary stone and Silveel chased Steed of Khudrösu; and lastly, the Zaklfau'n Harp, strung with the golden hairs of the fallen Elven Goddess Lliunönel'n, slain since the mythic God Wars.



## CHRYSOLIA

**Background:** Chrysolia is an old nation, the twin to neighboring Atenveldt. Its founding is rooted in similar lines except its early history was one of upheaval and conflict brought on by the flood of divergent people clashing against the existing people in the land. To deal with this conflict and the vacuum that followed warring, the people of Chrysolia developed codes of honor and valor early in its history. These codes provided the necessary structure to deal with the wrestles and eventually involved into strong laws. The leaders who towered above others in this disordered time took on noble status (and some, even mythical proportions). The strong, predominately militant religion preventing the great majority of migrants to the soil of Khaora upheld the growing ideals of honor and a need for law for the chaos of the land in their infancy and ensured early on the ideals would do more than serve the ruling class, or became a means of glorifying war.

- Chrysolia Culture +25
- Chrysolia History +20
- Read/write & speak Chrysolian and speak 2 other tongues.
- TL +2
- Ride +3, Military +3, Social +5, Orate [Perf] +2, Urban +1

### CULTURAL INFLUENCES

Ancestral Hatred (Atenveldt)	National Pride
Code of Conduct	Nobility (Minor)
Cultural Bigotry (Ghandamahl)	Plutocracy
Cultural Confidence	Recognized
Heroic Heritage	Religious Traditions
Inheritance (small)	Storytelling Traditions
Military Heritage	Virtuous Heritage
Monarchy	Warrior Traditions
Mountain Born	Well Educated

**Dress & Decoration:** Clothing comes in many fashions in Chrysolia depending on social status. However divergent the race, pedigree, or social rank, no Chrysolian feels comfortable out in the weather without the customary lèlèmon. Voluminous, this long, quilted garment is also called the skin cloak for its facility in wrapping tightly around its wearer if desired. Heavy enough to provide warmth and repellent to weather, the lèlèmon is cool in heated times if the wearer loosens the fastenings and allows it to billow and stir in the wind.

**Outlook:** The pedigree of a person's line is important

in Chrysolia and the ability to count back to the founding of the noble line is not only necessary but also expected for important occasions. To enter into the armigers of the land, scion of the noble families must prove his or her pedigree. Out of the armigers (those with the right to bear arms) come the various orders of knighthood, primarily supported by various noble families, the crown, or the religious orders. Those outside of noble bloodlines care much less for their pedigree from a historical sire but place importance on their roots.

**Society:** Chrysolia is a centralized under a king and supported by a ruling class of wealthy nobles, civilians, and successful military leaders. This is a system of ruling evolved early in their long history. The government as a whole is run in a militaristic and authoritarian style, where laws are strict but fair and even, applying upwards as well as down. The plutocratic nobility have certain rights over commoners and slaves have none, but all is right with this system in Chrysolia. After all, what has stood the test of time since early after their founding cannot be wrong can it? Thus follows Chrysolian thought, at least. The order of their land is built into them, blood and bone, from their birth to the last tottering steps of their death. They never fight it, accepting it is the 'way of life', and some will have privilege over others. They know their nobles and king seats those positions due to divine right, founded on deeds of true nature untarnished by stain or misdeed. Those who do not live up to this image find their people unhappy and discontent, liable to revolt and 'cleanse' the stain away in blood to make it right. The fact they could, and no other noble would stand against them (if the cause was just and true) is just another salient facet of Chrysolian nature. All nobility of the realm are landed, mostly through hereditary titles passed on generation to generation via the blood of the firstborn. Only the legitimate can inherit but bastards are not looked down upon. Bastards claimed by their father (or mother's) take upon an appellation similar to their sire. Those with means can purchase a writ of lower nobility from the crown and establish a noble line, but must back up the writ with land commensurate to the title within one cycle or forfeit all. Since no lord seeks to lose land, many attempt to claim their tracts of land by wit or blade from Atenveldt or the great mountains. Bestowing a title of Siege lord to competent commanders is common to Chrysolia, and the title holds the status of lesser nobility, though the lands cared for are in the crown reserve and do not confer to the family. Such titles are given only to show royal favor and is something earned with repeated and rarely singular service.



**Religion & Power:** The nation is religiously closed with the deities Megalon, Vanaan, Lady of the Silver Moon, and Ta-Taru in power. All the powers, except religious ones are viewed with suspicion.

**Prejudices & Fears:** Ghandamahl is both feared and reviled. This land is viewed with a mixture of anguish and anger, mainly because the influence of Ghandamahl creeps slowly in Chrysolia every cycle and takes away land from her magnificence domain. The creep of the Ghandamahl taint seems unstoppable and its black soil is a curse laid on enemies and that possessed land.

## CHUND

**Background:** An old land, but prosperous still, and vibrant, Chund has seen the rise and fall of many enemies, and weathered them all. Chund is a land resplendent with abundant lush forests and fertile plains areas fed by the Divine River and all its tributaries. As a center of trade and learning, Chund is rarely equaled, and it wars economically with its neighbors to control the land trade of the region as well as the seas. The level of national prosperity over the last 10 to 20 cycles has led to the rise of a strong middle class for a realm of its size. While this growth of the middle class has changed the power balance of the country somewhat, the leadership of the government and the nation still lay with the priests and magicians. Both of these have been powers since the beginnings of Chund's history and both have managed to keep a grip on the government through all Chund's history. Currently, the Chundian wizards are the power, and lead the nation, ruling from the ancient capitol of Chunda as their center of power. The move from Krastemya, the favored center of the Chund's religious powers, was a calculated move last cycle that hamstrung several plots by the priests, and cut their power base.

- Culture +15
- History +20
- Read/write & speak Chundian and 2 other tongues.
- TL +1
- Arcanology +4, Pneuma +3, Military +3 and Social +3

### CULTURAL INFLUENCES

Aloof  
Arcane Birthright  
Arcane Heritage  
Arcane Legacy  
Arcane Traditions

Magical Pursuits  
National Charge  
National Pride  
Occatrixit Heritage  
Pandoori Heritage

Cultural Fame (Vengeful)  
Cultured (Dance)

Plutocratic Magocracy  
Quawima Heritage

### Dreaming Isles Ancient Legacy

Religious Birthright

Religious Traditions

Dreaming Isles Heritage

Social Mobility

Faerie Heritage (Unselie)

**Dress & Decoration:** Dress in Chund is akin to Ghorfar and the Dreaming Isles but takes more freely from surrounding cultures. The people wear tunics, long and short, richly decorated with threadwork, brocade and other materials. Trousers are the affected wear, tucked into boots or gartered. Ilse's Headbands are seen here, but only of metals and decorations typifying nobility, influence, or financial status. Chundians use the button, ties, lacing and pins to attire clothing.

**Outlook:** Chundians are intensely private, regarding public displays of emotion undignified and revealing; not that they are cold and unfeeling by any means but emotion is kept hidden until translated into action. A Chundian out of control is undesirable and shameful. It's akin to failure and something ill tolerated. While rarely coming out of this guarded exterior, there are times when it is acceptable, such as during the numerous public festivals and monthly celebrations to celebrate some past holiday or event. Then the sobriety and stoic mien of Chundians crack and they revel freely without social pressure conforming them to do otherwise.

**Society:** Chund is a land resplendent with abundant lush forests and fertile plains area fed by the Divine River and all its tributaries. As center of trade and learning, Chund is rarely equaled, and it wars economically with its neighbors to control the land trade of the region as well as the seas. The level of national prosperity over the last ten to twenty cycles has led to the rise of a strong middle class for a realm of its size. While this growth of the middle class has changed the power balance of the country somewhat, the leadership of the government and the nation still lay with the priests and magicians. A power since the beginnings of Chund's history, both have managed to keep a grip on the government through all Chund's history. Currently, the Chundian wizards are the power and lead the nation, ruling from the ancient capitol of Chunda as their center of power. The move from Krastemya, the favored center of the Chundian religions was a calculated move last cycle that hamstrung several plots by the priests and cut their powerbase. Despite the growth of the middle class the bulk of people are still peasantry. Advancement in society is accepted and possible, but it requires wealth, influence, and knowledge. While



most of the peasantry will never attain any growth from their societal tier, in Chund the striving towards betterment is a consuming aspiration, passed on to generation to generation until it is met. Often by then, the early goals of a father, or their father's father have given before new ones for a higher position socially. This never-ending circle drives Chundian aspirations and consumes them, as failure is such a drastic reversal for Chundians that they might suicide or become divorced from reality.

**Religion & Power:** Religiously open with the deities Chu-Khem, Justinorn, Aegyptian Pantheon, Skinin, and Fahde dominating. Technology is known but seen more the provenance of ancient times than the current. Magik is the true power and it overshadows all others, keeping spiritualism and psychic power in its shadow.

**Prejudices & Fears:** The fine art of revenge is strongly entrenched in Chund. A Chundian might wait generations, allowing cycles to pass to have his descendants reveal sweet revenge on a hated enemy. The record of actions taken to fulfill the retribution is documented in a journal, often passed down as examples or for continuation by heirs. Some of these

documents have achieved notoriety all their own, sometimes extending well beyond the scope of the act of revenge.

## CIRTHIAN LEAGUE

**Background:** The Cirthian League is a maritime nation with coastal colonies well known for its adventuresome merchants and low tolerance for rivals or pirates, going legendary extends to circumcise either. The Cirthian League as a power has grown quietly in the background, flowering to strength in its out of the way location to most. Their origins were not well detailed and they are more future-oriented than historical savvy. After the reconstruction in the aftermath of the Nexus Wars, few considered the northern island country a threat and it was most ignored. This was an unexpected mistake. Now, Cirthian merchants are found everywhere the sea touches, even as far as the Misty Isles, trading in goods and wares.

- Cirthian League Culture +20
- Cirthian League History +10
- Read/write & speak Siermelé and 3 other tongues.
- TL +1
- Business +3, Underworld +3, Urban +2, Wilderness +2, Act [Perf] +2, Clandestine +2

### CULTURAL INFLUENCES

Arcane Traditions	Fire Isles Khai Zirin
Citizenship	League Guilds
Commercial Mandate	Inheritance (small)
Community Spirit	<b>Inheritance (modest)</b>
Connected	Maritime Heritage
Culinary Heritage	Mercantile Birthright
Cultural Confidence	<b>Mercantile Pursuits</b>
Cultural Fame (Neutral)	Mercantile Traditions
Cultural Fame (Merciless)	National Pride
Cultural Fame (Merchant)	Recognized

**Dress & Decoration:** Clothing styles vary wildly and are quite faddish, running for several years and then dying out. Knowing what to expect when a merchant-captain returns to port is part of the League's charm, and they look forward to it with a mixed amount of unease and anticipation. The Leagues sailors and soldiers are perhaps the singular stable piece in tapestry of stylish changes that occur. They wear the traditional breeches that were very loose all the way down and left open at the bottom, falling to about mid-calf. This was joined with low, heelless shoes, nether-hose, a small, knit hat and a doublet or loose

### Arduin Legend:

#### Lords of the Dreaming Isles

Chund's origin lies in the original Lords of the Dreaming Isles, who with fickle and malevolent destiny conquered the warring tribes of the mainland, from the east coast to the mountains. In these tribes, they found the mountain of sacrifice they needed to quench the thirst of their demonic patrons. Much careful, intricate thought went into each conquest, and some were chosen, not for sacrifice, but for other goals. Boredom was a constant tedious thing, and to alleviate it the Dark Lords of the Isles educated some in the ways of power, and set them free. In this nurturing laid hopes of an escape from the boredom of eternity in the shorter-lived fiery lives of those cultivated to fight, rebel, and struggle against their oppressive rule. The heart of Chund grew out of this need and conflict, a race of people filled with surging blood and burning magik, a towering fire to warm the cold ice souls of the Dark Lords.



shirt with an open 'v' neck tightened with laced ties. A long waterproof cassock often joins the ensemble in inclement weather. Cirthian League mariners use the tunic and trousers approach, with a broad belt useful for equipment and a surcoat or tabard for those official or dress occasions.

**Outlook:** Cirthian Leaguers are very now and future oriented and they tend to disregard the past. They also tend to find cultural, social and legal barriers very flexible and have no problem bridging them.

**Society:** The island nation is a political-economic combine of various guilds, primarily maritime. Many of the guilds are organized around crafts and the families that control them; some provide professional services, while others pursue activities covert, military or purely political in nature. As a whole, the Cirthian League is primarily a non-military entity with a wide-ranging trade network and powerful commercial shipping fleet. They have a reputation and people say, despite its rather remote location, anything legal or illegal can be obtained by a Cirthian should the price be sufficient to pursue it! They wield considerable economic and political clout out of proportion with their size, and are in direct conflict with the nearby Tallassan Isles and other island trading nations. The Cirthian League's hidden strength is their ability to cooperate as a unit, even though the many individual guilds that make of its governing council has differing goals. These facilities of cooperation, coupled with the two golden rules of the League have made them quite successful. First of the rules is total neutrality towards all other nations in the world. Cirthian League merchants are willing to trade with all, even their bitterest trade rivals if it is profitable. The second is no one attacks their ships and lives to spread the tale. Their merchant-captains and masters of magik keep the vessels safe, pursuing pirates and attackers to the ends of the world. In the pursuit of a pirate or corsair is the only time Cirthian will turn away from a profit or the chance to deal. They suffer no one or thing that will attack their shipping or trade factors on land, though they tenacious, dogged reputation for vengeance is more known on the sea than without. The Cirthian League Guilds are famous, but mistakenly thought of as one great, singular entity. In truth, they are small and consist of little more than a family. Those with a common interest build ties to bond into one guild but fight to keep their individuality. The Merchants Guild, for example, is the most numerous and powerful in its influence, yet is made of hundreds of smaller guilds, some of which are further broken down even more.

**Religion & Power:** The nation is religiously closed

with the deities Borsala, Cat-Of-Fire, Boreas, and Tamareth dominating. Magik is viewed well and applied as is the technology they know. Psychic power is rarely spoken of and despised. Spiritualism is a source of fear and attraction to leaguers.

**Prejudices & Fears:** Cirthian leaguers worry about guild connections and their status within the guild, seeing this as a vast factor in life.

## DALLASTA

**Background:** Dallasta has only recently sprung to life again, after a period of dominance by Chrysolia, so many changes are expected as the cycles of time progress. The separation was recent and Chrysolia has fought the break away of the land that was once part of their realm with all their passion. Individuals raised in this culture gain the following:

- Dallasta Culture +15, Chrysolia Culture +15
- Dallasta History +20, Chrysolia History +15
- Read/write & speak Chrysolian and speak 2 other tongues.
- TL +1
- Military +3, Ride +3, Social +2, Wilderness +2

### CULTURAL INFLUENCES

Code of Conduct	National Pride
Chrysolian Heritage	Nobility (minor)
Cultural Fame (Stoic)	Religious Traditions
<b>Heroic Heritage</b>	Storytelling Tradition
Military Heritage	Virtuous Heritage
Monarchy	Warrior Traditions
Mountain Born	

**Dress & Decoration:** Clothing comes in many fashions in Dallasta depending on social status. Dallastans retained the use of the lèlèmon, though they call this voluminous, long quilted garment a hosseamelé.

**Outlook:** Something purely Dallastan in origin is their sangfroid. They have the stiff upper lip and seeming endless capacity to put up with unspeakable and terrible hardships, embracing it with a cheerfulness that is almost pathological in intensity.

**Society:** Dallasta is a nation centralized under a queen and supported by a ruling class of wealthy nobles, civilians, and successful military leaders. The government as a whole is run in a militaristic and authoritarian style, where laws are strict but fair and even, applying upwards as well as down. Many of the mechanisms in place in Dallasta retain their strong roots to Chrysolia and the laws are very similar at this



## DREAMING ISLES

time. All nobility of the realm are landed, currently through the queen's will, and she has handed over lands to many victorious generals who have won battles against Chrysolia. She favors the title of siege lord, like her rival Chrysolia, and hands them out frequently to those who gain favor in her sight. The old noble lines of Dallasta have sprung anew, but the queen has not said one way or another whether these lines will gain her acceptance, as she retains all power to accept or deny the right of noble blood to bear weapons, own land, and make war in her name.

Queen Adrailese is very visibly bitter toward many of the old nobility of Dallasta for their failure to keep her family in power, and the Nine Lords, those who betrayed Dallasta near its fall and fled the field before Chrysolia at the end of the War of Sorrows bear her eternal ill will. Perhaps only the chivalric ideals she learned in Talafar has kept her from outright annihilation many of the older noble lines that have crept back into Dallasta proclaiming their allegiance and desire to serve the queen (as well as gain their lands and prestige back). Her desires are not certain on this yet and they play a dangerous game lengthened by the continued warring with Chrysolia that distracts the queen. The queen rules with a firm, personal hand in the affairs of all her nobility and people, something neither of which are familiar to either of them. She has a special core of envoys she calls Salamanders, which are the direct extension of her will to the nobility. Drawn from their own ranks and from a select few she designates, she uses them to support nobles she likes or prepare the path to halt any rebellion of discord, and any number of other things. Queen Adrailese also has another very new sect of ambassadors she sends out to the commoners called the Queen's Hand. This organization is semi-military and is heavily picketed with religions and their priests. Still, the queen desires they go out to the people to bolster support for the cause of Dallasta, and for her, personally, so as to not have a return of the acid feelings under her family that caused the Nine Lords to break on the field and her grandfather's own brother to turn against him. They spread the word of her policies and ensure people know why and for whom they fight.

**Religion & Power:** Religiously open with the religions of Megalon, Vanaan, Lady of the Silver Moon, and Ta-Taru in power. Technology, magik, spiritualism, and psychic power are viewed with suspicion if not negatively regarded as dishonorable.

**Prejudices & Fears:** The pedigree of a person's line is important in Dallasta, a carry over from Chrysolia not yet stamped out.

**Background:** The history of the Dreaming Isles is old, its hoary origins written in blood, misery, and evil. The first kingdom ruling its shores was a bitter darkness that blighted the islands and mainland, carving out a great empire. It fell in the chaos that revolved around the Interstellar Wars but another empire soon rose to power on the isles. They too were heirs to a dark legacy, perhaps taken from the ones who had dwelled on the isles before them. This empire, while similar in style was nowhere as powerful or grand, and fell as the Shadow of the One cast its dark shadow over the land. Overmatched, it decayed in its grip and was gone, fallen into history. Others have come and gone but the latest nation to claim the throne of the islands is a brighter one than most. Even so it still lies in the shadow of the darkness that will never quite shake from the islands. Nowhere near as ambitious as its predecessors, this nation has stayed sleepily content with its internal disputes and lazy colonizing of the islands stretching eastward. This has afforded enough adventure for its adventuresome and given an outlet for the restless feeling that dominates many in the land.

- Dreaming Isles Culture +30
- Dreaming Isles History +30
- Read/write & speak Melos, Amazonian and Low Elven and speak 2 other tongues.
- TL +3
- Arcanology +5, Engineer +3, Mechanic +2, and Military +2 and Social +3

### CULTURAL INFLUENCES

Arcane Birthright	Imperialism
Arcane Heritage	Industrious Outlook
Arcane Legacy	Maritime Heritage
Arcane Traditions	Medical Lore
Battle Mandate	Military Heritage
Citizenship	National Pride
Commercial Mandate	Plutocracy
Courtly Ceremony	Recognized
Cultured	Religious Heritage

### Dreaming Isles Ancient Legacy

Renaissance	Warrior Birthright
Engineer Birthright	Warrior Traditions
Engineer Traditions	Well Educated
Harsh Political Climate	

**Dress & Decoration:** The people wear fitted tunics, hose, or breeches and often tasseled robes embroidered with small repeated patterns or rosettes. Headbands of wool, stone, gold or metal are worn to



show status. Boots predominate due to the old scourge of snakes on the island. Islanders are fond of lacing, buttons, and ties to secure clothing and enjoy the use of brocade, velvets, and other materials to add style and taste to clothing.

**Outlook:** Islanders in general are quiet, tenacious, & scholarly, but equally enjoy games, races and athletic and military pursuits. The theatre is highly enjoyed in the isles as is displays of magik and technology, where many an enterprising inventor or aspiring wizard can often find sponsorship by an admiring patron. While of calm mien mainly, if they should feel their honor is besmirched, or another sullies the family name, it could spark off a decades-long blood feud. To counter these frequently bloody decimations, ceremony has grown around ending feuds during one of the many festivals of the islands, where aggrieved parties can seek satisfaction or pardon.

**Society:** The Dreaming isles are a vibrant land, sleepily content in its superiority of the seas and the lands it controls. While in the past the kingdom dabbled in colonialism, the spur to do so has long passed and they regard their most successful colony, Ghorfar, with a mix of condescension and a little pride. The individual islands are considered provinces governed by nobles who give fealty to the monarch. Most grants of nobility are titular and without lands, but the families involved often can stretch the history of their bloodlines deep into the past. The play between the nobles is an old game, sleepily played in languorous plots and stratagems whose original goals are long lost after they are played to the end. The nobility have formed parties in which to influence and pressure the throne, often having a great say in the politics languidly whirling around the kingdom. The current leading party is stiffly opposed to anything outside their nationalistic drive and for colonizing further in the islands dotting the great eastern ocean.

**Religion & Power:** The nation is religiously closed with Tamareth, Ta-Taru, Borsala, Megalon, and Azaerawe in power. Recent religious dissention has ripped the lands and the growing conflict is a tangible atmosphere in the isles. The monarch is angered that many of the populace do not share his view of the goddess Tamareth. He has reacted poorly to his people's attitude towards his religion. Violence is very likely to erupt over the issue, especially from the followers of Ta-Taru who previously held the position as state religion. Magik is prominent, well regarded, and considered is a fine profession. Technology is more subtly seen in society, though engineers are as equally regarded as wizards. Spiritualism and psychic power are well regarded but player a lesser role due to the dominance of magik

and technology.

**Prejudices & Fears:** Islanders feel superior to other nations and peoples and are not afraid to let it show in conversation or actions. This has led to more than one conflict with other nations, specially the Misty Isles and its former colonies.

## FALOHYR

**Background:** Falohyr is an old nation, with a sense of destiny extending back into the crumbling pages of history. The land was not always known by the name Falohyr but it has always played a part, by design or fate, in the tapestry of events surrounding Khaora. Beyond its interesting early history, Falohyr is best known for its part played in the beginning of the Nexus Wars. Its sages are attributed with discovering the nexus gates in Arduin. This proclamation prompted the beginning of the 10,000-year long period of wars, battles, and conflicts called the Nexus Wars, which only finally ended after the signing of the Accords of Arduin. When peace was finally brokered were among the first to come to the peace table. Their willingness to lay down the sword gave more than one other nation pause to consider as well. Falohyr also played an important, if neutral part in the Gods Flood in Khorsar. They chose not to seize land from Khorsar in the confusion of her flooding by the hand of the gods. The monarchs returning to power in Khorsar took note of their neutrality and overtures of peace have been considered between the two normally hostile nations.

- Falohyr Culture +30
- Falohyr History +20
- Read/write & speak Falohyrian and speak 3 other tongues.
- TL +1
- Pneuma +2, Religion [Know] +2, Social +3, Vnidkrea [Know] +5, Wilderness +2

### CULTURAL INFLUENCES

Agricultural Heritage	Inheritance (small)
Arcane Heritage	Military Heritage
Arcane Legacy	Monarchy
Arcane Traditions	National Pride
Ascendant Religion (Amarydion)	Nobility (landless)
Engineer Traditions	<b>Nobility (minor)</b>
Faerie Heritage (Seelie)	Plains Dweller
Falohyrian Elf	Recognized
Feudal	Religious Heritage
Heritage of Perseverance	Religious Mandate
<b>Heroic Heritage</b>	Religious Traditions
	Well Educated



**Dress & Decoration:** Falohyrian dress is related to Morvaenian dress, and the universal fitted tunic, trouser and hood is common in Falohyr. Beyond the basic tunic, men and women alike wear full length cloaks caught at the throat or over the shoulder, and women favor long bands of cloth wrapped around the body to compliment open or tight shirts and vests. In the south around the Prismatic Mountains women have taken to wearing a form of mini toga over the upper body, using the folds to indicate marital status and fertility. This is a new fashion introduced by trade but few others have taken hold against the traditional garb.

**Outlook:** Falohyrians are great believers in the ordainment of fate. Falohyrians tend to value their strength and wits above all things, and see weakness as something to be eradicated. This makes others more than not see Falohyrians as aggressive, arrogant, and quick to temper. Falohyrians have a very strong sense of nationalism that will even come before blood feuds should invaders or outsiders threaten the land of their fathers. Falohyrians also display a strong commitment to family and their rulers. Falohyrians will take this to an extreme level, sometimes living through the actions of nobles as if their lives have no meaning or value to them.

**Society:** The monarch seated on the Gryphon Throne rules the land with a feudal hold over landed nobles who plot and liaison against one another and surrounding countries. The Colleges and Guilds have a very strong hold in Falohyr, involved in politics at one level or another, mixing with the noblemen and the king to gain advantage and influence. Falohyr's location in the heart of the continent provides it with several natural borders in the north and south that provides protection, and allows it to concentrate on expanding its influence. The requirement by the crown for all nobles to have lands commensurate with their titles has fired younger sons for generations to push against the borders and each other to carve away lands. Positioned between the two mountain chains (The Prismatic and Heaven Wall), as well as the Withered Lands provide only few outlets for enthusiastic nobles desiring to expand their domains or for those who struggle to attain noble status. This puts them in direct conflict with the neighboring states, and the kingdom is on uneven footing with one or another, if not both at any given time. A powerful fact of Falohyrian life is the omnipresent religion of the Earth Mother, Amarydion. Her priestesses play a mediating influence on the lives of Falohyrians, often quelling the flames of war and avarice—usually to suit their own devices. More than once they have equally raised banners to chastise the

neighboring counties. From Arduin to Khorsar, each has felt the bite of her call to arms. Aside from their kingdom wide influence in politics, the religion of the Earth Mother is highly regarded by the commoners of the land, and features heavily in their lives, especially those who dwell in rural areas. The Elven nobles are on the rise in Falohyr again, and are the cause of current events in the kingdom. Many Elves moved into the land both during and after the Nexus Wars. At one point, an Elven king sat on the Gryphon Throne until removed by a council of nobles. This was a bloody time in history for Falohyr and the act shattered the power of the Elven nobles in the land. Yet, over time and with great patience they have reemerged and grown strong once again. The Gryphon King watches them carefully, as do many of the other noble coalitions to see what moves may come from their growing strength. They fear many things, not the least of which is a traitorous selling out to Arduin, taking with them the Prismatic Mountain range region of Falohyr. Vridkrea is the national sport and pastime in Falohyr. Every city and settlement of any size has a permanent courtyard for vridkrea, and smaller hamlets and villages have somewhere they use as a temporary one. The rules are simple: differing teams attempt to move a hard ball into an opposing team's part of the court and strike one of three markers set for this purpose. This is more difficult than it appears, as they cannot use their hands, feet, or shins. While any number of teams can play only one ball is in play at a time. Once a team loses its three markers, they are eliminated from play.

**Religion & Power:** Religiously open with the religions of Amarydion, Emerald Star Cult, and Eru prominent in order of strength. Falohyr is the seat of power for Amarydion and the religion is dominant but allows for other religions without persecution. Technology, spiritualism, psychic powers and magik are viewed well and applied in life where possible.

**Prejudices & Fears:** The belief in the weaving of the skein of one's life is strong, and Falohyrians know the futility in struggling against one's fate with a finality that reaches into their bones. Their belief plays in many aspects in their lives especially concerning their status in life. Falohyrians will accept without struggle their birthright, well or bad as it may be, but do not lay down the fight. Belief in destiny takes many forms and Falohyrians have split along all the different lines of thought behind each. This factor more than any other grips the lives of Falohyrians, noble or not, and dictates their path in the pursuit of life and destiny. In this disparity of views, there are two major divisions of thought. Fate preordains a



person's lot in life, and whatever is given is in the weave. The other is a polar opposite and decries such acceptance, saying the skein of life is woven indeed, but its weave is unknown to any but the gods. Only in the search and struggle can a person find the path set before his feet in the tapestry of life.

## GHANDAMAHL

**Background:** Ghandamahl is a land where the earth holds spirits of the departed and groans with the weight of the dead. Its very earth is a deep, dark soil changed by the uneasy sleep of those departed. Sentient beings that die and pass on here do not go to the eternal limbo between the ethereal plane and the world but instead are trapped in the dark, dark soil of the land.

- Ghandamahl Culture +20
- Ghandamahl History +25
- Read/write & speak Ghandamahli.
- TL +1
- Pneuma +10, Social +5

### CULTURAL INFLUENCES

Agricultural Heritage	Cultural Fame (Feared)
Aloof	Cultural Fame (Stoic)
Arcane Heritage	Medicine Folk Lore
Arcane Traditions	Religious Heritage
Aristocracy	Religious Traditions
Cosmopolitan	Spiritual Heritage
Courtly Ceremony	Storytelling Traditions
Cultural Fame (Disciplined)	Superstitious

**Dress & Decoration:** Clothing is subdued except during celebration, when it is bright and joyful. The number, beauty, and display of layers of clothing are used to display wealth, for males and females alike. The very rich often resemble decorated peacocks when dressing to impress. Ghandamahli usually wear coats, trousers, and skirts. Their clothing is usually made of cotton, linen and silk. The colors are usually black and blue, and the styles are usually very simple. Ghandamahli wear shoes but only in travel or harsh terrain. Otherwise, they go barefoot or wear sandals. They also have a traditional torso wrap made of silk that is roughly shaped like a fist. The width of the fist is wrapped around the waist and tied with a silk belt while accompanying silk ties come together behind the neck.

**Outlook:** The people have a heavy belief in spiritual worship because of this and appeasing the spirits is a powerful and necessary belief. Not doing so can incur the wrath of the spirits who rise and cause

mischievous, destruction, or deaths. This is an omnipresent fear for the Ghandamahli and they walk, work, and live with this constant presence in mind. There are entire regions of Ghandamahl that are unoccupied due to events in the past that have angered enough spirits that they rise up and devastate the dwellings of an area or wrench the life from the living. Considered haunted, cursed, and worse, Ghandamahli call them Nibúlu Guéngo, or 'wretched earth' and avoid them at all cost. Sometimes other things cause such a place to appear, most often plague or battles between armies: two things Ghandamahli avoid at all costs. Ghandamahl has not entered a war for such reasons for ten-cycles because of this very fact. If the despoiling oppression of the land was self-contained, Ghandamahl's adjacent countries would little care under what yoke Ghandamahl toils. This is not the case. Instead, yearly the influence of the land creeps farther and farther out, inching into lands of other countries and creating angst between Ghandamahl and its close neighbors. Due to the affliction in their land, Ghandamahli have learned to control their appetites and emotions. Ghandamahli will keep calm and peaceful means at all times, and only the greatest of terrors or happiness moves them. No matter their inner turmoil, they keep such chaos within. They speak with subtle undertones and dislike speaking directly. Their meta-language is full of innuendos, subtleties, and overtones to intimate the myriad layers upon layers of communication the Ghandamahli apply when they converse.

**Society:** Everyone who is born in Ghandamahl understands the weight of destiny and their future. All things are set on the wheel of fate and its track is preordained. People are born into a particular class determined almost wholly by accident of birth, and the professions open to them are limited accordingly. The highest nobles are those born in the class of the Heavens. As they are within the house of the divine, they have large and manifest powers. This class can own large amounts of land and are often in a high position in government or in the court of aristocrats that rule the land. Sometimes both positions can reside with a single noble but this a rare occurrence as Ghandamahli identify highly with their positions. While the government posts take care of the affairs of country, the court of aristocrats administers to the people. They determine many things for Ghandamahli but perhaps their greatest power lies in full session. Here a full court can raise or demote a person deserving to a higher class, or undeserving to a lower one. This power is never used without debate and prior proceedings, for it means the council of



aristocrats is changing the fate and destiny for an individual – something never done lightly.

The next class of Ghandamahl is of the Land. This is the middle nobility, moderately wealthy and owners of land. To them is given the duties of caring for the land of Ghandamahl and to quell and lay rest the spirits. Many of these middle nobles are wizards, priests, rune weavers, and rune singers. In their hands is given the lands and its talents, one of which is the power of magik and the ability to act as channels of the gods. They are given great respect for their talents as well as the tasks given to their care by fate. Below class of the Land is that of the Salt, and it numbers among the most numerous of the castes. This caste is what goes for the middle class of Ghandamahl and includes all the merchants, self-employed, artisans, farmers, peasants, and all others not slaves. These are literally the salt or lifeblood of Ghandamahl. They are the commoners of Ghandamahl and care for all things that drive and nurture the land. Slaves fell into the class of Beasts, and are treated as such, though care is taken so as they are not slain to return as a restless spirits poisoning the land.

**Religion & Power:** Religiously open with the religions of animism, spiritualism, Xuanth, Vedic Mysteries, and Shagrath dominating. Technology is little known, psychic powers are considered to come from spiritual possession but magik is well regarded

**Prejudices & Fears:** Ghandamahli fear the spirits, for their power and respect them accordingly.



## GHORFAR

**Background:** Ghorfar is a vibrant monarchy standing as the north most civilized nation on the continent. The country is a land with distinct ancient ties to the Dreaming Isles; protected by the high shoulders of mountains and its strong army, Ghorfar is a fertile, vibrant country of powerful magicians and plentiful nobility.

- Ghorfar Culture +25
- Ghorfar History +30
- Read/write & speak Ghorfarian and speak 3 other tongues.
- TL +1
- Arcanalogy +4, Military +2, Social +5

### CULTURAL INFLUENCES

Arcane Birthright	Harsh Political Climate
Arcane Heritage	Heritage of Perseverance
Arcane Legacy	Mercantile Traditions
Arcane Traditions	Monarchy
Commercial Mandate	Mountain Born
Cultural Confidence	National Pride
Determined	Nobility (landless)
<b>Dreaming Isles Ancient Legacy</b>	
Dreaming Isles Heritage	<b>Nobility (minor)</b>
Gladiator Customs	Religious Traditions
(Criminal)	Social Mobility
Gladiator Customs	Well Educated
(Professional)	

**Dress & Decoration:** Ghorfarians wear fitted tunics, hose, or breeches and often gilded robes embroidered with small repeated patterns or designs. Silk or linen chemises and under tunics are common garments in the winter months as well as the addition of heavy furs or cloaks. Headbands of wool, stone, gold or metal usually accompanies and shows status. Boots predominate due to the land and the climate. Ghorfarians use buttons, hooks and ties to secure clothing, use fur trimming, layers, heavy padding, and other materials and tricks for warm against the weather and to add style and taste.

**Outlook:** Education is highly respected and Ghorfarians have a national pride in their language, both for its widespread use and recognition as one of the premier arcane tongues for wizards.

**Society:** Ghorfar is a feudal patrilineal monarchy with High Council of Lords as the primary operating arm of the government. On the council sits the twelve Dukes of the land as well as a thirteenth, who is the current monarch of the land. The High Council supports one family or another to the position of



Arch Duke who is then crowned for a cycle's worth of time. Theoretically, one family could hold the position for hundreds of years if they could keep up council support during the period. In actuality, an unwritten agreement between all the Ducal Houses allows every family to have the crown, in turn, on a rotating basis to prevent the eruption of feuds or such domination by one Ducal house. This ensures no one family can become the absolute power in the land and everyone shares in the royal wealth. The chosen monarch leaves their Duchy to take up residence in the royal palace at the nation's capitol of Corybyar. He parts the strings of connection with his Ducal armies, an important fact enforced in ceremony and oaths to the gods. This stems from early years where Arch Dukes attempted to rule the land by combining their previous armies with the standing royal force. Under each Duke are a number of titled nobility such as Barons, Marquis, Counts, Siege Lords, and landless knights. Those claiming knighthood usually only have largely symbolic and hereditary titles handed down from father to son. This is not always the case and a few landed knights still exist in the Ghorfarian noble roles. Landed nobility are required to maintain troops, appoint magistrates, and tend to their lands for the kingdom. The nobility also leverage for positions of power within the economic framework of Ghorfar. This ambition and competition couples with intrigue to gain power, resulting in fierce, even deadly contests of will. Each of the cities and large walled towns in Ghorfar has semi-autonomous mercantile councils rule to run them. Each Guild has a representative on the council and the council then appoints a city mayor. These mayors answer directly to the crown, bypassing other noble authorities and provide an outlet to the crown around the other nobles. Gladiatorial games are very popular and all cities have arenas of one size or another. A majority of the games are non-lethal but the heart of the games is the fighting between the gladiators. The gladiators are drawn from the ranks of condemned men, usually prisoners taken in war and escaped slaves but in their number are a few who come to compete by choice.

**Religion & Power:** Religiously open with the deities Borsala, Skirin, Megalon, Lady of the Silver Moon, Fahde, and Justinom dominating. Technology is known but seen as something from the ancient times. Magik is the true power and it towers over the others, keeping spiritualism and psychic power in its shadow.

**Prejudices & Fears:** Deodanths were at one time quite a scourge in certain areas of Ghorfar. After a period of bloody warfare and a treaty 800 years ago, Deodanths have all but faded away from the minds of Ghorfarians. Still, lone travelers and small parties

occasionally disappear, and the 'Black Demons That Walk Like Men' are the dread bogeyman to all Ghorfarians to this day.

Ghorfarians feel they are the true heirs to the legacy of the Dreaming Isles and fight with Chund over this fact. Ghorfarians believe they are the best in the magikal arts and take affront when others do not agree.



## HÖHENARÉ

**Background:** Sickened by the depredations of the great wars wrestling across the land especially in the south around Arduin entire families of Elves uprooted from ancestral lands and moved northward. Some left by choice and others with the specter of death and murder chasing behind them eager to dine on their bones. South of the Shangulurians and west of the Tremble Heart Mountains in the deep forests others looked upon with fear, a home was made. Höhenaré grew into nation over time, the differing Elves finding comfort in the company of one another, and soon formed a new nation under a new king. Not without challenge, of course, as not all looked eagerly upon another Elven nation, or mistakenly thought the Elves may have taken the secret of the Nexus Gates with them to their new home. Eventually, the wars ground to a halt and when the Arduin Accords were signed, Höhenaré was among the first to agree, for many within her forested realm once called Arduin home. Times were good then as the world sought surcease from battle and the flags of war adorned halls instead of the fields of battle. Höhenaré felt the touch of peace for the first in a long time and they have fought to maintain it since.

- Höhenaré Culture +30, Wood Elf Culture +20
- Höhenaré History +30, Wood Elf History +20
- Read/write & speak High and Low Elven and speak 3 other tongues.
- TL +1
- Beast Ken +3, Social +5, Wilderness +5, Long Bow [Weap] +3



## CULTURAL INFLUENCES

Arcane Heritage	Military Heritage
Arcane Traditions	Missileer Heritage
Beast Tamer (Golden Owl)	National Charge
Community Spirit	(Recover Artifacts)
Cultural Confidence	National Charge
Cultured	(Elven Survival)
Faerie Heritage (Seelie)	National Pride
Forest Born	Religious Traditions
Guerrilla Fighter	Rich Crafting Legacy
Individual Path	Self Taught
Martial Art (Aerillion)	Silver Shang Elf
Medical Lore	Warrior Traditions

**Dress & Decoration:** Functionality is the central idea behind most forms of Höhenaré dress. Riders typically wear soft hide trousers, which lace in the front and commonly accompanied by a belt that is hung with pouches. The Höhenaré linen shirts lace at the neck and are close fitting. Boots are worn to give added traction and softness to the step while keeping the feet relatively cool. Many Höhenaré wear light cloaks or caps pinned at the neck, shoulder, or both. For times of ceremony, Höhenaré will don a long robe, elaborately worked with thread into patterns of life and made of the finest material available. Höhenaré revel in the use of color to compliment and enhance their forms. They enjoy the entire range of color and apply such hues to everything they make or use. Equally fond in Höhenaré culture is the arrangement of hair and its decoration.

**Outlook:** Höhenaré guard their cities and their land as carefully as they guard their children and see them with almost an equal paternal light. Frequently, a Höhenaré will declare his city with equal pride as his nation, counting it in part of his lineage. Höhenaré are proud and happy but not in an overly frivolous way. They delight in the land, enjoying its bounty, and horses, which they hold quite dearly. Long lived, they have patient view, but if angered will the grudge for a millennium. As a nation of mostly Elven composition, they are a rarity in a world of more populous races and are extremely unremorseful in what it takes to ensure their sovereignty stays intact. They learned well this need in the Nexus Wars, and many of the Elves that seeded Höhenaré had roots in that fair Elven country. Watching their homeland bleed Elven blood and die under the hands of invaders has emphasized the need for control and deterrence on a scale none dare threaten. This need has Höhenaré Elves leaving their home every year, seeking the world for the lost Elven treasures, hoping that in the relics lost in the past wars there lays the hope to ensure Elven survival through the threat of

overwhelming retaliation. This drive is the nation's soul and totally consumes many Elves.

**Society:** Höhenaré is greatly isolationistic, though events have pulled it from this state many times. Quarrelsome neighbors such as Hyrkhalla, Morvaen, and even Kyr push and jibe to expand their borders, thrust to do so by the internal and external pressures of their individual nations. While all these nations and others have invaded, none have pierced the verdure fastness of the Silver Shang that keeps Höhenaré strong. The Silver Shang Forest is the redoubt and strength of Höhenaré, and almost all the cities of the land lie within its canopied stretch. Their cities are considered quite beautiful (or despised, depending on your outlook) and are engineering marvels blending a mix of wood and stone into fantastic creations. Höhenaré build with the pulse of the world, taking advantage of what Khaas has provided and rarely alter the course of the land or the forest to suit their own needs. They build cautiously, taking time to sculpt wondrous creations, enhancing architecture with their skill to give a sense of openness, solidity, and beauty in everything.

**Religion & Power:** Höhenaré is religiously closed with the religions of Eru, Pegonus, and Piadahr the strongest. Magik is considered the true power, especially rune magik while technology and psychic power are considered lesser. Spiritualism has a low level influence and is well accepted, if little spoken with foreigners.

**Prejudices & Fears:** They fear the loss of their homeland and feel powerfully all things Elven should be in Elven hands and no others.

## HYRKHALLA

**Background:** Hyrkhalla is a bloody, vibrant nation with a checkered history of broken promises and aggression, well known for their savagery in battle and ruthless, blunt diplomacy. Heir to a bloody and violent history, Hyrkhalla sits north of Viruelandia and contests with the great nation as well as all of its neighbors. The fighting is almost good-natured on by the Hyrkhallians, and they bear no grudges if they loose, which happens more often due to internal strife than anything else. More than once Zirhaine, Viruelandia or Höhenaré has felt the savaging of Hyrkhallian teeth, only to find them leaving the field to deal with some internal strife not too long after.

- Hyrkhalla Culture +15
- Hyrkhalla History +5



- Speak Hyrkhallian and use Amazonian for writing. Speak 2 of Morvaenian, Viruelandian or Arduinian.
- TL +1
- Athletics +3, Combat +3, Guard +2, Military +2, Wilderness +2

## CULTURAL INFLUENCES

Amoral Tendencies	Military Pursuits
Battle Mandate	Military Traditions
Beast Tamer	Passionate Spirit
Border Life	Ruthless
Criminal Heritage	Social Mobility
Cultural Fame (Vicious)	Superstitious
Cutthroat Society	Warrior Birthright
Martial Art (Hndyn-Kcor)	Warrior Traditions
Military Heritage	

### Arduin Legend: Elven Maiden Simullaque

When the Elves fled Arduin for during the Nexus Wars after the fall of the Dawnstar Kings they trekked northward through their bitterest foes, the Morvaenian, slipping like thieves across plain and mountains until they entered into the foreboding Silver Shang Forest. At least, foreboding to all else. Their distant kindred within, the Elhkyn Seelie, welcomed them, healing the wounds of the war, shrouding them for a time in the mists of peace. The Elhkyn Seelie faded from the world after time some some Elves took upon themselves the strength of the Seelie, taking a part of their house and power. Simullaque was one such, a noble among Elves, both in blood and in demeanor. In her long life she retrieved many of the lost treasures of the Elves and was the subject of many wild and wondrous tales. Her greatest is perhaps her last, where on the Fifth World Ring Quest, she wrestled the undead Sea Giant King of the Crimson Current to a standstill to free their ship. It was not without price, though and he in turn took her eyes and hair, tearing them from her face and head. Blinded and blooded beyond care of life, she cast her fury into the ocean, riving it with her anger and power. Slain at last the undead giant fell and she took from him the hairs of his beard, weaving them into foam colored locks to replace her own. Tired at last of adventure, she returned to her first love, the Silver Shang, and dwells there still.

**Dress & Decoration:** Hyrkhallian garb is rustic and simple when compared to more flowery dressing of Morvaen or Viruelandia, and the Hyrkhalla tend to be snide in this lack of appreciation for different nations' garb. Standard garments for Hyrkhalla is sturdy trousers with an open tunic fastened by a belt, often studded with metal or stones to show wealth or status. Hyrkhallians in general are not inclined towards non-military accouterments but do still seem to enjoy small, unembellished ornaments of ivory, bone, and like materials, especially fillets and holders for their hair, which they wear in long braids.

**Outlook:** The intrigue and scandal often found in other courts is regularly seen lacking in Hyrkhalla. They are direct to the point of bluntness and often coarse in speech and manner. They are aggressive to one another and to outsiders, and their system of law is as equally aggressive and final as their culture. Strength and power matters more than truth or justice, and all too often those with either of the two can get away with murder, rape, theft, and other criminal activities. Disrespect, however, is one arena where all are seen equal, especially when it concerns women. While men are often openly contemptuous towards one another as a display of bravado or companionship, this does not apply to women, even women warriors. Here is where no Hyrkhallian will brook disrespect towards a woman. If she bears arms, she is expected to seek her own justice. If she does not, then those who do and witness the act will do it for her. Aside from this archaism, women of the land are considered same as men in all ways – fighting equally, living equally and having the same rights to nobility and the continuation of their line.

**Society:** Hyrkhalla is sometimes called Wolf's Land, primarily due it's soldiers who wear the full pelt of wolf: head, tail and all, and wear the teeth, claws, eyes as accouterments. Their savagery in battle is matched only by their fierceness of culture. Hyrkhallians dwell under a loose form of monarchy with a king that switches every few years due to the many bloody skirmishes that break out over the wolfshhead crown. Monarchs are usually drawn from the domains among

what Hyrkhallians consider nobles, though this is not always the case. Attaining nobility in Hyrkhalla tends to lean towards slaying whoever is in charge of the area you want to claim and declaring yourself in charge instead. Equally occurring is the usurpation of lands through the strength of arms or dominance of politics. The Hyrkhalla practice Lgarytiet, where one noble with enough power can subjugate another and form a bond of servitude. Those bound to service under the Lygarytiet are considered one with their Srlminyor (lord) as far as an accounting of lands, warriors or goods. Such bonds are only broken by death or the passage of ten generations. Hyrkhalla has no strong social divide outside of the gulf between those free and those who dwell in slavery. Their society breaks approximately along three lines: the nobility (including the King and his immediate family), the commoners (freemen, merchants and small landholders), and the enslaved. Nobility are the primary landholders and tend to possess the most sizeable expanses of land. They are directly responsible to the current king (under Lygarytiet any noble beholden to another is considered one and the same as the Srlminyor in the relationship of the two) and collect taxes, muster troops and upkeep the land. The king maintains a large central army and no noble can exceed or match the size of its garrison (though some come close). Nobility are given great leeway (mainly because most kings find it is next to impossible to control them) in their affairs. A few things are considered sacrosanct and within the authority of the king alone. These are the right to declare peace between nobles, but this is only done during a state of war with another nation. The right to demand troops and while nobles can delay in providing troops they cannot refuse in providing them without invoking the enmity of all other nobles in the land and paving the path for the king to declare them a hndyn-conryl, or diseased wolf. Lastly, the king has the right to demand a noble provide a show of force. When a Hyrkhallian King demands a show of force, he is checking a noble's loyalty. The king sends an amount of his own troops to garrison the noble's lands and protect them from any harm while the self same noble musters his own soldiers and appears on the Succubi Plains (if in the north) or the Silver Boar Plains (in the south). This tactic has been used several times in Hyrkhalla's past to end more than one presumptuous noble's life.

**Religion & Power:** Religiously open with Tyl-Rhaen (state religion), Megalon, Machichrondahr, Bharkanis, Fennis, Loki, Odin (Temple of Iron), and Amarydion dominating. Technology, Magik, psychic

power and spiritualism are looked upon favorably and used when its advantage is clear, especially in battle.

**Prejudices & Fears:** Wolfings are rare in Hyrkhalla but considered children of the gods, and treated with a near semi-divine reverence. This depth of feeling is a sword that cuts both ways though. Hyrkhallians expect from a Wolfing all those traits they imagine and venerate: almost divine ability in battle, courage and daring. A Wolfing can find a golden path in Hyrkhalla, the Wolf Land, but will find almost all Hyrkhallians testing them at every opportunity until their prowess is widely proven. Totally Opposite of the Wolfings is Deodanth: who is hated, reviled, and bitterly attacked on first sight. The Black Demons that Walk on Two Legs are universally despised and given no mercy by any lest they be given the same punishment levied upon the Black Demons. Deodanth are shriven, quartered, burned, and the ashes of their remains thrown into the rivers.

## ITHALOS

**Background:** Ithalos is an old country with a distinguished history, known for its political and diplomatic acumen in all situations. Ithalos has a proud history of people who have left their mark on the broad scope of history. Its current cycle of history is one of isolationism.

- Ithalos Culture +30
- Ithalos History +30
- Read/write & speak Ithalosian and 2 other tongues.
- TL +1
- Clandestine +1, Orate [Perf] +3, Act [Perf] +3, Social +5, Urban +3

### CULTURAL INFLUENCES

Arcane Heritage	Inheritance (small)
Arcane Traditions	Martial Art (Coichit)
Athleticism	Mercantile Traditions
Border Life	Military Heritage
Culinary Heritage	Monarchy
Cultural Confidence	National Pride
Cultural Fame (Diplomatic)	Noble (minor)
Cultured (Philosophy)	Passionate Spirit
Gladiator Customs Criminal)	Religious Traditions
<b>Gladiator Customs</b>	Warrior Traditions
<b>(Professional)</b>	Well Educated
Harsh Political Climate	



**Dress & Decoration:** Ithalosians wear warm, woolen cloaks over sleeveless tunics, shirts, and trousers bloused over or into boots or even breeches in the warmer months of the year. Color is worn to best reflect an individual's appearance and to suit the time of the year. Women use combs in their hair.

**Outlook:** Ithalosians enjoy knowledge and mystery, and typically are quite secretive about themselves while inquisitive of others. The art of spying and investigation is a high form here, and the fight to preserve privacy while piercing another's is something the Ithalosians do daily without thought. While typically diplomatic and subtle about it, from time to time pride is bent and honor besmirched; the source of most of the battles and duels in the land. Discussion of philosophy and the debate of existence is an exercise all Ithalosians often partake. It fits into the general belief in their superiority to all others in the matters of art, diplomacy, and intellect. They are consummate diplomats and have mastered the subtle pressures to a prime art. Sadly, this tends to only apply to foreigners, and Ithalosians are as ill tempered to each other as people are in other lands, the prized Ithalosian subtlety failing when dealing with one another. In contrast to their civilized and suave manner, Ithalosians delight in the barbaric displays of the arena. Beyond games of sport, races, and like displays, are the criminal gladiators, sentenced to fight in the arena as a punishment for most serious crimes. Perhaps most telling of Ithalosian growing fanaticism about the games is the many crimes ordinarily sentenced with death or long imprisonment are converting to sentences to fight in the arena. While this has a growing following in Ithalos, the arena games are by no means their only outlet for fun or recreation. Wrestling, or Ithalosian Coichit, is a particularly well-held pastime.

**Society:** The Ithalosian monarchy is based on a royal family whose bloodline is unbroken from the beginning of Ithalosian history. The royal family actively practices polygamy where it is otherwise illegal to do so under their laws. This has kept the royal family with frequent sons and daughters and ensured the royal line continues. Those who marry into the royal family are heavily scrutinized prior to admission and must be established nobility, i.e. landed families whose unbroken bloodlines stretch back at least 2250 years. All Ithalosian nobility is landed, and no new noble houses have been established in many years. The last house founded in Ithalos is still considered new, even though their founding was 5000 years ago! Nobles handle a majority of low-level administration in the government, and the problems they cannot handle are elevated to the royal courts.

They are also required to raise armies, taxes, and defend the land granted to them by the throne. All power stems from the throne or the crown and strict adherence to this fact is expected. Nobles swear to the throne or the crown (they are synonymous) instead of a monarch to demonstrate the perpetuity of the ruling line and not an individual king or queen. The expectation of younger nobles to serve the crown militarily is common, and many do so, earning distinguished positions and awards. This is the accepted path for young knights and noble sons, especially coals and stones of royal families. Coals are those noble sons that are extra to the perpetuity of the line but needed just in case. Stones are the bastards, by blows, or are just so far removed that they are near equivalent to the first two.

**Religion & Power:** Religiously open with the gods Diora, Megalon, Machichrondahr, Amardion, Galidos, Jaiquell prominent. Magik is accepted but psychic power is used widely in Ithalos. Spiritualism and technology are known but little used or regarded, seen as inferior to mental power and magik.

**Prejudices & Fears:** Ithalosians also do not tolerate filth, bad manners or shoddy workmanship. Streets and buildings in Ithalos are orderly and clean, the almost reflexive disdain for poor, dilapidated conditions and shoddiness ensuring it. Those who do not cling to this thinking are considered worthy of nothing but their uttermost contempt. Ithalosian arrogance is legendary and they are wont to turn a nose at what they consider squalor among other people.

## KHORSAR

**Background:** Khorsar is a homogenous land, with deep Dwarven holds in the Grey Mountains, wide ranging tribes on the plains that spread from the base of the Heaven Wall Mountains and high, walled cities in the fertile fields and banks of the rivers that nurture its land. The land is vibrant and strong, rich in history, national pride, and filled with fierce people unyielding to any hand but their own on the path to fulfill their destiny.

- Khorsar Culture +25
- Khorsar History +30
- Read/write & speak Khorsarian is and 2 of Ithalosian, Morvaenian, or Arduinian.
- TL +1
- Beast Ken +3, Ride +5, Social +2, Religion [Know] +2, Javelin [Weap] +3



## CULTURAL INFLUENCES

Agricultural Heritage	Hot Blooded
Beast Tamer (Horse)	Military Heritage
Code of Conduct	Missileer Heritage
Cultural Fame (Pious)	National Pride
Cultural Abhorrence (Technology)	
Equestrian Heritage	Plains Born
Facie Heritage (Seelie)	Plains Dweller
Five Metals Kobbitt	Religious Traditions
Gray Mountain Dwarf	Storytelling Traditions
Heroic Heritage	Warrior Traditions

**Dress & Decoration:** The Khorsarian overcoat is a leather garment used universally by Khorsarians in all walks of life. The overcoat is durable and has a padded lining that keeps you warm in the cold and allows ventilation in the hot. The overcoat is a widely exported icon of Khorsarian culture.

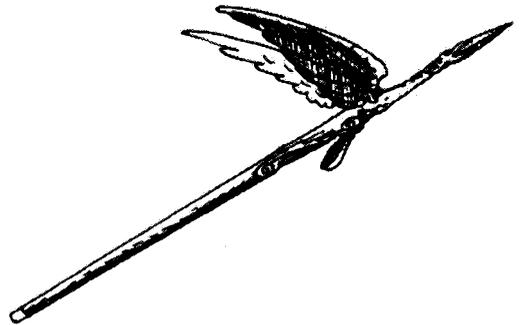
**Outlook:** Khorsarians are known for their pride and energy, but just as equally for their intemperance and reckless natures. Khorsarians abhor all technology and feel uneasy using even something as complex as a crossbow. The Great Inundation left a powerful fear and anger towards all things technological, regardless if most could not determine the difference between magik and technology. It is very common mistake made, and one that could easily incite a mob, ready to tear the offender from limb to limb. Gray Mountain Dwarves are perhaps the only exception to this view, a sort of lopsidedness to the Khorsarian mindset. As they returned to the country and fought Morvaenian annexation, they are given some leeway by the general populace and allowed more tolerance.

**Society:** In Khorsar's past, the land's rulers, not listening to signs and portents, cracked open the bindings of strange arcane technology taught by learned masters that came from far away via the Nexus Gates in Arduin. The magik of this crafting of metals, minerals, and essences burned through the land like fire on dry grassland. So enamored with this technology were the Khorsar that they turned away from the temples and thanes of the gods. Angered, the gods opened the firmament, sending streamers of water pounding on the heart of the land like hammers. In a day, from the Tourmaline Mountains to the Soul Moon Mountains, all was covered under water. The Great Inundation did not stop for a year, though it slackened greatly after the first day. The heart of the great kingdom was swallowed in water; her people swept away and with them the teachers and the arcane technology. The rivers crawled like worms across the land, shifting in their banks, some at times even running backwards as the wrath from above pounded the land low. When the rains ceased

the land lay raw and exposed, covered with a grey sheet of water from the Grey Mountains to the Heaven Wall Mountains near the ancient Oakendark Forest. The kingdom lay in ruins, its people scattered to the winds and its civilization wrecked and ripe for the picking by the vultures of its enemies that lay in wait. In the 75 years passing as the waters receded, many Khorsar fled, feeling their homeland cursed. That true to Khorsar, even against what they thought was the god's will, stayed and fought against Morvaen, weathered the whispers of alliance by Arduin to the Grey Mountains and many others. Hope sprung from the knowledge of a living heir to the royal line, who was rallying people to him in the country of Ithalos. Under his lead, the fierce horse riders of Khorsar and her people returned, amazed so much survived and mourning that which was destroyed. While the land lived anew with grass and flower, and the trees surviving the deluge raised palsied leaves to the sky, the Tyranchor Mountains were ringed with waters and the cities and settlements on the plain and heath were cast down in ruins. Rebuilding was harsh, but the king returned to his throne, assuming the ancestral powers given to the kings. There was much battle particularly with Morvaen. Only after 30 years of fighting were the Morvaenians pushed back to the Orichalcum Mountains. Only time, rebuilding, and war could return Khorsar to its prior heritage and her people took to this challenge with a will. Almost one hundred years would pass before Khorsar would feel her glory shine once more.

**Religion & Power:** Khorsarians revere Pegonus, Megalon, Eru, Piadahr, and the Lady of the Silver Moon. They accept magik, spiritualism and psychic powers but abhor technology. The Khorsar have not forgotten, however, why the calamity was wrought, and are unceasingly vigilant in destroying technology.

**Prejudices & Fears:** Khorsarians are an open people but have evolved a fierce protectiveness of territory, especially in light of history. They have sworn to never fail again and love no instruction not their own.



## KOZANGI DALES

**Background:** Many often see the Kozangi Dales as a brooding land with a mysterious and somewhat sinister air. In truth, this is not assisted by the inscrutable miens of the inhabitants, who when out of their country are often closed and forbidding to the curious. In their own land, they are quite different to both strangers and friends alike, open in greetings of 'Falhaine!' and the traditional wide spread gesture of arms that is the sign of peace and friendship in the dales.

- Kozangi Dales Culture +30
- Kozangi Dales History +20
- Read/write & speak Andinjul and 1 other tongue.
- TL +2
- Combat +3, Pneuma +2, Religion [Know] +5, Social +4

### CULTURAL INFLUENCES

Arcane Traditions	Religious Heritage
Ascendant Religion (Falhaine)	Religious Mandate
Courtly Ceremony	Religious Pursuits
Cultural Fame (Pious)	Religious Traditions
Cultural Fame (Feared)	Storytelling Traditions
Cultured	Superstitious
Kozangi Khai Shang	Urban Wisdom
Medical Lore	Well Educated
Military Heritage	

**Dress & Decoration:** Kozangi Dale's folk wear headscarves frequently and have an art out of wrapping them well and fashionably. Women will wear the traditional double dress with flaring angel's wings sleeves when not infected with foreign styles or the more abbreviate short garbs for the privacy of their homes or gardens. Men traditionally wear a form of straight leg pant with tunic, usually cotton, or linen.

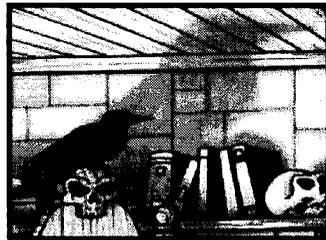
**Outlook:** Reverence for Falhaine is given daily and all the land comes to a quiet reverent peace during this time. Those trespassing on this hour are often slain outright with no quarter. Falhaine, the word of their faith, is used openly though never in cursing or oaths unless greatly moved or deadly serious.

**Society:** The Kozangi Dales is an ordered, sensual land, caught up in religious fervor and ancient traditions. Dales' folk are full of contradictions, a swirling paradox of countering contradictory rituals and traditions. They are strong in their sentiments towards cowardice, accepting death in order to avoid its taint on life and family. In full opposition is the

allowance for self-destruction: the path of protesting a great misfortune or a way to redeem honor or status. Polygamy is common, a badge of wealth and status. Male or female may partake of this custom, though prestige is still marked through the male line. The myriad Kozangi Dale habitual requirements for bathing, the cleaning, and rituals around that may freely touch their clothing without contamination are legion. Those of the realm have a strong belief in the old tales, sometimes viewing the world they dwell in as a dream, which must be lived through until a return to paradise. This view built out of the land's slow merging with the continent of Khaora across periods of time when it was present here and present in their previous land. The final convulse of the decaying nexus thrust them utterly into Khaas, an event they remember with fear and trepidation. To them, paradise is the land of the forefathers, the lost land – beyond reach in this world but not in the next. The dead are seen with a mixture of reverence and fear and only those consigned to death (typically any with fatal diseases) may touch the dead freely; afflicted of its taint already. There are exceptions to this, such as on the battlefield and in ceremony. Bodies are burned on high towers to release their spirits from the grip of the earth after a period to allow the carrion crows to pick at the body and release any evil bound within their corpse.

**Religion & Power:** The Kozangi Dales are closed religiously and follow Falhaine. Other deities are not revered though they may be acknowledged, like the vast ranks of spirits are recognized and honored, though not worshipped. Technology is little known. Magik holds a respected place but fills people with unease if displayed openly or ostentatiously. Psychic powers are respected and seen as an outlet of faith.

**Prejudices & Fears:** The Kozangi Dales folk have a powerful collection of beliefs around crows, ravens, and rooks. These creatures flock in great numbers to the dales and are provided with a certain reverence since they are seen as part of the transition for the dead. By law, none can slay one of these creatures unless the cause is clear and public before witnesses. The penalty is slow disembowelment followed by the staking out for the selfsame birds to devour alive.



## KYR

• **Background:** Kyr is a rich society of horse clans who gave up the traditional nomadic life on the grassy plains for a more settled life. The Kyrian kingdom is a collection of these clans who, by consensus, accept the rule of a titular king. One clan or another tends to dominate the situation, as the monarchy is handed to the most able, well thought of, and desiring among the clans.

- Kyr Culture +25
- Kyr History +20
- Speak the Kyrian tongue (no written form exists) and 2 other tongues.
- TL +1
- Beast Ken +4, Ride +5, Wilderness +4

### CULTURAL INFLUENCES

Ancestral Hatred (Vorgoé)	Passionate Spirit
Beast Tamer (horse)	Religious Traditions
Equestrian Heritage	Self Taught
Great Grass Centaur	Storytelling Traditions
Heroic Heritage	Superstitious
Inheritance (small)	Warrior Birthright
National Pride	Warrior Traditions

**Dress & Decoration:** Kyrans wear clothes made of leather and wool, warm coats, and furs as their cloaks. Women mirror men if they are a martial bent or wear different dresses and skirts, which are usually made of leather. Decorations are sought in jewels and bands of beaten metal and leather.

**Outlook:** Kyrans, by and large, are hard working, patient, polite, honest, and very friendly. Somewhat civilized, the Kyr are still wild and free at heart, spending a lot of time in battle, ranging the grasslands, fighting in the mountains or the desert. The Kyr have a strong urge towards primacy that stirs in every one of them, male or female. Every Kyrian thinks that his or her own family, clan, or city is better than any other. This leads to competition and rivalry, frequently culminating in duels of spears, bloodshed, and sometimes inter-clan warfare. This competition is even seen in dress, and particularly amongst the warriors and hunters, centering in war trophies or badges of ability, as they try to earn and thus wear more and more elaborate and bravery tokens to demonstrate their prowess and courage. Men and women contend on equal footing in Kyr, and many warrior women and huntresses are in the horse clans.

**Society:** Kyrans have truly phenomenal memories due to their predilection for not writing anything down (their language has no written form). Every Kyrian learns the role of his or her ancestors, something they hold in great reverence. The worship of the forefathers is powerful in the land, and even those Kyrans who cleave to the gods have a deep-seated belief in the power of their ancestors to sway the future and influence the present. Physically they often seen as quite attractive by foreigners, dark skinned, with deep, down-sloping eyes, and a usually convivial air. They aren't well known for pleasant body aromas, since bathing does not hold high esteem among them. Kyrans are lucky to bath once a month and are wont to use a fermented concoction made of horse urine, fermented grass beads, barley wine, and other unpalatable stuff as a cleanser that many find offensive to the nose. They are accomplished singers and dancers. The traditional songs of the Kyrian riders are a rich content including lyrics, epics and folk songs. Many of the poems, legends, proverbs and fables have been handed down among the Kyr for centuries and form the basis for their teaching.

**Religion & Power:** Kyr is religiously open with the deities of Pegonus, Malkuss, Amarydion, and shamanistic ancestor-worshiper as the primary religions. Technology is little known and ill regarded. Magik holds a respected place but fills people with unease. Psychic powers are either mixed with magik or feared as bizarre.

**Prejudices & Fears:** Slavery is held with great contempt among the Kyr, both for those who take slaves and for those who are or become slaves. So strong is their antipathy that should they become slaves, a Kyrian must cleanse himself by taking the Curse of Seven, climbing Ikün Mountain, or survive the Blessing of Pegonus. The Curse of Seven is undertaking to slay those who seek to enslave others until a number equal to seven times seven the number of days enslaved is achieved. Those under this terrible oath write its curse on their chest and forehead. The Ikün Mountain path is usually taken by those with a more religious, arcane, or musical bent. The mountain manifests rapidly changing localized nexuses, usually of the entropic or one-way sort, and typically without indicating their presence. Worse, a side effect of some of the nexus has inverted time in localized regions, sending it spinning forward, backward, or in multifold directions. Those who take the Blessing of Pegonus seek out the great herds of crown horses (named for the crown like marking on their chests) and must survive a charge of such a herd while plunking a hair from the crown stamp of a horse as it passes.



## MALGOREEM

**Background:** Malgoreem is a fiercely independent land, home to nomadic tribes with old roots in the Hamz Aleph, as well as Windri tribesmen who call the region home from ancient times.

- Malgoreem Culture +15
- Malgoreem History +20
- Read/write & speak the Malgoreem tongue.
- TL +1
- Beast Ken +3, Ride +5, Social +2, Wilderness +2

### CULTURAL INFLUENCES

Beast Tamer (Horse)	Nobility (landless)
Equestrian Heritage	<b>Nobility (minor)</b>
Gladiator Customs	Plutocracy
(Pit fighter)	Quorn Mountain Gnome
<b>Gladiator Customs</b>	Sun Fire Hobbit
<b>(Professional)</b>	Superstitious
Hamz Aleph Heritage	Tribal
Mercenary Customs	Warrior Traditions
Military Heritage	Windri Heritage

**Dress & Decoration:** No singular mode of dress exists. Malgoreem is as chaotic and polyglot in dress.

**Outlook:** The most well known attributes of the Malgoreem people are found among the wandering tribesmen and the nomadic Windri. The tribesmen have a strong belief in eating the flesh of enemies, especially treasured ones. The other is the veneration for equines, which they carry to extremes, treasuring them even over blood and kin. The nomadic Windri are segregated from the civilized Malgoreem due to their open reverence for were-creatures of all kinds, respecting this ability as a gift of the gods instead of some vile inflicted curse.

**Society:** The entire nation is one of contrasts – civilized outposts and sprawling demesnes intermingled with nomadic roaming tribesman and subterranean redoubts. What the outsider to Malgoreem sees is the rank and file of dukes, lords and princes that unite to form the patchwork government of the land. It is their mobile infantry, with javelineers, and body length, shielded spear-wielding warriors that outsiders remember and know beyond its borders, not the flesh eating revered mystics of the wandering tribesmen, or the respect those of were-kind are given among the nomadic Windri. In addition to these soldiers, the outsider sees the badges and patchwork of dozens of mercenary groups, its normal for a town or stead to use mercenaries.

**Religion & Power:** Religiously open with animism and spiritualism as the over arching prime religion. Technology is next to nonexistent for Malgoreem but they know and respect all other powers.

**Prejudices & Fears:** Malgoreem, especially the nomadic ones hold an unreasoning fear that the land will open and swallow the world some day in the future. They openly accept were creatures as a gift and show respect to enemies by consuming their flesh.

## MARAGORÉ

**Background:** Maragoré was a restless, but relatively stable kingdom, known for its tough, diverse people. A central king ruled over small provincial satrapies and as long as the central taxes were paid and the fighting internally was not too unbearable, the provinces and their races were left alone and the central government away. A time came however, where this was not enough and internal warring led the country to ruin and left a Urukk led horde of diverse races in its place, ruling the war ravaged bones of what is left of Maragoré.

- 2 Racial Cultures at +5
- 2 Racial Histories +5
- Speak 2 racial tongues
- TL +1
- Crime +3, Wilderness +5

### CULTURAL INFLUENCES

Banditry	Monarchy
Criminal Heritage	Mountain Born
Cutthroat Society	Shell Back Groll
Faerie Heritage (Unselie)	Shell Back Orcs
Forest Born	Silver Urukk
Maragoré Heritage	Slaving Traditions
Mercenary Customs	Warrior Traditions

**Dress & Decoration:** The horde that exists in Maragoré has no singular means of dress or decoration.

**Outlook:** While as varying in outlook as composition, every race in Maragoré seeks independence and autonomy and attacks with savage intensity any attempts to rebuild the old monarchy. Each racial group fights internally over space and rights to land or spoils.

**Society:** The entire region is chaos and what little social structure exists is a military one centered on the Urukk led forces that sacked capitol and lead the horde.

**Religion & Power:** No single belief exists and



varying attitudes towards magik, religion, psychic power and technology exist. All races, however, view spiritualism with reverent awe and pay homage.

**Prejudices & Fears:** The horde that exists in Maragoré has a wide ranging set of beliefs, prejudices and fears.

## MARMACHAND

**Background:** Marmachand is an old country whose reputation is the dark, sultry, and devious – feared by nations for its intrigues and magik. Its decadence is legendary, its actions noxious and intrigues legion. The reputation of the land, its darkness and fulsome coupling with the Gods of the Black Pantheon, lends much to the country's influence. History speaks of Marmachand like an omnipresent jewel, glittering in the dark with malevolent light. It featured in every defining portion of history, mentioned in scraps from the time of the Great Night War, murkily playing a part in the onset of the Interstellar Wars and supposedly, the road through which the Time Lords found Khaas and entered the world. During the Wars of Life they were present but more as carrion crows lurking on the edges. Marmachand lay with the One, finding avenues to power in its chilling shadow but quick to discard it when it withered and fell. The tales of Marmachand are legion and spoken everywhere evil lurks or night reigns. Marmachand likes to lurk behind the scenes, and rarely strikes overtly, seeking to move through others.

- Marmachand Culture +20
- Marmachand History +20
- Read/write & speak the Marmachandian tongue and three other tongues.
- TL +2
- Act [Perf] +2, Arcanalog +2, Pneuma +2, Intel +3, Social +3, Underworld +3

### CULTURAL INFLUENCES

Ancestral Hatred (Chardos)	Cultural Fame (Pious)
Ancestral Hatred (Faerie)	Cutthroat Society
Ancestral Hatred (Talafar)	Harsh Political Climate
Arcane Birthright	Marmachand Deodanth
Arcane Heritage	Mercantile Traditions
Arcane Legacy	Military Heritage
Arcane Traditions	Nobility (minor)
Aristocracy	Religious Heritage
Ascendant Religion (Black Pantheon)	
Criminal Heritage	Religious Mandate
Cultural Confidence	Religious Pursuits
Cultural Fame (Damned)	Religious Traditions
Cultural Fame (Decadent)	Slaving Heritage

**Dress & Decoration:** Clothing is subdued and Marmachandians usually wear coats, tunics, trousers, and skirts. Their clothing is usually made of cotton, linen and silk. Styles range from the very simple to exotic and complex. Marmachandians wear shoes, boots and any other footwear suits them. Clothing is a part of the intricate social dance and its wear, material, and cut are part of the communication between Marmachandians.

**Outlook:** Marmachand is attributed with all evils in the eyes of those who despise and fear the country. More place than any, in the temperament and visage of the nobility is where this is evil most evident. To the noble Marmachandian life truly has no sanctity and is cheap coin spent freely in the many games that whirl around them as thickly as the shadows of winged messengers fluttering overhead in the cities. This play consumes them, the only true diversion from the other ghoulish appetites and desires commonplace and yet so dreadfully mundane. Slaves and slavery dominate everywhere, and they are squandered freely; a slave underfoot is killed without a glance to a guard, or forced to dance with heated metal shoes for amusement. Marmachandian appetite for slaves is unrivaled by any other nation of Khaora and they use the lives of slaves like water, demanding more to fill the chains, harems, and altars.

**Society:** A stranger coming to Marmachand would expect a dark and shrouded land, with temples rising high towards the sky with screaming sacrificial victims whose hearts were torn beating from their chests. There is a land like such in Khaora, but it is not Marmachand. At first glance, on the exterior, Marmachand is like any other land in the south of Khaora. Warm, sometimes sweltering with people moving around caught up in the affairs of their lives. Yet, the exterior often veils what truly lies inside. Upon moving close, you can begin to see the intricate game of intrigue where each Marmachandian plays a part, where everyone expects to be used, from the highest noble to the lowest peasant. Each word uttered is weighed, every phrase spoken to give double, triple or even deeper level of meaning. Seemingly inane conversation is charged with spidery levels of innuendo, hinting at unfathomable dimensions of intrigue. The movement of the hands, the incline of the body or turn of the head are all aspects of the hidden level of communication occurring between Marmachandians. Everyone knows his or her part in the game. A farmer does not become a successful farmer because he farms well; nor is it the price of his crops or the breadth and richness of his harvest that determines his wealth. Altogether, other reasons play into his success.



Families are large in Marmachand. Unconcerned parents often see their children disappear or taken; a child gone missing is nothing, or a person kidnapped for sacrifice. Victims find no succor in the people around and screaming echoing up and down the road for three nights is nothing of concern or attention as strange. There are no hard lines of heaviness, pain, sorrow or even surprise on the faces of passersby as they move around in their daily business and see a person ran down and flogged to death with barbed whips. A violent death at the very side of a diner is nothing out of the ordinary. Taverns look normal except for the screams coming from upstairs and the drip, drip, drip of blood from a pool on the ceiling. Priests of the Black Pantheon are everywhere and the return of the Elder Gods is a fact; only the time is uncertain.

**Religion & Power:** Marmachand is religiously closed with the Black Pantheon dominating. Technology, psychic power and spiritualism are used as tools in the great game all Marmachandians play.

**Prejudices & Fears:** Marmachandians have no regard to the sanctity of life and view the thought of afterlife with even less regard.

## MISTY ISLES

**Background:** The Misty Isles' history is full of strife, conflict, and war; all to satiate the well of aggressive energy islanders seem to have to one extent or another. The Mist Isles were once a tangle of separate nations until forged into one under the heavy fist of the first true queen. Her line, those of the blood of Deinomache, held sway for a great period, only wavering when the daughters of the final Deinomache queen both claimed the Mist Wind Throne. The battles between the two were called the Conflict of Queens and it tore the kingdom apart and led to both of their deaths. This break in the line of blood for the nation caused a titanic splintering of its folk whose effects are felt still in the Misty Isles. Thereafter, no single line of blood would ever hold the throne for more than three generations before another of the nobility would raise up to cast them down. The Misty Isles has figured prominently in much of history, stormily birthing many nations on the eastern coast, fighting with the Pandooris and Quawima, and participating in every major event starting with the Wars of Life and ending with the Nexus Wars. Recently, the Misty Isles overextended in a series of ventures and several cycles ago, and lost numerous colonies and the conquered land of Alazahr. In a play by the queen to cut the economic drain of some colonies on the islands, the country of

Thund was returned to its people, as well as a few colonies in the Orichalcum Ocean.

- Misty Isles Culture +25
- Mist Isles History +30
- Read/write & speak Amazonian and speak 2 other tongues.
- TL +2
- Dagger [Weap] +2, Cutlass [Weap] +1, Military +2, Nautical Lore [Know] +2, Shortbow [Weap] +1, Urban +1, Wilderness +2

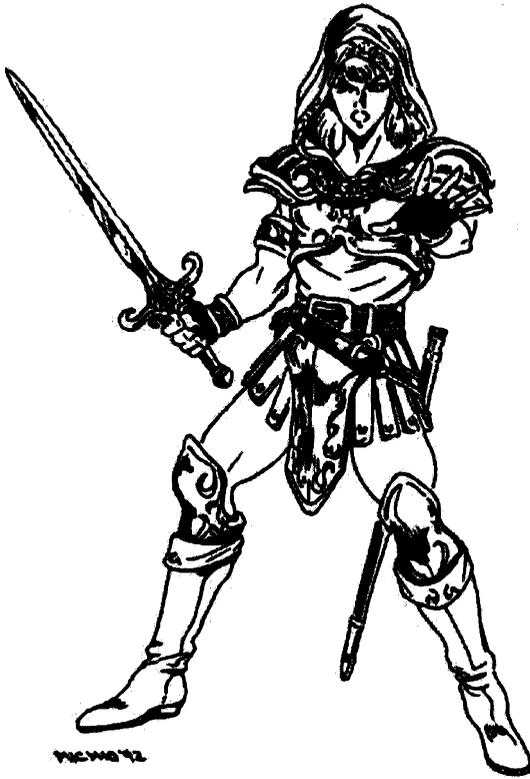
## CULTURAL INFLUENCES

Ancestral Hatred (Dreaming Isles)	Matriarchy
Arcane Heritage	Mercantile Birthright
Arcane Traditions	Mercantile Pursuits
Athleticism	Military Heritage
Battle Mandate	<b>Military Pursuits</b>
Citizenship	National Charge
Commercial Mandate	National Pride
Community Spirit	Noble (landless)
Cosmopolitan	<b>Noble (minor)</b>
Engineer Traditions	Passionate Spirit
Faerie (Seelie)	Salt in your Blood
Imperialism	Technological Legacy
Individualist Nature	Warrior Birthright
Martial Art (Zan Zu-Ha)	Warrior Traditions

**Dress & Decoration:** The isles' clothing of choice is a tunic, and a long garment which could be a skirt around the waist, or drawn up to under or over the breast and sometimes held with a strap. Generally, the garment is referred to as an isles' wrap, or lislemondé. Some versions are full length with sleeves. Often the fabric is woven with gold thread for design, to indicate rank or nobility. Sandals are common though boots are a close and second favorite. While pragmatic in many ways, Misty Isles Amazons delight in accouterments of gold, silver, gemstones and like precious materials. The piercing of the ear, especially the left ear is important, as each piercing and decoration is to display an Amazon's fighting prowess in military service. The type of metal and form of the decoration all related whether an Amazon was an officer, marine, or corsair, or how they were decorated in the battle. The presence of a stone or a cluster of stones indicated the number of battles participated in and won.

**Outlook:** Aggressive and energetic, Misty Islanders are always in conflict with others due to their intense drive. The competition and restless urge to conquest new lands and explore the world has many times caused war with other nations. Privateering is a thing of romance and fame within the islands and the





Amazons take special delight in attacking Dreaming Isles ships. While strongly Amazonian, the Misty Isles allows for near equality of males in the regions it dominates. Men can hold rank, except those of the higher nobility or military; they can own citizenship as a woman can, and train in arms.

**Society:** The isles society is egalitarian, though people tend to fall into one of three professions: fishermen, merchants, and sailors. Misty Isles sailors are held in higher esteem than other Amazons, as the island kingdom has a long tradition of sea faring and mastery of wind and wave. Misty Isle sailors are highly skilled, and command high prices for those who seek their expertise. The Queen rules the Misty Isles and is assisted by an oligarchic council, ranging at any given time from seven to fifteen. The Council draws its membership from known Misty Isles captains, selecting those known to be expert seafarers. Beneath the Council, magistrates and minor lords govern on a local level. The isles are by no means peaceful – the sheer energy of her people makes it impossible. The country has had numerous internal wars, such as the Misty Mountains War, the Three Banners War or the Conflict of Queens. Almost all of these stemmed from internal power struggles over who would attain the Mist Wind Throne. While

proud on a national level, the isles are even more so on an island and regional level. Every woman in Misty Isles serves some time in the military, and many make entire careers of it. Noblewomen hold the ranks of officers, while those beneath them make up the enlisted ranks. At least two years of intense training and service in Misty Isles' military is demanded by the queen, after which the individual women may leave to pursue trade or continue militarily as a soldier. Moving around unarmed is not a tradition the Misty Isles holds, everyone always carries at least a dagger, and many bear the favored cutlass of the isles at their hip. Women who are not of the nobility are serfs, peasants, or citizens, although most serfs eventually attain peasant status through military service. From the age of 14 years, a woman who distinguishes herself can attain citizenship after four years of military duty, while most women who fall short of distinction can achieve the same status in six or eight years. Full citizenship with the right to vote is always granted after a decade of loyal service.

**Religion & Power:** Religiously open with Borsala, Zindibindi, Athena, Artemis and Hekate (Olympic Mysteries) dominating in order of power. Technology and magik are respected and used, though unevenly across the islands. Psychic power is known but little seen widespread. Spiritualism is silently accepted, little spoken of but has a strong presence with Amazons.

**Prejudices & Fears:** The Islanders don't think they are the most premier people they know it and are not afraid to let the world know it too. The Islanders don't think they are the most premier people they know it to their sandals and are not afraid to let the world know it too.

## MORVAEN

**Background:** Morvaen is an old land, inhabited many times by varying peoples over a great span of time. Among the geography of the kingdom is a multitude of ruins and relics commemorating or reminiscent of these lost people and kingdoms, which have come and gone. The Morvaen of current times is but a short interlude in the lands long history. Once firmly ruled by an all-powerful Great King, Morvaen has watched the erosion of the crown's power over the debilitating Wars of When, until the greater nobility had almost equal power with the king. The Guilds took power away from both, especially in the advent of prosperity after the end of the Wars of When. The coming of HIM and the growth of power of its priesthood stole power from all when the priests swayed the people of the land.



- Morvaen Culture +20
- Morvaen History +10
- Read/write & speak Morvaenian and speak 1 other tongue.
- TL +3
- Agriculture [Know] +2, Crime +1, Engineer +1, Intel +1, Military +2, Social +1, Wilderness +2

#### CULTURAL INFLUENCES

Agricultural Heritage	National Pride
Ascendant Religion (HIM)	Nobility (landless)
Battle Mandate	<b>Nobility (minor)</b>
Cultural Confidence	Plains Dweller
Engineer Traditions	Recognized
Faerie (Seelie)	Religious Heritage
Faerie (Unseelie)	Religious Pursuits
Feudal	Religious Traditions
Mercantile Traditions	Renaissance
Monarchy	Well Educated

**Dress & Decoration:** Clothing in the kingdom varies by season but tends toward the heavy and full covering regardless. Trousers are everyday wear accompanied by fitted tunics and hoods or semi-circular cloaks pinned at the neck or shoulder. Nobles tend to wear an under tunic, an over tunic with a colored silk border, trousers gartered into leather calf high boots, semi-circular cloaks and colored round cloth caps. All Morvaenians, regardless of social status have at least one decent set of clothing, which is pulled out for festivals, religious events, and ceremonies of the nobility.

**Outlook:** Morvaenians are proud, filled with great confidence of the power of their nation. They are expansionistic and focused on use the advantage their geographic position provides.

**Society:** The nation of Morvaen holds a treasured position central to almost all the other nations on Khaora. The country has a four-way power structure: a weak central king who only nominally controls the land, primarily through his army, which is the largest in the land, though several dukes are almost at parity. The nobility, mainly the seven strong Dukes and the Barons who owe them fealty are then next portion of the power structure, and hold a great portion of the reins of power, ruling from their own provincial capitols. There is some minor strife amongst each other but given an outside source they always band together to attack or repel enemies. The third portion of the four major powers is the religious aspect, the religion and congregation of the church of HIM. Over ninety percent of the population in Morvaen follows this divinity devoutly, and the priesthoods sway over the people and control over the technology

in the country. The priesthood of HIM maintains strict control on technology outside of their direction. The last of the hands on the reigns of power is the commercial Guilds, especially the trader's and gun maker's Guilds. Morvaen's central location on the continent has made it an important confluence of trading companies. The king has control of the roads in the land, another factor in maintaining his portion of control. The Dukes, Barons and Lords beneath them all operate on a fiefdom system, though a majority of the Barons and Lords owe direct allegiance to their dukes, not to the king. Some do owe allegiance directly to the king and are his few allies in the nobles. The nobility holds the majority of assets in the kingdom but field out a quarter of their assets to the priesthood of HIM. The priesthood in turn keeps the people happy by using half of the monies to throw festivals, circuses, and to provide food. The Guilds keep a strong influence on other by controlling trade to an extent and threatening boycotts, blockades, or even hiring mercenaries to ensure their assets are left alone and grievances are settled. A majority of populace is poor and locked into a serf or tenant status. Those in towns are of commoner status and slightly better off than their tenant equivalents in the rural areas. A smaller portion is freeholder, man at arms, craftsman, or merchant and lead relatively decent lives.

**Religion & Power:** Morvaen is religiously closed with HIM, Emerald Star Cult and Marbonas the primary deities in order of strength. Few religions openly declare themselves as most (90%) of the country follow the church of HIM. Technology is understood, applied and very well regarded, often more so than magik, which is acknowledged and used. Spiritualism is poorly understood, viewed with a sense of dread and fear among all but the most rural or in tune with the wild.

**Prejudices & Fears:** Morvaenians fear the Faerie even more than they do spirits if that's possible.

#### MYRMYDIOS

**Background:** This mountainous country has stood for tens of turns of the cycle as the stalwart ally of Arduin, and played a crucial factor towards uniting other nations to accept the idea of the Accords of Arduin when they were proposed.

- Myrmydios Culture +15
- Myrmydios History +20
- Read/write & speak Dwarven and speak 2 of Arduinian, Old Dwarven, Maragorean, Gnomish, or Talafarian.



- TL +2
- Business +3, Engineer +2, Mechanic +2, Military +2, Social +2

### CULTURAL INFLUENCES

Community Spirit	Industrious Outlook
Determined	Mercantile Traditions
Engineer Birthright	Mountain Born
Engineer Traditions	Myrmydios Gnome
Faerie Heritage (Seelie)	Shell Back Orc
Hammer Dwarf	Silver Urukk
Heritage of Perseverance	Technological Legacy
<b>Heroic Heritage</b>	Urban Wisdom

**Dress & Decoration:** Clothing reflects the closed mindset of the land, and is uninspired and rather drab, if practical. Most wear jerkins and tunics, with sturdy boots and the always-at-hand rope every Myrmydiosian carries. Hats are rare but smocks and long, padded or thickened cloaks for warmth and sleeping are standard.

**Outlook:** Myrmydiosians are subdued but attack life with a verve that takes no consideration for their own welfare or even their health.

**Society:** Myrmydios has little to no flat land, and constitutes the length and breadth of the Myrmydios mountains, except where a small leg extends into Arduin and an over half the length of the Silver Shield mountains. The sturdy walled towns of this country exist in the steep, sharply angled valleys, or are in complexes deep beneath the surface of the mountains. The land is arduous to travel, and often difficult to live during the winter months, which is probably why it appeals to the many Dwarves, Gnomes, and other races of like temperament. Myrmydios consists of a confederation of nine cantonments. There is no central elected leader except in times of conflict or when all cantonments designate one. Each separate cantonment is independently governed. The country has as a whole has a very stable population, with little or no seasonal migration. This balance of population is one of the few countrywide laws, and no cantonment will allow more occupants than supportable by the region. Society in the cantonments is generally reserved and rather introverted, at least between areas. The flow of trade provides the primary exchange of people and ideas, that otherwise may not occur. Internal conflicts within Myrmydios are rare and short in duration.

**Religion & Power:** The nation is religiously closed with a powerful adherence to Helderé. Magik is respected, psychic powers are feared, and spiritualism invokes both wonder and fear while technology is considered highly.

**Prejudices & Fears:** They have a cultural suspicion of all foreigners; slow to trust and slower to forgive.

### RAINBOW ISLES

**Background:** The Rainbow Isles is a robust island country whose women are known across the breadth of Khaora for their vivacity, individualism, and zest for life.

- Rainbow Isles Culture +25
- Rainbow Isles History +25
- Read/write & speak Huachara and Amazon; speak 2 other tongues.
- TL +1
- Acrobatics +2, Athletics +2, Combat +2, Wilderness +3, Cutlass [Weap] +2

### CULTURAL INFLUENCES

Ancestral Hatred (Marmachand)	Maritime Heritage
Athleticism	Martial Art (TKalla-Lal)
Citizenship	Matriarchy
Community Spirit	Mercantile Traditions
Connected	National Pride
Cosmopolitan	Passionate Spirit
Cultural Confidence	Recognized
Cultural Fame (Adventurous)	Religious Heritage
Cultural Fame (Swashbuckler)	Salt in your Blood
<b>Heroic Heritage</b>	Self Taught
Individualist Nature	Storytelling Traditions
Individual Path	Warrior Birthright
Inquisitive Drive	Warrior Traditions

**Dress & Decoration:** Garments in the isles reflect their maritime pursuits and island nature. They have a single piece wrap that covers the waist to just around the knees, but this is mainly worn by fisherwomen rather than sailors and not often seen in the cities. They will usually wear a simple cloak made most commonly of wool, linen, or fur. Short tunics are favored, ones that belted and bloused at the waist to suit the wearer's needs and desires. They were usually decorated at the collar, cuffs, and hem, with embroidery or simple bands of fabric. These tunics often have matching strips of decoration running from both shoulders to the hem. Sandals are preferred footwear though boots are common.

**Outlook:** A strong promotion of individuality within a communal responsibility is fostered from birth. Each child is free to choose a future, however most follow in the steps of their parents. The individualism defines them but is at times subsumed by communal needs. An Amazon may accept punishment, exile, or



## SAAST

even death to save her family or clan some disgrace or indignity. The isles' poetry is full of sayings that echo this type of thinking. The Amazons of Rainbow Isles are quick to learn, highly individualistic, and very adventurous. They tend to jump to conclusions quickly, for good or bad, and despise places where the land is wholly male dominated. As openhearted adventurers and traders, they sail the great oceans in a quest for the next deal, the newest adventure, or the greatest plunder. They are progressive in belief and always looking to experience something new regardless of circumstance. They are quick with the tongue, and it often gets them into trouble and back out again with equal facility. One of the most important ideologies that define the isle people are they do not wish to have things difficult. The fastest way, even when not the best, that leads to a result is always preferred. Some have described the Rainbow Isles' people as arrogant, and overly disrespectful. The blunt fact is they treat all people with politeness and courtesy. They are the consummate hosts. The people of the isles do not judge people on the basis of title or status, but by their actions. They have been known to treat a noble as a knave, and a knave as a sister. It is not an easily bought trust, though. Earning the badge of trust is a path only taken through actions, and isle's Amazon is unlikely to trust anyone's word whose action they do not know firsthand.

**Society:** Like the other Amazon countries, the Rainbow Isles are matriarchic and consist of many independently led clans who hold loose allegiance to a high queen nominated at the Éreelia, or gathering of the clans. Most immediate families are made up of equals with the oldest in that family holding the position of greatest rank. Each clan has a primary family, which represents all the connected families in the clan on a council called the Órfhi. The various members of the Órfhi assist the clan head to make decisions and double as a war council in times of conflict. Though the Rainbow Isles has few cities and most live in ordered settlements, the people are primarily nomadic. This is not a complete practice of the nomadic way of wandering, but an understanding that at some point all Amazons must travel in the wild, open world in order to understand their roots.

**Religion & Power:** Religiously open with Borsala, Azaerawe, Tarong, and the Emerald Star Cult as the strongest. Magik, psychic power, and technology are respected while spiritualism can stir some irrational fears in the isle's Amazons.

**Prejudices & Fears:** Rainbow Isles Amazons fear a loss of independence. They are prejudiced against males, never seeing or accepting others as equals.

**Background:** Saast is a large northern mountain country with little impact in world or regional affairs due to its isolationistic policies.

- Saastian Culture +30
- Saastian History +35
- Read/write & speak Saastan and 2 other tongue.
- TL +1
- Athletics +1, Crime +3, Gambling [Know] +5, Social +3

### CULTURAL INFLUENCES

Arcane Traditions	Military Pursuits
Aristocracy	Monarchy
Criminal Heritage	Nobility (landless)
Gladiator Customs (criminal)	Nobility (minor)
<b>Gladiator Customs (professional)</b>	
Heavenwall Hawkmen	Plains Dweller
Individual Path	Urban Wisdom
Medical Lore	Warrior Heritage
Military Heritage	

**Dress & Decoration:** Clothing is dull, uninspired and generally, whatever is most practical for the activity. Fur lining is common as well as multiple layers of clothing and padding. Tunics, parkas, jackets, and coats are joined with boots and rugged trousers or pant, often bloused for comfort or design. Hats are well liked and worn, and if not inspired are at least functional.

**Outlook:** The heavy fog that bathes the land in the lowland areas gives the land an almost surreal quality and the Saast delight in the tales of what creatures dwell in the wet, cold mists that creep out in the night. The family unit in Saast is considered very sacred and filial piety is both traditional and expected. To act without respect is to invite a firm beating by a person's own family, if not further assisted by total strangers. Amusement and relaxation in Saast revolves around the sedate enjoyments of life & Saast love nothing more than smoking, eating & enjoying other such idle amusements. Another thing well liked is the enactment of the silent play on the stage. For some reason this strikes a chord with Saasti and they cannot seem to get enough. In a contrast to their normal sedate and boring approach to life and amusement, gladiatorial games are very popular and all cities have arenas of one size or another. A majority of the games are non-lethal but the heart of the games is the fighting between the gladiators.

**Society:** Saast long ago chose to follow an isolationistic approach in relation to other countries,



choosing to do little other than allow limited trade. Its borders are closed to travelers and the Saast regard their neighboring countries with disinterest and apathy. The ruling of the country is as inward driven and turgid as its outward policies. A vast brood of nobility exists under the monarch that extends one level deep. The distinction in Saast is that you are noble or you are not noble, and nothing in between. Nobility is only gained by birth into one of the many noble families and roughly one third of the population is considered of noble blood. Those of the noble families are allowed to assume leadership positions in the government, military, and religious positions. Arcane matters are solely the distinction of the nobility and there are no common born practitioners of magik outside the priests. The sole royal family is the one source of rulers and no one without the blood of royalty is allowed on the throne. Even should a noble achieve the fact, the populace would revolt and overthrow him in order to support another with the slightest hint of royal blood. The one common thing all Saast like to do is gamble. They enjoy games of chance, though it would be hard to tell from their demeanors. It is illegal to gamble, but all Saast do so in hidden little nooks and underground games. If caught gambling, violators are given a public lashing or lose their hand if running the game. Popular games of chance revolve around a game similar to mahjongg and go.

**Religion & Power:** Religiously open with Boreas, Diora, Malkuss, Saren, Tarong, Wöten and Thor (Temple of Iron) as the strongest. Magik, psychic power, and technology are respected but considered for nobility only. Spiritualism is the only thing that transcends this boundary and is shared by all Saast.

**Prejudices & Fears:** The Saast enjoy their sedate lives and tend to react to innovation with fear bordering on the pathological. Their first impulse when shown something new is to destroy or break it, and only with a great feat of will can they overcome this initial impulse. Perhaps the only exception to this is in combat, where they have great facility in adapting to enemy tactics.

## SANDARA

**Background:** Sandara is an island nation squelched between the naval powers of Chorynth and the Aranzian princes. Only recently discovered rich deposits of ore in the Dark Moon Mountains has kept maintained its sovereignty from the grasping economic and military hands of those seeking to conquer her.



- Sandara Culture +15
- Sandara History +15
- Read/write & speak Zepricki and speak 3 three other tongues.
- TL +1
- Combat +2, Nautical Lore [Know] +5, Wilderness +3

### CULTURAL INFLUENCES

Aradnast Elf	Maritime Heritage
Border Life	Martial Art (Siuncha)
Chardosian Heritage	Monarchy
Criminal Heritage	Religious Traditions
Individual Path	Spiritual Heritage
Industrious Outlook	Storytelling Traditions
Inheritance (small)	

**Dress & Decoration:** Traditional Chardosian garments are still vogue and the short Chardosian near skirt is prominent, worn by males and females alike, usually with sandals and an open half-vest or short tunic. The laced open-faced shirt is popular as are short trousers (they clasp at the knee), abbreviated loose tunics, and low boots. Sandarans are rarely without a dagger by their side, and even sometimes two or three. The dagger, rope, whip, and hand axe are the only arms allowed everywhere, as many settlements and cities require the relinquishing of other weapons to keep the peace.

**Outlook:** Sandarans as a whole are a bustling, energetic people who take great delight in work, crafting, and seamanship, even if they do not do all of them the best. Those who die are buried in the land if possible, in gardens and fields so their bodies can nourish those who still live in death. All who can work do so, and those who refuse are cast out off the islands, to find their fate among the foreigners. The tales of the creatures of legend, which inspired the minds of ancient Sandarans, are told and retold to children and adults alike, and constitute a great chunk of their pastime, in addition to swimming, diving and music. They have other recreational pursuits as well and enjoy a form of free-for-all boxing, something of a national sport for the island. Sandarans rise early and tend to work for continuous periods with small rest breaks. Thrift, diligence at work and willingness are common and those people shirking such traits are disliked greatly.

**Society:** There is a strong Chardosian influence on



the island, though the touch is an old one left over from the days when Sandara was a Chardosian colony. Those days are long past and today Sandara is an island monarchy with a small number of nobility, whose entrance is only gained at the favor of the king or birth in an existing noble family. The Sarkoori, the people who had slaved the island in past has been hard to erase, especially the foul taint left behind as a result of their occupation. The surest way to infuriate a Sandaran is to refer to the islands as the Sarkoorian Isles, something unthinking (or unknowing) foreigners seem to do with astonishing regularity. If it seems innocent, a Sandaran is as likely to grit his or her teeth and grimly correct the unintentionally insulting; if malicious, they are likely to plant a knife, dagger or axe between their eyes as a response. While able seaman, Aranzian and Chorynthian vessels, their main opponents in the region, easily outdo them on the seas. Sandara has made up for this lack by working on creating and drawing to them a strong stable of merchants who will trade with them and not their neighbors. In addition, old ties with Aradnast have greased the way for more distant trade ventures.

**Religion & Power:** Religiously open with Borsala and Eru the strongest. Magik, spiritualism, and psychic power are respected. Technology is misunderstood or lumped into magik.

**Prejudices & Fears:** Sandarans fear a return to slavery and a loss of national identity and are very violent at the possibility of such occurring.



TALAFAR

**Background:** A country regarded well in the eyes of many, a bastion of sanity in the dark south that stands between the world and intrigues and horror of Marmachand. Talafar is a land of strong knights upholding chivalric virtues and also a place of sophistication and high culture.

- Talafarian Culture +25
- Talafarian History +35
- Read/write & speak Talafarian and 2 other tongues.
- TL +1
- Arcanalog +2, Pneuma +2, Military +2, Social +2

## CULTURAL INFLUENCES

Arcane Birthright	Military Pursuits
Arcane Heritage	National Charge
Arcane Legacy	National Pride
Arcane Traditions	Nobility (landless)
Battle Mandate	Nobility (minor)
Citizenship	Plutocracy
Code of Conduct	Recognized
Cultural Confidence	Religious Heritage
Cultural Fame (Knight)	Religious Mandate
Cultural Fame (Pious)	Religious Pursuits
Cultural Fame (Virtuous)	Religious Traditions
Cultured	<b>Virtuous Heritage</b>
<b>Heroic Heritage</b>	Warrior Birthright
Magikal Pursuits	Warrior Traditions
Military Heritage	

**Dress & Decoration:** Talafarian clothing styles tend to change frequently but the current trend has doublets, short shoulder capes, and over tunics with stiff collars, worn with either hose and breeches or trousers. Over tunics are partly colored with design work and have long sleeves. Hoods or close fitting caps tied under the chin. Women use an outer garment over a short tunic with a long, fully body, and wide flaring sleeves. Some have even taken on a formalized stiff appearance of costuming heavy with fringes, borders, and decoration. Sometimes heavy thread, precious metals, and gems are worked into mantles and cloaks. Women will wear light robes with stiff collars or headdresses encrusted with pearls and precious stones.

**Outlook:** In Talafar justice, honesty, loyalty, and courage are the values that bind the people of this widely diverse land. Magic is a fact of life, but still mysterious and unpredictable despite orders of magicians in most of the large cities. Talafarians are a strong people, virtuous and honorable. The ideals of chivalry are an import that took root strongly in the dark times following the two-cycle long Battle of Eyes with Marmachand. Not to say, of course, that honor did not reside here prior these codes. Talafar has always stood as the lamp on the edge of night. Talafarian people learn the proud history of their realm at the knees of their fathers. They know the names of their ancestors who gathered the light and upheld brands of flame against the Shadow of the One. They listen to old tales of the Time Lords and their horror, and listen in awe and burning desire to do and be, those ancestors who dared stand against their tide of insanity. This streak of nobility in the people goes beyond those who have the blood and is present in chivalric orders and common men alike. In face of their southern neighbor, it is no wonder such

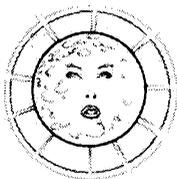


an order of people would arise. Foul Marmachand with its excesses and dark, bloody devotion to the Black Pantheon have crept into Talafar many times with insidious plots, subtle and guile, attempting to turn the people away from their gods and leaders. Talafarian society has resisted this influence by turning outward to openness, and the people of the land act exactly thus, speaking their minds freely and tending to their own deeds and affairs so as to not allow discord to grow.

**Society:** The nobility and the current monarch rule the land strictly but fairly. The queen controls a large amount of power and uses the royal army and loyal leagues of knights and wizards to enforce her will. She is in turn checked and balanced by the powers of the nobility who are dear to the people because they are closer to them than the queen. They also control knights and armies in their own right, a factor furthering the balance of force. The open nature and values embedded in all Talafarians when they are young keep the situation stable, and the rulers of Talafar have been just and fair in the past. A strong tradition of knightly honor exists among the nobility and each knight is a skilled and noble warrior, at once a warrior, a scholar, and a gentlemen.

**Religion & Power:** Religiously open with the deities of Megalon, Lady of the Silver Moon, Vanaan and Nohraqalla in the order of the most powerful. Psychic power, magik and technology are accepted and used. Spiritualism is respected but not understood well and Talafarians are cautious towards spiritual affairs.

**Prejudices & Fears:** Talafarians fear pollution of their minds, bodies and hearts by Marmachand.



## THARKHALA

**Background:** Tharkhala is a land united under an emperor, but in truth, the warriors hold sway here, organized under 7 great lords.

- Tharkhalan Culture +20
- Tharkhalan History +25
- Read/write & speak Tharkhalan and speak 2 other tongues.
- TL +2
- Social +5, Act [Perf] +2, Clandestine +2



## CULTURAL INFLUENCES

Agricultural Heritage	National Pride
Arcane Heritage	Nobility (landless)
Arcane Traditions	<b>Nobility (minor)</b>
Courtly Ceremony	<b>Nobility (low)</b>
Engineer Traditions	Religious Heritage
Faerie Heritage (Unseelie)	Religious Traditions
Feudal	Self Taught
Martial Arts (any)	Spiritual Heritage
Medicinal Folk Lore	Storytelling Traditions
Mercenary Customs	Superstitious
Military Heritage	Warrior Birthright
Military Pursuits	Warrior Traditions

**Dress & Decoration:** Most have absorbed Morvaenian, Khorsarian, or Bossalian garb as everyday wear. A few still hark back to the traditional Tharkhalan robe, with its open, wrap around front, neckband attached to the open front and full sleeves. Functional and ornamental should one choose, as well as easily modified due to its construction of geometric shapes, many still wear this for ceremonies, even if they view it unworthy of daily wear.

**Outlook:** Tharkhala is a shame culture. Tharkhalans are less concerned with questions of morality and legality than with social acceptance. They tend to say what they think their audience would like to hear. Tharkhalans respect bravery, hospitality, sincerity, loyalty and politeness. Financial success is valued openly only by merchants, who are despised as miserly and greedy. Honesty is less valued than loyalty. People are expected to lie to protect their relatives or clan, but warriors easily throw their lives away in service to their lord. Society expects all people to show respect to their parents, real or adopted. Friendship is very practical in Tharkhala, almost a business transaction.

**Society:** The political structure of the Tharkhala is composed of several layers, not all of which are aware of the others. The common Tharkhalan believes in an ordered society with a single Emperor as head. This Emperor in theory rules through a complex bureaucracy. The Emperor makes all the laws, rules, and appointments in the government. Justice, defense, and administration are the province of the Emperor alone, and his appointed bureaucrats and governors. In fact, Tharkhala is divided into clans, which are in turn divided into large land-owning families. The rulers of the largest clans are the real power brokers of the land. They govern the seven provinces of Tharkhala (not the appointed officials) through their warrior retainers. The warriors of Tharkhala are not only fighters; they are also the tax collectors, administrators and advisors. Each lord has

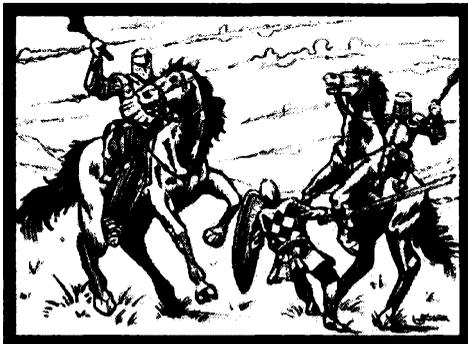


## VARGALLA

a chief warrior, who has the responsibility of making sure that the clan's activities match the wishes of the lord. Tharkhala is broken into a strict hierarchy of castes, with the commoners on the bottom and the Emperor at the top. The nobles of the court enjoy the highest status, followed by the clan lords, families and their warrior retainers. Only these men have the right to carry weapons, and they have the legal right to kill those lower in statuses who behave untowardly. Even fighters unaffiliated with clan lords rank as a warrior. Equal in status and power are the priests and magicians, ranking as warriors in the hierarchy and in some cases higher depending on the strength of their religious order or arcane guild. Next come the commoners. Of these are the farmers, artisans and merchants. Lowest of all are the outcasts, such as those who handle the dead, slaves, beggars, gamblers, entertainers, and exiled criminals. Outlaws live in their own districts on the outskirts of a village or town and are governed by their own kind. Killing an outcast is not considered murder; it is punishable by a fine. Outsiders are common to Tharkhala, and are both out of the normal hierarchy but at the same time within it wherever they seem to fit. Ambitious families and clans seeking to gain advantage over another in battle hire mercenaries frequently. These mercenaries are given the respect of a Tharkhalan warrior but do not have the same powers of authority. Those who make the mistake are quickly corrected, usually quite fatally.

**Religion & Power:** Religiously open with the deities of Amarydion, Animism, Ancestor Worship, Diora, Emerald Star Cult, Megalon and Tarong in the order of the most powerful. Religion, magic, and mysticism are very prevalent in the culture. Ancestors are worshipped as well as the spirits of the animals, trees and all other things, and shrines are common. Priests and wizards are respected and honored, especially by commoners who call upon them for justice against the nobles or warriors.

**Prejudices & Fears:** Fear of failure, giving improper respect/ shaming family, clan or nation.



**Background:** Vargalla is a trading power on the edge of Khaora fighting for dominance with other maritime nations to control trade in the region. They are fiercely expansionistic, digging into the unclaimed lands of the jungle and the wild lands around the Gibbering Mountains.

- Vargallan Culture +20, Amazon Culture +10
- Vargallan History +20, Amazon History +10
- Read/write & speak Vargallan and Amazon and speak 1 other tongue of choice.
- TL +1
- Business +1, Combat +1, Maritime Lore [Know] +5, Cutlass [Weap] +1, Wilderness +2

### CULTURAL INFLUENCES

Ancestral Hatred (Chardos)	Mercantile Traditions
Arcane Heritage	Military Heritage
Arcane Legacy	Military Pursuits
Arcane Traditions	Privateer Heritage
Athleticism	National Pride
Commercial Mandate	Nobility (landless)
Inheritance (small)	<b>Nobility (minor)</b>
Martial Art (T'Kalla-Lal)	Religious Traditions
Matriarchy	Salt in your Blood
Mercantile Birthright	Warrior Traditions

**Dress & Decoration:** Vargallans wear a tunic, and a long garment which could be a skirt around the waist, or drawn up to under or over the breast and sometimes held with a strap. Some versions are full length with sleeves. Sandals and boots are worn interchangeably.

**Outlook:** Vargallans view foreigners with the same scale they apply to each other, valuing energy, drive, bravery, and loyalty. Impossible to conceive, however, is the potential for a non-Vargallan to ever reach the same potential, regardless of how impressive or how close in race, including even other Amazons. Those of the female gender bear the worst of this attitude, as the Vargallans cannot understand how they cannot throw off the bonds males put upon them by dictating and ruling their actions. Male dominated lands are annoyances to Vargallans and these countries are viewed as intrinsically wrong, even if ruled well and justly. Males are just not capable of such acts or ability in their eyes. The borders to Vargalla are closed, and traffic by non-Vargallans is allowed only in designated areas. The outlook of the land is very nationalistic, isolationist in many ways, and transgression of law or cultural bounds lands those in error a trip to the infamous maw of Mother



Mouth.

**Society:** Vargalla is an Amazon matriarchy with a widespread royal family and adjoining landed nobility. The nobility are split between the old and new nobles; defined by the nobility that existed prior to the expansion to the mainland, and those who attained titles and rank for lands on the mainland. The border nobles are the most bitter of the Vargallan nobility, mainly since they are overlooked at court frequently and never have the needed funding against the creatures and scorpion riders that prey on border towns and forts. Men are considered near equals to women in all but inheritance. Women fill what are typically 'male oriented' jobs in other countries and are always chosen over males for any positions. Men can be warriors, and often take this route as a respectable way to show their value in society. They cannot hold the rank of officers, a position always reserved for women. All female names end in -la, an indicator of independence, prowess, and adulthood. All noble women add this suffix to their names

**Religion & Power:** Religiously open with the deities of Isis and Athena and Artemis from the Olympic Mysteries as the most powerful. Psychic power, magik and technology are respected and utilized when possible, especially in warfare. Spiritualism is misunderstood and regarded with suspicion and some fear.

**Prejudices & Fears:** Vargallans fear a loss of independence. They are prejudiced against males and non-Vargallans, never seeing others as equals.

## VIRUELANDIA

**Background:** Viruelandia is a cultured land of dynamics, driven to expand and grow but diplomatic at the same time, willing to patiently win lands by politics over the force of arms. Wildly varied in people and cultures, Viruelandia is ruled well through its extensive policies and open but very firm outlook on life, magik, and technology. The state and the crown keep a firm hold on the reins of everything from commerce to religion, warring to magik use.

- Viruelandian Culture +20
- Viruelandian History +20 and 1 racial history at +15
- Read/write & speak Viruelandian and speak 2 other tongues.
- TL +2
- Business +1, Military +1, Ride +1, Social +3, Urban +2, Wilderness +2

## CULTURAL INFLUENCES

Arcane Heritage	Military Heritage
Arcane Legacy	Military Pursuits
Arcane Traditions	National Charge
Citizenship	National Pride
Connected	Nobility (landless)
Cosmopolitan	<b>Nobility (minor)</b>
Criminal Heritage	<b>Nobility (low)</b>
Cultural Confidence	Plains Dweller
Faerie (Seelie)	Recognized
Faerie (Unseelie)	Religious Heritage
Hamz Aleph Heritage	Religious Traditions
Harsh Political Climate	Renaissance
Heroic Heritage	Self Taught
Medical Lore	Thraxnor Dwarf
Melting Pot (any)	Urban Wisdom

**Dress & Decoration:** Viruelandians live in an avalanche of stylistic garment changes. There is truly no central Viruelandian style due to the miscellany of people redefining it daily. Still, a few things do stand out on the Viruelandia state of flux. One is the puerjo. This is a wool oval of cloth about three times the length of the wearer, worn halved along its lengths in draped folds. Mainly seen among pureblood aristocracy, the color of the border and the fabric use to decorate it indicates social position. Another is the plaiting of hair, where noblemen and women will arrange it in folds coils or braids. A few will even use wigs to supplement their natural hair while the most enjoy the feel of free flowing hair. Another defining style growing in power is the wearing of broad topped boots, slashed doublets, trousers, and wide brimmed hats. Many will wear short capes or small oval cloaks pinned at throat or neck, sometimes with chemise underneath the tunics.

**Outlook:** Viruelandians have long nourished a dream of uniting the region around them into one nation, bound under their rule. Yet, for all their drive to conquer, hostility has not always characterized the relations between Viruelandia and the rest of the world. Even though Viruelandians firmly believe they are destined to rule the world and equally think that civilization ends with the boundaries of their lands, Viruelandia is open. Those they see barbaric are allowed in, even invited, as Viruelandians see this as just another way to educate and raise up those they will soon assimilate into their own empire. Viruelandians are neat and organized.

**Society:** Viruelandia has a melting pot society, with representatives from almost all the races that cover Khaora's surface. Viruelandia is a rich, very mercantile and urbane, and its people are masters at blending with each other and other cultures. They



have assimilated so many other cultures that they have become masters at it. Viruelandia has a loose, open social structure, status based on noble status and finance means. There is a large number of truant nobility, many of them vagrant sons of landed nobles always seeking to make a name and gain the eye of the Emperor-King (and hopefully lands of their own). This makes for one part of the dance of nobility in the land (which the common folk try to ignore and not get involved in). When lands are not available exterior of the kingdom then they must be taken within, often leading to small conflicts or minor wars between landed houses. The Emperor tends to turn a blind eye to such conflicts as long as they stay small, or those involved have the royal 'favor'. Overly ambitious nobility may find the royal army riding them down, ready to bring them back to face throne justice.

**Religion & Power:** Religiously open with the deities of Olympic Mysteries as the most powerful. Psychic power, magik and technology are respected openly and utilized when possible. Spiritualism is considered a haven for the ignorant and derided.

**Prejudices & Fears:** Viruelandians feel they are destined to unite the continent under one rule and are freely vocal about it. They also see other cultures as inferior, though are not aggressive or distasteful in expression such claims.

## CULTURAL INFLUENCES

Cultural influence are the way to turn your character into something more than the mundane. Each influence adds a strong nuance to your character. Some embolden and bolster game play while others deepen role playing.

### CULTURAL INFLUENCE NOTES

Cultural influences follow the same rules as the Cultures. Where a note indicates a "+#", treat this as skill ranks in a skill. Others indicate a bonus to a skill or roll.

Some cultural influences give you access to other cultural influences. These are noted and generally are introduced or followed with verbiage like, "...you can choose...as a cultural influence".

Some few cultural influences give you other cultural influences without cost. These are noted by text such as, "...you gain the...cultural influence as a bonus..." or "...you gain the...cultural influence for free...".

A very few provide secrets. Unless noted otherwise, the secrets given are without regard to any prerequisites. Note these carefully.

### ABLE DRINKER

**Cultural Influence Cost:** 1

**Benefit:** You drink moonshine for breakfast. You double your CON score to figure the effects of alcohol on your system.

### AGRICULTURAL HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Your culture has longstanding history, traditions and lore surrounding agriculture. You have a +5 bonus with Wilderness skill checks. Split 15 skill ranks among 1 or more of the following skills: Agriculture [Know], Beast Ken, Botany [Know], Medicine, or Wilderness. You can choose **Medicinal Folk Lore** as a cultural influence.

### ALOOF

**Cultural Influence Cost:** 1

**Benefit:** You are cold, distant and remote. Being different, better or just worse than the norm takes its toll on the heart. Add a +30 bonus to all rolls to throw off emotional conditions or statuses, such as courage or fear. Apply the same bonus against emotion based Interpersonal skills/secrets, such as Intimidate or Woo. You can choose **Determined** as a cultural influence.



Khai-Zirin, in Viruelandia



## AMORAL TENDENCY

**Cultural Influence Cost:** 1

**Benefit:** When comes down to deciding whether to take care of yourself or someone else, it's not personal, it's just survival of the fittest. You begin with 3 skill ranks in the Street martial art (Style). Also, if afflicted with a sympathetic emotion, such as love, or empathy, gain a +30 bonus to rolls to resist the effects; get a roll even if one isn't normally given.

## ANCESTRAL HATRED

**Cultural Influence Cost:** 1

**Benefit:** Hatred for certain race, culture, religion or event is a cultural trait, one savored and treasured. You know the history of this race, culture or event well (History +30). Against this loathed thing you gain a +5 bonus to all rolls directly involving it.

## ARADNAST ELF

**Cultural Influence Cost:** 1 (2 for Wood Elves)

**Benefit:** Those known as the Aradnastan Elves fled the continent of Archaela at the end of the Interstellar Wars. On the western shores of Khaora they formed the core of what would become the nation of Aradnast. Quick to laugh, easy to smile and a profound enjoyment of the moment are all traits of this Elven line, joined by a curiosity about life, a joy in its wonders and an understated streak of stubborn isolationism. Aradnastan Elves enjoy their freedom and will fight, kill and murder to maintain it. They fear its loss, the withering of age they see in other races and of begin rootless. Raised in this tradition, you add Aradnast Culture +10 and History +10, Wood Elf Culture +20, Wood Elf History +20, and the Low Elven language. You can choose **Arcane Heritage**, **Community Spirit**, **Martial Art (Tionicca)** and **Warrior Traditions** cultural influences. If you are Wood Elf, use Wood Elf Culture +40, Wood Elf History +40, Low Elven and the High Elven tongues instead. You gain **Individualist Nature** for free. You can take **Arcane Birthright**, **Athleticism**, **Missileer Birthright**, and **Salt in the Blood** as cultural influences.

## ARCANE BIRTHRIGHT

**Cultural Influence Cost:** 1

**Benefit:** Your culture is richly textured with arcane tradition and knowledge. You have a +5 bonus with all Arcanalog, Cast, Ceremony or Channel skill checks. You can read/write the Rendorii language. You can elect to give up +1 cultural influence to make the above bonus +10 (you can only do this once). You can choose **Arcane Heritage**, **Arcane Traditions**, or **Arcane Legacy** as cultural influences.

## ARCANE HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Your culture has deep reverence and fine skill in the magikal arts. You have a +5 bonus with Arcanalog skill checks and have +1 skill ranks in any starting spell, spell schools, and the Ceremony skill. Also, you split 10 skill ranks among 1 or more of the following skills: Arcanalog, Cast, Ceremony, or Channel. You can read/write the Rendorii language. You can choose **Arcane Legacy** as a cultural influence.

## ARCANE LEGACY

**Cultural Influence Cost:** 1

**Benefit:** Your culture has suffused traditions, folklore and social customs with magikal knowledge great and small. Add a +10 bonus to all Arcanalog skill checks. You can give up 2 cultural influences to get an Arcanalog secret but must meet all prerequisites.

## ARCANE TRADITIONS

**Cultural Influence Cost:** 1

**Benefit:** The national vision of your land is as an oasis of magikal learning and culture in a desert of barbarism. Take Arcanalog +5, Channel +5, and Ceremony +5. You can read/write the Rendorii language. Add +1 skill ranks to individually learned starting spells and to spell schools. You can choose **Arcane Heritage** and **Arcane Legacy** as cultural influences.

## ARDASHAERA

**Cultural Influence Cost:** 2

**Benefit:** You were raised in the Ardashaeraen traditions and are a daughter of that nation. The land of Cynabahr is your hated enemy and any of theirs is your trusted friend. You view Elves (both genders; any nation) and Dwarves (male; any nation) with neutrality. You have deep knowledge of your past (Misty Isles History +10, Ardashaeraen History +25, Ardashaeraen Culture +25) and speak either Low Dwarven or Low Elven. Amazons of this land learn to focus their talents in one of Military, Business or Art. Select one to add +5 skill ranks. You can choose **Ancestral Hatred** (Cynabahr) and **Recognized** as cultural influences.

## ARDUIN ELF

**Cultural Influence Cost:** 1 (2 for Wood Elves)

**Benefit:** The history of Elves in Arduin is a long one, full of sorrow, strife and blood but also filled with wonders, awe inspiring acts and heroic deeds. Arduinian Elves are varied as the land but possess a powerful heritage as warrior-wizards and a deep abiding love of the land. Raised in this tradition, you



add Arduin Culture +10 and History +10, Wood Elf Culture +20, Wood Elf History +20, and the Low Elven language. You can choose **Arcane Traditions**, **Martial Art (Aerillion)**, and **Athleticism** as cultural influences. If you are Wood Elf, use Wood Elf Culture +40, Wood Elf History +40, Low Elven and the High Elven tongues instead. You gain **Arcane Birthright** and **Warrior Traditions** for free. You can take **Ancestral Hatred (Deodanth)**, **Military Pursuits**, and **Missileer Birthright** as cultural influences.

#### ARISTOCRACY

**Cultural Influence Cost:** 1

**Benefit:** The aristocratic governing system is a powerful influence in your culture. Add +15 to your nation's history and culture. Split 20 skill ranks (with at least 1 in each) over the Social, Intel, Perform (any specialization), and Urban skills. Add +10 to Wealth. You can choose **Cutthroat Society**, **Passionate Spirit** and **Suspicious Survivalist** as cultural influences.

#### ASCENDANT RELIGION

**Cultural Influence Cost:** 1

**Benefit:** Your nation is the seat of a religion or is so influenced by a single religion that it stands as a bastion of this religion to the world. It plays a fundamental social, governing and judicial role in society. Add +15 to your nation's culture and history and take Pnuma +5 and (the named religion) Religious Lore [Know] +5. You can choose **Religious Mandate**, **Religious Pursuits** and **Religious Traditions** as cultural influences.

#### ATHLETICISM

**Cultural Influence Cost:** 1 (see below)

**Benefit:** Your society extols the virtues of athleticism. You have a +10 bonus to all Athletics skill checks. You can give up 2 cultural influences to get an Athletics secret but must meet all prerequisites.

#### AVELDA

**Cultural Influence Cost:** 2

**Benefit:** You were raised in the Aveldan traditions and steeped in its bloody and belligerent ways. Conflict is a means to define your life and you live for it. You despise weakness and abhor helplessness. Self worth is born out of physical ability and form; the farther you fall from perfection in each merit harsher measures to gain them. Death is more preferable than infirmity, dissolution to age. Your foes are the Misty Isles, Jazanda and Naphalöe. Your friends are your sisters and your spear and sword. You speak your own tongue (Aveldan) and know

history well (Aveldan History +35, Aveldan Culture +25). All Aveldans are tutored in the arts of war: Military +5, Shield +3, Falchion [Weap] +3, and Short Bow [Weap] +3. You can choose **Cultural Confidence** and **Recognized** as cultural influences.

#### BANDITRY

**Cultural Influence Cost:** 1

**Benefit:** Culture has a long and colorful history of attacking and ransacking and pillaging. You have a +5 bonus with Crime skill checks and split 15 skill ranks (minimum 1 skill rank in each) across Crime, Wilderness, Underworld, Intel, and Clandestine. You can choose **Recognized** and **Ruthless** as cultural influences.

#### BATTLE MANDATE

**Cultural Influence Cost:** 1

**Benefit:** Your land feels a social right exists for them to engage other nations and peoples in battle, to test the mettle of their country and the mettle of their opponents. This sense of destiny allows you to designate another nation, race or social entity and gain a +10 bonus to skill checks against them. You can take this bonus only once per melee round to a single skill check. The target of this cultural idiosyncrasy must be a culturally declared foe, social ill or other culturally distinguished entity to qualify.

#### BEAST TAMER

**Cultural Influence Cost:** 1 (see below)

**Benefit:** The handling of beasts and taming or training them is a lauded cultural icon and you have great skill in this area. You have a +10 bonus to Beast Ken skill checks and split 10 skill ranks between Beast Ken, Animal Husbandry [Know], and Wilderness skills UNLESS a specific creature is defined with the cultural influence. In that case, you start with the Beast Ken secret Bestiary (and must take that beast) and split 5 skill ranks among the skills noted above. You can give up 1 cultural influence to for a creature (100 Trust) you have tamed and trained to its full capability.

#### BLOOD NOTCH ORCS

**Cultural Influence Cost:** 1 (2 for an Orc)

**Benefit:** The Gibbering Mountains are a harsh, brutal place and only the strong survive and only those by their wits, mob or guerilla tactics and amoral savagery. To survive is to be more cunning or to outnumber your opponent. Blood Notch Orcs have a feral, rule by the strongest lawless society. Brought up in it, you know the Orc tongue and are schooled by life to survive. You have Combat +2, Crime +3, 1 weapon class +3, Shield +5, and Wilderness +7. In addition



to the cultural influences listed under the Aradnast, you can choose **Amoral Tendency**, **Martial Art (Mul-Llu)**, **Ruthless and Suspicious Survivalist**. If you are an **Orc**, add a +5 bonus to all Wilderness skill checks and get **Cutthroat Society** for free. You can choose **Border Life**, **Mountain Born**, and **Tribal** as cultural influences.

#### BORDER LIFE

**Cultural Influence Cost:** 1 (see below)

**Benefit:** The tough, no-nonsense and in-your-face life on the frontier has left its mark of experience. Add a +10 bonus to DEF, Guard +3, Crime +3, and Wilderness +3.

#### BOSSALIAN DWARF

**Cultural Influence Cost:** 1 (2 for a Dwarf)

**Benefit:** The Dwarves of Bossalia have striven deeply to regain the heritage of their Rhingalorean ancestors. Their voices are the most influential in Bossalia and hold nearly all of the key political and economic positions. While important, their true passion is the pursuit of their Rhingalorean heritage that lays waiting in the many ruins of its ancient kingdom. Raised in this tradition, you know Dwarf Culture +20, Dwarven History +20, and the Dwarven language. You can choose **Able Drinker**, **Martial Art (Amak Gorgas)**, **Arcane Traditions** and **Community Spirit** as cultural influences. If you are **Dwarven**, use Dwarven Culture +35, Dwarven History +40, Dwarven and the Old Dwarven tongues instead. You get **Mountain Born** for free. You can choose **Heritage of Perseverance**, **Heroic Heritage**, **Rhingalorean Birthright**, **Rhingalorean Legacy** and **Technological Legacy** as cultural influences.

#### CHARDOSIAN HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** As a former colony of Chardos, you know well its imperialist history. Chardos Culture +20, Chardos History +20, and the Chardosian tongue. Add Business +2, Slavery [Know] +2 and Nautical Lore [Know] +2 and Social +2. You can choose **Cosmopolitan**, **Harsh Political Climate**, **Maritime Heritage**, and **Mercantile Traditions** as cultural influences.

#### CHRYSOLIAN HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Once a province of Chrysolia, you know well its valorous and honor bound history. Chrysolia Culture +20, Chrysolia History +20, and the Chrysolian tongue. Add Orate [Perf] +2, Military +2 and Social +5. You can choose **Ancestral Hatred (Atenveldt)**, **Military Heritage**, and **Virtuous**

**Heritage** as cultural influences.

#### CITIZENSHIP

**Cultural Influence Cost:** 1

**Benefit:** Social and civic responsibility is bred into you from birth. Add +10 to your nation's history and culture and you have a +5 bonus to Social skill checks. You also start with +15 Wealth and add +2 to rolls for maturing Contacts or Connections. You can choose **Community Spirit** as a cultural influence.

#### CODE OF CONDUCT

**Cultural Influence Cost:** 1

**Benefit:** The concept of values separated from (or in conjunction with) morals are a powerful concept culturally. You can describe a set of values relating to martial prowess, personal beauty, renown, and honor, etc. You must define at least 5 points for your code of conduct and each must be specific enough to measure in game terms. When following these codes (GM rules) you can add a +10 bonus to a single dice roll once per melee round for each point of your code you bring into play. If you stray from your code of conduct (GM rules) you lose access to its bonus and suffer a -5 penalty to all rolls until you make amends (GM rules).

#### COMMERCIAL MANDATE

**Cultural Influence Cost:** 1

**Benefit:** Your land feels a social right exists for them to engage other nations and peoples in economic rivalry, to test the mettle of their country and the mettle of their opponents. This sense of destiny allows you to designate another nation, race or social entity and gain a +10 bonus to skill checks against them. You can take this bonus only once per melee round to a single skill check. The target of this cultural idiosyncrasy must be a culturally declared foe, rival, economic area or other culturally distinguished entity to qualify.

#### COMMUNITY SPIRIT

**Cultural Influence Cost:** 1

**Benefit:** You know the value of working together, how to motivate others to be involved in projects or plans and synergize your efforts with others. Add a +5 bonus to all rolls to Social skill checks and a +5 bonus to mature a contact or connection and a +20 bonus to First Impression checks. When making checks to determine the to start, determine progress or find the result of a community project or joint effort of 10 or more people, add a +20 bonus to the dice roll. You can choose **Citizenship** as a cultural influence.



## CONNECTED

### Cultural Influence Cost: 1

**Benefit:** It seems you know someone everywhere you go and make friends, connections and relationships with envied ease. Add +20 to Social skill checks to build trust and when rolling for the Interaction TD of a contact or connection. Begin with 10 Associate contacts of choice at 75 Trust and a single Type I connection of choice at 50 trust. You can give up +1 cultural influence to upgrade your 10 contacts to Friend level with 50 Trust.

## COSMOPOLITAN

### Cultural Influence Cost: 1

**Benefit:** Your society has formed an accepting and agreeable outlook towards the races and oddities that populate the world. Take Culture +5 and History +5 with 3 nations not your own. Add a +5 bonus to Social skill checks. When you mature contacts or connections add a +10 bonus to build Trust and a +1 bonus to all Trust gains. Add a +10 bonus to rolls for Social Motifs and a +2 bonus to Fame gains.

## COURTLY CEREMONY

### Cultural Influence Cost: 1

**Benefit:** You were raised on intricate ceremonies of courtly grace, it has left a stamp on your life & interaction with others. Add +5 bonus to Ceremony skill checks and split 15 skill ranks (minimum 1 in each) among the Social and 3 Perform specialization skills. Add a +10 bonus to any starting wealth.

## CRIMINAL BIRTHRIGHT

### Cultural Influence Cost: 1

**Benefit:** Society is full of cunning and harsh ways to part a mark from his coin and you know them all. You have a +5 bonus with Clandestine, Crime and Underworld skill checks. You can elect to give up +1 cultural influence to make the above bonus +10 (you can only do this once). You can choose **Criminal Heritage**, **Cultural Fame (Acknowledged)**, **Cultural Fame (Criminal)**, **Cultural Fame (Feared)**, and **Cultural Fame (Influential)** as cultural influences.

## CRIMINAL HERITAGE

### Cultural Influence Cost: 1

**Benefit:** You come from a long line of criminals, thieves and other bastards of society. You begin with your choice of (just 1) Criminal, Street or Underworld Type I Connection. Unlike a normal connection it has no upkeep, can be called upon at any time, any number of times and does not decay in trust. However, it calls upon you like normal (meaning it requires services in return like normal). You also split

10 skill ranks among the Clandestine, Crime, Underworld and Urban skills. You can elect to give up 1 cultural influence (once only) to make this connection Type II instead of Type I. This connection can be matured to higher levels and only takes on half the normal maintenance requirements.

## CULINARY HERITAGE

### Cultural Influence Cost: 1

**Benefit:** The knowledge of food and culinary skills is strongly woven into your culture. Add a +5 bonus to your nation's history and culture. Add a +10 bonus to skill checks and a +10 advancement bonus to Cooking [Know]. You also start with +15 bonus Wealth.

## CULTURAL BIGOTRY

### Cultural Influence Cost: 1

**Benefit:** Your culture is highly bigoted, snobbish, reserved and/or violent towards another race or culture. When dealing with them you suffer a -20 penalty to positively influencing (to the named race or culture) Interpersonal skills and gain a +10 bonus to negatively influencing (to the named race or culture) Interpersonal skills. You have a -10 penalty to all rolls to mature any Contact or Connection outside of your culture.

## CULTURAL CONFIDENCE

### Cultural Influence Cost: 1

**Benefit:** People of your society have a high opinion of themselves, and it colors interactions with others. Add a +10 bonus to all Social skill checks and +1 bonus to rolls to build trust with a contact or connection. Add a +10 bonus to any starting wealth.

## CULTURAL FAME

### Cultural Influence Cost: 1

**Benefit:** People of your culture are well known for 1 cultural aspect of your society and all members of your culture have a joint inheritance of a single social motif. As this is a cultural icon, you are not required to maintain it. However, you can still lose it by undertaking actions contrary to the social motif.

## CULTURED

### Cultural Influence Cost: 1

**Benefit:** People of your culture greatly respect the arts. Split 15 skill ranks among any number of Knowledge areas of study relating to art, music, history or the sciences. Split 15 skill ranks among any number of Perform specializations UNLESS a specific skill or Knowledge is defined with the cultural influence. In those cases, place 10 skill ranks in the noted skill and split 5 skill ranks among Perform



specializations.

### CUTTHROAT SOCIETY

**Cultural Influence Cost:** 1

**Benefit:** Your culture's social life can be a dangerous thing to live and fosters a certain amount of paranoia, especially when you are in positions of power. Add a +5 bonus to Social skill checks and a +10 bonus to PER. Add Crime +2 and Underworld +2. Add a +30 bonus to Social skill checks with Bribery, Intimidate, or Lie.

### CYNABAHR

**Cultural Influence Cost:** 2

**Benefit:** You were raised in the Cynabahri culture and know well its history of racial and gender bigotries – elves are vile and worthless, hobbits useless, humans worthy of little more than breeding and so the list goes on. Adamant determinism is a Cynabahri trait and you would rather spit in the eye of death than submit that you had died or admit you are wrong or guilty of wrongdoing. Cynabahri despise their past and know it poorly (Cynabahr History +10, Cynabahr Culture +25). Raised in the traditions of militant stoics, you have Military +5 and a +5 bonus to PD saves. You begin with the cultural influence of **Cultural Bigotry** towards 2 races or cultures but have double the listed penalty to mature Contacts and Connections. You can choose **Ancestral Hatred** (Ardashaera) and **Ancestral Hatred** (Misty Isles) as cultural influences.

### DALSHYRA

**Cultural Influence Cost:** 2

**Benefit:** You were raised in the Dalshyran culture and are a daughter of its land. You are seen as hard headed and resist change stubbornly. Other races are seen as weaker but worthy of pity instead of contempt. The most able always leads and no fact of blood or noble title makes this any less real. You love art and beauty in sculpting or landscaping. A cultural idiosyncrasy is the blood madness, though the affliction is more cultural-psychological than true madness. You speak your own tongue (Arkatkia) but tend to live more in the now than the past (Dalshyra History +10, Dalshyra Culture +25) but take great joy in your offspring and family. Dalshyrans get the benefit of **Hot Blooded** for free.

### DESERT BORN

**Cultural Influence Cost:** 1

**Benefit:** You know the shifting sands, the whisper of wind off the dunes, the sweet hidden wells of water and the temperament, idiosyncrasies and danger of the desert. You start with the Terrain Familiarity

(Desert) secret listed under the Wilderness skill.

### DETERMINED

**Cultural Influence Cost:** 1

**Benefit:** When you make up your mind to do something, nothing seems to stop you. You can designate one roll to add a +5 bonus as an outlet of this determination. You can change this roll up to once per melee round but must declare it before rolling.

### DREAMING ISLES ANCIENT LEGACY

**Cultural Influence Cost:** 2

**Benefit:** Your culture lived during the legendary time of the dark lords of the Dreaming Isles and stamp of that ancient culture lives on in your own, especially their appetites, magikal lore and customs. Add Ancient Dreaming Isles Culture +20, Ancient Dreaming Isles History +20, Demon Lore [Know] +10, Pneuma +10 and the Old Melos tongue. Add a +5 bonus to all Arcanalog, Cast, and Channel skill checks. You can choose **Arcane Legacy**, **Dreaming Isles Heritage** and **Technological Legacy** as cultural influences.

### DREAMING ISLES HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Once a colony of the Dreaming Isles, you know well it's shadowed and often dark history. You have Dreaming Isles Culture +20, Dreaming Isles History +20, and the Melos tongue. Add Arcanalog +2, Engineer +3, Mechanic +2, and Military +2 and Social +2. You can choose **Arcane Heritage**, **Arcane Traditions**, **Engineer Traditions**, and **Military Heritage** as cultural influences.

### ENGINEER BIRTHRIGHT

**Cultural Influence Cost:** 1

**Benefit:** Your culture is steeped in building, planning, and designing things. Add a +10 bonus to Engineer skill checks, add +1 TL, and select 3 designs that you know (even if you do not qualify to make them). You can choose **Engineer Traditions** and **Technological Legacy** as cultural influences.

### ENGINEER TRADITIONS

**Cultural Influence Cost:** 1

**Benefit:** Your culture has a lengthy and glorious history of building and designing magnificent designs and architecting structures. Add a +5 bonus to Engineer skill checks and have +1 TL. Split 10 skill ranks among 1 or more of the following skills: Business, Engineer, Mechanic, Intel or Manufacture. You can choose **Technological Legacy** as a cultural influence.



## EQUESTRIAN HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Riding is a national pastime and your culture has a deep pervading heritage of horsemanship. Add a +10 bonus with all Ride checks and you start with a riding horse and full gear. You also split 15 skill ranks among **Beast Ken**, **Animal Husbandry** [Know] and **Ride**.

## FAERIE HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Your culture is steeped in Faerie knowledge.

**Seelie** heritage means your culture is socially, economically, militarily or otherwise tied to the Seelie Faerie. You know the **Summer and Light Faerie** traditions, ceremonies, history, lore and etiquette to some degree (they vary wildly, which makes this difficult). Add **Faerie Lore** [Know] +20, add +10 **PER** and a +5 bonus to **PD**. Split 10 skill ranks among **Recon**, **Nexus Lore** [Know] and **Gnosis**.

**Unseelie** means your culture is socially, economically, militarily or otherwise tied to the Unseelie Faerie. You know the **Winter and Darkness Faerie** traditions, ceremonies, history, lore and etiquette to some degree (they vary wildly, which makes this difficult). Add **Faerie Lore** [Know] +20 and a +10 bonus to **PD**. Split 10 skill ranks among **Self Control**, **Pneuma**, and **Demon Lore** [Know].

## FALOHYR ELF

**Cultural Influence Cost:** 1 (2 for Wood Elves)

**Benefit:** The Falohyr Elves are primarily the descendents of Elves who left Arduin to go into Falohyr. They have never forgotten their roots but those who chose to stay after the Nexus Wards ended have slowly grown to love the country they now live in, even to the point of 1 of their own ascending the throne of Falohyr for a short time. Raised in this tradition, you add **Arduin Culture** +10 and **History** +10, **Falohyr Culture and History** +10, **Wood Elf Culture** +10, **Wood Elf History** +10, and **Arduin**, **Low Elven** and **Falohyrian** languages. You can choose **Arcane Traditions**, **Martial Art (Aerillion)**, and **Athleticism** as cultural influences. If you are Wood Elf, use **Arduin Culture** +20 and **History** +20, **Wood Elf Culture** +40, **Wood Elf History** +40, **Arduin**, **Low Elven** and **Falohyrian** and **High Elven** tongues instead. You gain **Arcane Birthright** and **Warrior Traditions** for free. You can choose **Ancestral Hatred (Deodanth)**, **Military Pursuits**, and **Missileer Birthright** as cultural influences.

## FEUDAL

**Cultural Influence Cost:** 1

**Benefit:** The feudal system is a powerful influence in your culture. Add +10 to your nation's history and culture. Split 20 skill ranks (minimum 1 each) over **Business**, **Crime**, **Social**, **Intel**, **Urban**, and **Wilderness** skills. Add +10 **Wealth**. You can choose **Cutthroat Society** and **Military Heritage** as cultural influences.

## FIRE ISLES KHAI ZIRIN

**Cultural Influence Cost:** 1 (2 for a Khai Zirin)

**Benefit:** The Fire Isles Khai Zirin are famous for their brash and adventurous attitudes and zest for battle and life. Raised in this tradition, you know **Khai Zirin Culture** +20, **Khai Zirin History** +20, and the **Khai Zirin** language. You can choose **Amoral Tendency**, **Cultural Confidence**, **Inquisitive Drive**, and **Individual Path** cultural influences. If you are Khai Zirin, use **Khai Zirin Culture** +35, **Khai Zirin History** +40, and add the **Siermelé** tongue instead. You gain **Cultural Fame (Trouble Magnet)** and **Military Pursuits** for free.

## FIVE METALS KOBBITT

**Cultural Influence Cost:** 1 (2 for a Kobbitt)

**Benefit:** The Five Metals Kobbitts are a plains running, feisty folk known for their pugnacious attitudes and desire for life. You know **Kobbitt Culture** +20, **Kobbitt History** +20, and the **Kobbitt** language. You can choose **Able Drinker**, **Martial Art (Jookhett-Khooon)**, **Cultural Confidence**, **Plains Dweller** and **Individual Path** as cultural influences. If you are Kobbitt, use **Kobbitt Culture** +35, **Kobbitt History** +40, and you gain **Cultural Fame (Trouble Magnet)** and **Plains Born** for free.

## FOREST BORN

**Cultural Influence Cost:** 1

**Benefit:** You know forests/woods, their temperament, idiosyncrasies and danger. You start with the **Terrain Familiarity (Forest)** secret in the **Wilderness** skill.

## GLADIATOR CUSTOMS

**Cultural Influence Cost:** 1 (2 for Professionals)

**Benefit:** Your culture has strong gladiatorial traditions.

**Criminal** gladiators are left to what training they have (if any) and learn to survive or die. Add +1 to **CF**, a +10 bonus to **DEF**, and spread 10 skill ranks among the **Lorica**, **Shield** or **Weapon** skills.

**Pit Fighter** gladiators are less trained than professionals but are trained, unlike a criminal gladiator. Add +1 **CF**, a +10 bonus to **DEF** and **Dodge** and split 15 skill ranks among **Athletics**,



Combat, and Weapon skills. You can give up 2 cultural influences and begin with the Gladiator Path at character creation.

**Professional** is a trained professional of the gladiatorial arena. Add +1 CF, a +10 bonus to DEF and Dodge and split 20 skill ranks among Athletics, Combat, Lonica, Shield, Entertainment [Perf], and Weapon skills. You can elect to give up 1 cultural influence and begin with the Gladiator Path at character creation. You can choose **Military Pursuits** as a cultural influence.

#### GOLD COAST DWARF

**Cultural Influence Cost:** 1 (2 for a Dwarf)

**Benefit:** The Gold Coast Dwarves in Ardashaera have kept their culture intact and separate from the Amazonian nation surrounding them. You know Dwarf Culture +20, Dwarven History +20, and the Dwarven language. You can choose **Able Drinker**, **Martial Art (Amak Gorgas)**, **Community Spirit** and **Industrious Outlook** as cultural influences. If you are Dwarven, use Dwarven Culture +35, Dwarven History +40, Dwarven and Old Dwarven tongues instead. You gain **Mountain Born** for free. You can choose **Engineer Birthright**, **Heritage of Perseverance**, **Heroic Heritage**, and **Rich Crafting Legacy** as cultural influences.

#### GRAY MOUNTAIN DWARF

**Cultural Influence Cost:** 1 (2 for a Dwarf)

**Benefit:** The Dwarves of Khorsar are unlike the rest of the country. While the rest of Khorsar loathes technology and to some extent magik, the Grey Mountain Dwarves embrace it as they have always done. Unlike the rest of Khorsar, they were untouched for the most part by the Great Inundation that flooded all of Khorsar barely 70 years past.. Raised in this tradition, you know Dwarf Culture +20, Dwarven History +20, and the Dwarven language. You can choose **Able Drinker**, **Martial Art (Amak Gorgas)**, **Engineer Traditions** and **Warrior Traditions** as cultural influences. If you are Dwarven, use Dwarven Culture +35, Dwarven History +40, Dwarven and Old Dwarven tongues instead. You gain **Mountain Born** for free and **Engineer +3** and **Mining [Know] +4**. You can choose **Engineer Birthright**, **Heritage of Perseverance**, **Heroic Heritage**, **Rich Crafting Legacy** and **Technological Legacy** as cultural influences.

#### GREAT GRASS CENTAUR

**Cultural Influence Cost:** 1 (2 for a Gara-Khai)

**Benefit:** The centaur of the Great Grass Forever are pastoral, easy living and earthy. They move with the

seasons and follow the animals across the grassy sea. Animists, they honor creatures and speak to their ancestors and the spirits around them. Raised in this culture, you know Centaur Culture +30, Centaur History +5, Social +5, and the Centaur language. You can choose **Border Life**, **Community Spirit**, **Individual Path**, **Superstitious** and **Tribal** as cultural influences. If you are Tara-Khai, use Centaur Culture +45, Centaur History +15, Social +10, and the Centaur language instead. You gain **Plains Born** for free. You can choose **Spiritual Heritage**, **Storytelling Traditions** and **Warrior Traditions** as cultural influences.

#### GUERRILLA FIGHTER

**Cultural Influence Cost:** 1

**Benefit:** Your culture has worked in the past or works currently to overthrow a dictator, a foreign ruler or another form of despotic social enslavement and skills in subterfuge, clandestine activity and inflicting damage to the enemy are passed down generation after generation. Add a +5 bonus to Clandestine skill checks, add **Crime +3**, **Underworld +3** and **Combat +3**. When you make a **Covert Action (Clandestine skill)** use a +30 bonus instead. You can choose **National Pride**, **Passionate Spirit**, or **Suspicious Survivalist** as cultural influences.

#### HAMMER DWARF

**Cultural Influence Cost:** 1 (2 for a Dwarf)

**Benefit:** The Hammer Dwarves of Myrmydios are famous for their engineers, stubbornness and omeriness. Raised in this tradition, you know Dwarf Culture +20, Dwarven History +20, and the Dwarven language. You can choose **Able Drinker**, **Martial Art (Amak Gorgas)**, **Engineer Traditions** and **Industrious Outlook** as cultural influences. If you are Dwarven, use Dwarven Culture +35, Dwarven History +40, Dwarven and the Old Dwarven tongues instead. You gain **Mountain Born** for free. Also, you can choose **Cultural Fame (Engineer)**, **Engineer Birthright**, **Heritage of Perseverance**, **Heroic Heritage**, **Military Heritage**, and **Rich Crafting Legacy** as cultural influences.

#### HAMZ ALEPH HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** The Hamz Aleph were a dark and sinewy people who dwelled in the coastal areas in small kinglets in present day Viruelandia. They were superstitious, filled with animistic beliefs about the world. Raised with such knowledge Hamz Aleph History +20, Hamz Aleph Culture +20 and their language, Hamzaph. You gain **Superstitious** for free and **Ceremony +3**. You can choose **Amoral**



**Tendencies, Spiritual Heritage and Tribal as cultural influences.**

### HARSH POLITICAL CLIMATE

**Cultural Influence Cost: 1**

**Benefit:** Your culture's society is filled with political intrigue, infighting, swift and dramatic political changes or anarchy. Either way it fosters a certain amount of paranoia, prudence and deceit. Add a +10 bonus to Social skill checks with Etiquette, Lie, or Bureaucratic Maneuvering (see Social skill). Add a +10 bonus to Clandestine skill checks with Covert Action. Add a +10 bonus to Intel skill checks with Evaluate Data.

### HEAVENWALL HAWKMEN

**Cultural Influence Cost: 1 (2 for a Hawkman)**

**Benefit:** The Hawkmen of the Heaven Wall Mountains are a nomadic tribal people – superstitious, filled with fierce hunting and animistic beliefs and traditions. Raised with such knowledge you know Hawkmen History +20, Hawkmen Culture +20, Wilderness +5, Clandestine +5 and the language, Hafocnyn. You can choose **Amoral Tendency, Border Life, Cutthroat Society, Individualist Nature, Individual Path** and **Tribal** as cultural influences. If you are a Hawkman, use Hawkman Culture +45, Hawkman History +15, Wilderness +10, Clandestine +10, and Hafocnyn. You gain **Athleticism** for free. You can also choose **Ruthless, Storytelling Traditions, Warrior Birthright** and **Warrior Traditions** as cultural influences.

### HERITAGE OF PERSEVERANCE

**Cultural Influence Cost: 1**

**Benefit:** Stoic endurance, predestination, acceptance of fate, and the understanding that events have been preordained is a fact of life. You face death with grim acceptance, trials of fortune or fate with perseverance, and bravery in the face of hardship. Add a +20 bonus to rolls to throw off negative emotional effects or statuses. You can choose **Determined** as a cultural influence.

### HEROIC HERITAGE

**Cultural Influence Cost: 2**

**Benefit:** The annals of your land's history list long rolls of heroes and heroines and everyone has at least a cousin, even if several steps removed, from one national hero or another. Choose one facet of heroism that you idealize in a hero (or heroes), such as bravery in the face of fear, vast skill with magik, utmost religious faith, and so on. If the nuance of heroism you selected is related to a skill or a developmental aspect (PD, Fear, etc.) add a +10

bonus to check or a +10 advancement bonus. Otherwise, add a +2 bonus to the relevant dice roll. You can choose **Code of Conduct, Cultural Fame (Heroic)**, and **Recognized** as cultural influences.

### HOT BLOODED

**Cultural Influence Cost: 1**

**Benefit:** Your culture is known for its hotheads, firebrands and troublemakers. While agitating, exciting or stressful events always hold the chance of you blowing your top. TD 50 Self Control or suffer the Rage condition. You can also voluntarily succumb to it, TD 75 Self Control. If you fail a Fear save you can elect to attempt to make your blood boil and succumb to your anger. If you succeed you cancel the fear with your rage, losing the rage in the process. You can take **Passionate Spirit** as a cultural influence.

### IMPERIALISM

**Cultural Influence Cost: 1**

**Benefit:** Your culture believes in or historically believed in the forceful extension of your nation's authority by territorial, economic and political dominance over others. Select 3 nations where you have Culture +5, History +5 and that nation's language. Also, split 15 skill ranks among Business, Military, Social, Urban, and Wilderness skills. You can choose **Cultural Confidence, Battle Mandate, Commercial Mandate** and **National Pride** as cultural influences.

### INDIVIDUAL PATH

**Cultural Influence Cost: 1**

**Benefit:** While you frequently align your life with the greater good of the group, the path you walk in life is your own. The society that birthed you taught you well to apply such tactics to maintain your individuality. During Skill Advancement and Development, if you gain at least +1 in (any) skill, you can apply a single bonus (+1) skill rank to PD as long as it is skill rank 150 or less.

### INDIVIDUALIST NATURE

**Cultural Influence Cost: 1**

**Benefit:** Your culture emphasizes individualism and fosters the growth of independent, autonomous thinking and action. Add a +20 bonus to PD checks but suffer a -5 penalty to skill checks with the Social skill. You can choose **Individual Path** as a cultural influence.



## INDUSTRIOUS OUTLOOK

### Cultural Influence Cost: 1

**Benefit:** You turn your hand to work while others play or waste time. Add +20 to Wealth and select 1 skill where you gain a +10 skill advancement bonus. During Skill Advancement and Development, if you gain at least +1 in this skill, add a +1 bonus Wealth.

## INHERITANCE

### Cultural Influence Cost: 1 – 3 (see below)

**Benefit:** You have been left something of value. The overall value of your inheritance is defined as Small (costs 1), Modest (costs 2), Large (costs 3) as indicated when you take this influence.

**Small** inheritance provides 20 items of 10 GC each. You can combine these items together to form a greater single item, such as making two items into a single 20 GC item. Any leftover amounts remaining if you choose the value of the item lower than 10 GC or the amount you create by merging items together is gained as equivalent Silver Wealth and SP.

**Modest** inheritance provides 20 items of 20 GC each similar to what is listed above. You also have access to a renewing 200 Silver Wealth every month (separate from any other Wealth you have). This wealth will renew monthly and is not subject to the normal rules of Wealth loss; however, you can only use it once in a month and cannot take loans against it.

**Large** inheritance provides 500 GC in items (any number), taking the remainder not used as coin. Large Inheritance also has a reoccurring monthly income in the form of 100 Gold Wealth as outlined above in Modest inheritance. However, unlike normal wealth, you can split the 100 Gold Wealth into smaller units to gain more uses of Wealth during a month's timeframe. For instance, you could split it into five 20 Gold units, ten 10 Gold units and so on.

## INQUISITIVE DRIVE

### Cultural Influence Cost: 1

**Benefit:** Your culture instills a curiosity about the world and the worlds and dimensions beyond it. You will go to great lengths to discover new things. If you have at least one +10 skill advancement bonus in a Knowledge area of study you can apply a +10 skill advancement bonus to all Knowledge areas of study that do not have a skill advancement bonus.

## JAZANDA

### Cultural Influence Cost: 2

**Benefit:** The north most of the Amazon motherland states and its most volatile in terms of culture and unity. Jazanda is a chaotic cultural mess of Amazon,

Kurjian and Pandurian peoples slowly blending into one and this mixing has created a unique culture not distinctly one or the other though just Amazon enough to be accepted into the motherland during the years of unity. Acceptance, flexibility and ability to think and reason are strong concepts important to all Jazandians. Unlike other Amazon domains, males have a strong and stated presence. Jazandians speak their own tongue (Jazanda) a variation of the Amazon tongue and learn Jazanda History +20, Kurjian History +20 Panduria History +20, and Jazanda Culture +20. Jazandians are tutored in the arts of war and you have Shield +3, Spear +3, Ride +3, and Short Bow +3. You begin with **Melting Pot (Panduria)** for free. You can choose **Kurjian Roots** and **Pandoori Heritage** as cultural influences.

## JEWEL ELVES

### Cultural Influence Cost: 1 (2 for a Wood Elf)

**Benefit:** When Cynabahr decimated the forest homeland of the Jewel Elves, it shattered the unity of their culture forever. Those who survived are split into disparate groups, with the largest groups dwelling in Ardashaera or living and fighting continuously with the Cynabahn in the Jewel Wood. Despite adversity, the culture and traditions of the Jewel Elves live on. You know Wood Elf Culture +20, Wood Elf History +20, and the Low Elven language. You can choose **Arcane Heritage**, **Martial Art (Aerillion)**, **Community Spirit** and **Warrior Traditions** as cultural influences. If you are Wood Elf, use Wood Elf Culture +40, Wood Elf History +40, Low Elven and the High Elven tongues instead. You gain **Inheritance (Modest)** for free. You can take **Arcane Birthright**, **Missileer Birthright**, **Storytelling Traditions**, and **Rich Crafting Legacy** as cultural influences.

## KOZANGI KHAI SHANG

### Cultural Influence Cost: 1 (2 for Khai Shang)

**Benefit:** Khai Shang attracted to the Kozangi Dales see a kindred spirit in the people there. They have taken completely the Kozangi religion, and many of their customs, especially the more violent ones. Raised in this tradition, you know the Shangu language and are tutored in Khai Shang battle tactics: Combat +5, Kyril [Weap] +5, Bolos [Weap] +5, and Kukri [Weap] +5. You can choose **Military Pursuits** or **Warrior Tradition** as cultural influences. If you are Khai Shang, add a +5 bonus to Athletic and Combat skill checks. You gain **Athleticism** and **Cultural Fame (Duelist)** for free.



## KURJIAN ROOTS

**Cultural Influence Cost:** 1

**Benefit:** The Kurjian peoples are a nomadic breed that roam the depths of the Great Sand Sea. They are hot-blooded, tempestuous but filled with a zest for life and all it brings, good or bad. Kurjian are expert horsemen, treasure water, dancing, the company of friends and athletic competitions. Take Kurjian History +10, Kurjian Culture +20, Kurjian language, Ride +5, and Dance[Perf] +3. You can choose **Desert Born**, **Hot Blooded** or **Passionate Spirit** as cultural influences.

## LEAGUE GUILDS

**Cultural Influence Cost:** 1

**Benefit:** In the Cirthian League everyone belongs to one or more guilds and no one stands alone. Choose a guild and select 3 skills (skill specializations count as individual skills) directly related to the guild. With the 3 skills you have a +5 bonus to skill checks (if a selected skill is a specialization, it applies only to that specialization). You also begin with +5 skill ranks in each chosen skill.

## MAGICAL PURSUITS

**Cultural Influence Cost:** 2

**Benefit:** Your culture focuses heavily on magic and arcane tactical knowledge, applying it to every situation. During Skill Advancement and Development, if you gain at least +1 in (any) skill, you can apply a single bonus (+1) skill rank to one of Arcanology, Cast (select specialization), or Channel as long as your chosen skill is skill rank 75 or less.

## MARAGORÉ HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Maragoré was a restless, but relatively stable kingdom, known for its tough, diverse people. Militancy ruled in Maragoré and was their national spirit and identity if there was one. The death of the monarch and a rise of the horde destroyed almost all that was Maragoré. Raised in the old kingdom traditions, you know Maragoré History +15, Maragoré Culture +20, Arduinian and Dwarven languages, Military +5 and Engineer +2. You can choose **Engineer Traditions**, **Mercenary Customs**, **Monarchy**, **National Pride** or **Passionate Spirit** as cultural influences.

## MARBLE STEP ELF

**Cultural Influence Cost:** 1 (3 for High Elves)

**Benefit:** The White Marble Steps of the Heaven Wall mountains are the greatest bastion of High Elven culture on Khaora. They live in lofty snow covered splendor in vast castles aloof from the world,

uncaring anymore for its woes. Too many times in the past they have shed blood and lost souls to save her and no more are they willing to rise up to combat darkness and decay. Raised in this tradition, you add High Elf Culture +20, High Elf History +30, Ceremony +5, and the High Elven language. You can choose **Arcane Heritage**, **Runeweaver Traditions**, **Martial Art (Syllindion)** and **Warrior Traditions** as cultural influences. If you are High Elf, use High Elf Culture +40, High Elf History +40, Low Elven and the High Elven tongues instead. You gain **Arcane Traditions**, **Runeweaver Traditions** and **Warrior Traditions** for free. You can choose **Arcane Birthright**, **Arcane Heritage**, **Arcane Legacy**, **Military Heritage**, **Runeweaver Birthright**, and **Warrior Birthright** as cultural influences.

## MARITIME HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** The culture has a long history of maritime tradition. You can split 15 skill ranks over Military, Nautical Lore [Know] and Pilot (declare the vessel (s) known) or start with the secret of Terrain Familiarity (Ocean) listed under the Wilderness skill.

## MARMACHAND DEODANTH

**Cultural Influence Cost:** 1 (2 for Deodanth)

**Benefit:** Deodanth flocked to Marmachand after they entered the world during the Nexus Wars, seeing a kind home suited to their natures. Add Deodanth Culture +20, Deodanth History +30, Combat +5, and the Deodanth language. You can choose **Amoral Tendencies**, **Arcane Heritage**, **Runeweaver Traditions**, **Martial Art (Ssshazzoor)** and **Warrior Traditions** as cultural influences. If you are Deodanth, use Deodanth Culture +40, Deodanth History +40, Deodanth and Marmachandian tongues. You gain **Arcane Traditions**, **Ruthless**, and **Warrior Traditions** for free. You can take **Arcane Birthright**, **Arcane Heritage**, **Arcane Legacy**, **Martial Art (Ssshazzoor)**, **Military Heritage**, **Runeweaver Birthright**, and **Warrior Birthright** as cultural influences.

## MARTIAL ART

**Cultural Influence Cost:** 1

**Benefit:** You know the particular named style of fighting (Style skill: named martial art +5) regardless of the normal requirements.



## MATRIARCHY

**Cultural Influence Cost:** 1

**Benefit:** This form of governing heavily influences your culture. Split 10 skill ranks among Social and Military. You can choose **Cultural Confidence**, **Battle Mandate** and **Citizenship** as cultural influences.

## MEDICINAL FOLK LORE

**Cultural Influence Cost:** 1

**Benefit:** Your culture maintains a great store of medicine knowledge and medicine, medical lore and healers are treasures of the land. Split 20 skill ranks (minimum 1 in each) among Anatomy [Know], Biology [Know], Herbs [Know], Medical, Wilderness, and your culture's Folk Lore [Know].

## MEDICAL LORE

**Cultural Influence Cost:** 1

**Benefit:** Your society is medically advanced and basic medicinal principles and lore are common. Medicine, medical lore and healers are very highly regarded. Add a +10 bonus with all Medical skill checks and split 10 skill ranks among the Anatomy [Know] or Medical skills. You can choose **Recognized (Healer)** and **Inheritance (small)** as cultural influences.

## MELTING POT

**Cultural Influence Cost:** 1

**Benefit:** Your society has a long history of mixing cultures and has served as the melting pot for 1 or more in the past. You can choose a cultural influence from the listed culture (or cultures).

## MERCANTILE BIRTHRIGHT

**Cultural Influence Cost:** 1

**Benefit:** Your culture blends business seamlessly with life, treating business and the art of moneymaking a pursuit of life. Add a +10 bonus with Business skill checks. Take 5 business contacts you have at 50 Trust. Split 20 skill ranks (minimum 1 in each) Accounting [Know], Business, Crime, Intel, Social and Underworld. You can take **Mercantile Traditions** or **Recognized** as cultural influences.

## MERCANTILE PURSUITS

**Cultural Influence Cost:** 2

**Benefit:** Your culture focuses heavily on business and socio-economic knowledge and applying it to every situation. During Skill Advancement and Development, if you gain at least +1 in (any) skill, you can apply a single bonus (+1) skill rank to one of Business, Intel or Social as long your chosen skill is skill rank 75 or less.

## MERCANTILE TRADITIONS

**Cultural Influence Cost:** 1

**Benefit:** A long history of mercantile traditions has provided a deep store of business knowledge. Add a +5 bonus with Business skill checks. Add 2 business contacts you have at 50 Trust. Split 10 skill ranks among Accounting [Know], Business, Crime, Intel, Perform (any), Social or Urban. You can choose **Mercantile Birthright** as a cultural influence.

## MERCENARY CUSTOMS

**Cultural Influence Cost:** 1

**Benefit:** Your culture has a long history of mercenary tradition. Split 15 skill ranks among Military, Weapon (any specialization), Lorica (any specialization), Shield, Combat or Missilery. You can also speak one additional language and put 5 skill ranks in three cultures.

## MICKLEBACK DWARF

**Cultural Influence Cost:** 1 (2 for a Dwarf)

**Benefit:** The Mickleback Mountain Dwarves of Arduin are famous for their stone, liquor and people. A long established line of proud people these Dwarves have figured powerfully in every major and minor even in Arduin's history. You know Dwarf Culture +20, Dwarven History +20, and the Dwarven language. You can choose **Able Drinker**, **Martial Art (Amak Gorgas)**, **Community Spirit** and **Industrious Outlook** as cultural influences. If you are Dwarven, use Dwarven Culture +35, Dwarven History +40, Dwarven and the Old Dwarven tongues instead. You gain **Mountain Born** for free. You can choose **Engineer Birthright**, **Heritage of Perseverance**, **Heroic Heritage**, **Military Heritage**, and **Rich Crafting Legacy** as cultural influences.

## MILITARY HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Your culture has a long history of military tradition and warfare. Add a +10 bonus to Military skill checks. Split 15 skill ranks among Military, Combat, and Logistics [Know]. You can choose **Battle Mandate** and **Military Pursuits** as cultural influences.

## MILITARY PURSUITS

**Cultural Influence Cost:** 2

**Benefit:** Your culture focuses heavily on military and tactical knowledge and applies it to every opportunity or situation. During Skill Advancement and Development, if you gain at least +1 in (any) skill, you can apply a single bonus (+1) skill rank to 1 of Combat, Guard, or Military as long your chosen skill is skill rank 75 or less.



## MISSILEER BIRTHRIGHT

**Cultural Influence Cost:** 1

**Benefit:** Your culture is famed for its missileers and this reputation as the best is deeply interwoven into your culture. Add a +10 bonus with Missilery skill checks. Split 10 skill ranks among Missilery, Combat and culture's missile weapon. Start with a high quality version of your culture's missile weapon for free.

## MISTY ISLES HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Raised properly in the Misty Isles traditions and have Misty Isles Culture +20, Misty Isles History +20, Amazon Culture, and the Amazonian tongue. Add Military +3 and Nautical Lore +2. You can choose **Maritime Heritage**, **Military Heritage**, **Privateer Heritage**, or **Renaissance** as cultural influences.

## MONARCHY

**Cultural Influence Cost:** 1

**Benefit:** The monarchy governing system is a powerful influence in your culture. Add +15 to your nation's history and culture. Split 20 skill ranks (minimum 1 in each) over the Business, Social, Intel, and Urban skills. Add +10 to Wealth. You can choose **Citizenship** and **Passionate Spirit** as cultural influences.

## MOUNTAIN BORN

**Cultural Influence Cost:** 1

**Benefit:** You know the mountain ranges, their temperament, idiosyncrasies and danger. You start with the secret of Terrain Familiarity (Mountains) listed under the Wilderness skill.

## MYRMYDIOSIAN GNOME

**Cultural Influence Cost:** 1 (2 for a Gnome)

**Benefit:** The Myrmydiosian Gnomes are stubborn and hard headed but less mercenary than other gnomes. They are still suspicious of others, especially anyone with interest in their secrets but not to the normal extent of paranoia. You know the Low Gnome tongue and have Business +3, Social +5, and Urban +3. You can choose **Amoral Tendency**, **Citizenship**, **Community Spirit**, **Engineer Traditions** and **Suspicious Survivalist** as cultural influences. If you are a Gnome, add a +5 bonus to Business and Engineer skill checks. Gain **Mountain Born** for free. You can choose **Cultural Fame (Engineer)**, **Engineer Birthright**, **Urban Wisdom**, and **Well Educated** as cultural influences.

## NAPHALÔÉ

**Cultural Influence Cost:** 2

**Benefit:** You were raised in the Naphalôé traditions and have been broken and remade by its harsh history and even more brutal traditions of survival. Independence must be gained and maintained at any cost, even be it by sacrificing your own humanity for savagery. It is better in all ways to be feared than to be understood. Racial purity must be maintained at all costs lest the horror of the past relive. Failure is impossible for Naphalôéan and never considered. You are highly bigoted, snobbish to all races, even other Amazons. Males are treated with repugnance if even noticed. Add Naphalôé History +35 and Naphalôé Culture +30. You have a half strength (-10/+5) version of **Cultural Bigotry** towards ALL races or cultures except Naphalôé but suffer a -30 penalty to mature Contacts and Connections. Naphalôé are tutored in the arts of war: Military +5, Shield +5, Spear Weapon Class +5, and Guerilla Warfare [Know] +5. You can choose **Cultural Confidence**, **Ruthless** or **Recognized** as cultural influences.

## NATIONAL ABHORRENCE

**Cultural Influence Cost:** 1

**Benefit:** Your culture views some concept, circumstance, object, entity, etc. with violent and aggressive antipathy.

**Arcane** abhorrence is a loathing and distrust of things magikal, specifically the arcane matters of mages and runeweavers. Other types of magik, technology and psychic power are generally distinguished from arcane matters though a GM may rule otherwise depending on the situation. Add a +50 bonus to MD against such magik is gained but you suffer a -30 penalty to Arcanology, Cast, and Channel skill checks.

**Religious** abhorrence is a loathing and distrust of religion; refers specifically to the religious matters of priests, druids, saints, witch hunters and paladins. Other types of magik, technology and psychic power are generally distinguished from religious matters though a GM may rule otherwise. Add a +50 bonus to MD against religious magik but you suffer a -30 penalty to Pneuma, Entreaty, and Channel skill checks.

**Technological** abhorrence is a loathing and distrust of technology; refers specifically to the techno profession and can include those who manufacture or use more than TL 2 items. Add a +20 bonus to any Save or DEF against technological effects but suffer a -30 penalty to Engineer, Mechanic, and Manufacture.



## NATIONAL CHARGE

### Cultural Influence Cost: 1

**Benefit:** Your nation holds one charge or civic duty above all others, something so profound it is woven into the fabric of your nation's social conscious. You know the history of this charge well (relevant History +40) and when in pursuit of your charge you gain a +5 bonus to all rolls directly involving it and the Courage status. When you are no longer working directly with this charge, the above fades away. However, if you fail in your charge or fail to take up the charge you suffer a -10 penalty to all rolls (relating to your charge or not) and the Disturbed condition until you make amends.

## NATIONAL PRIDE

### Cultural Influence Cost: 1

**Benefit:** The deep and rich history of your land provides a great source of pride and strength. People of your land feel a powerful overwhelming feeling when it comes to their nation. Pick up to 3 ideals or circumstances defined by your nation's culture or history. Perhaps it is the sight of your land's flag, the remembrance of a fallen hero or the ideal of freedom. Whenever you can align your actions to 1 of your chosen ideal/circumstance (GM adjudicates) you are affected by the Courage Status.

## NOBILITY

### Cultural Influence Cost: 1 – 3 (see below)

**Benefit:** Your culture has clear cut nobility. Nobility falls into the categories of Landless (costs 1), Minor (costs 2), Low (costs 3) when you take this influence. You can choose **Cultured**, **Inheritance (small)**, **Recognized** and **Renaissance** as cultural influences.

**Landless Noble** begins with the social motif *Titled* (which cannot be lost). Add +50 to starting wealth.

**Minor Noble** begins with the social motifs *Titled* and *Respected* (which cannot be lost). Add +30 to starting wealth. Upgrade your Wealth rating to Gold Wealth.

**Low Noble** begins with the social motifs *Acknowledge*, *Titled* and *Respected* (which cannot be lost). Add +50 to starting wealth. Upgrade your Wealth rating to Gold Wealth. You can choose **Inheritance (Modest)** as a cultural influence.

## OCCTRIXIT HERITAGE

### Cultural Influence Cost: 1

**Benefit:** The Occtrixit were a dark people with shadowed, restless souls who entered the world via a black, seething nexus that lit the eastern sky of Khaora for nearly a month. The Occtrixit were not

of this world and this cold, nearly emotionless people bathed the coast in blood and magic, carving for themselves an empire. But not one to last. Their dominion lasted less than 50 years before plummeting into utter ruin, one so complete that little remains. The long history of Chund remembers those days: you know of the Occtrixit, Occtrixit History +20, Occtrixit Culture +20 and their language, Searxivit. Spread 15 skill ranks of your choice among Arcanalogy, Demon Lore [Know], and Nexus Lore [Know]. You can choose **Amoral Tendencies**, **Ruthless** or **Recognized** as cultural influences.

## OURAI-AII PADHA-HHA

### Cultural Influence Cost: 1 (2 for Padha-Hha)

**Benefit:** Since the flight from Jookhal-Khun, the Ourai-Aii clan has fought to maintain their culture. A child of such traditions you are sensitive to rank and social status but blunt to the point of rudeness. Curiosity is disliked and searching beyond the presentation of the norm is weird. You are slow to temper but when aroused fearsome. You know the Pandasha language, seek no other deity but Amarydion, know the cultural weapons and armor of the Padha-Hha – Lho-Zhar-Ha +5, Yoe-Ukai +5, Pushokk-ah +5, and Hoja-Pai +5. You can choose **Citizenship** and **Heritage of Perseverance** as cultural influences. If you are Padha-Hha, add a +10 bonus to Social and Self Control skill checks. Add a +10 advancement bonus to the Self Control skill.

## PANDOOORIS HERITAGE

### Cultural Influence Cost: 1

**Benefit:** The Pandooris were a prolific, emotional people who dominated the east coast of Khaora. They lived life with oceanic zest, consumed by a driving need to construct and an abiding love for art in all its myriad expressions. You know of the Pandoori: Pandoori History +20, Pandoori Culture +20 and their language, Pandoori. Spread 10 skill ranks of your choice among the Perform specializations skills; add **Architecture [Know]** +5 and **Stonework [Know]** +5.

## PASSIONATE SPIRIT

### Cultural Influence Cost: 1

**Benefit:** You have an internal driving passion that is overwhelming and rules all your actions. You can designate one roll to add a +5 bonus as an outlet of this passion. You can change this roll anytime, up to once per melee round but must declare it before the roll.



## PLAINS BORN

**Cultural Influence Cost:** 1

**Benefit:** You know the wide ranging plains, their temperament, idiosyncrasies and secrets. You have Terrain Familiarity (Plains) from the Wilderness skill.

## PLAINS DWELLER

**Cultural Influence Cost:** 2

**Benefit:** Home is the plains, the wide open sky, waving grasses and gently rolling hills. Its influence touches all your life, building a sense of boundless energy, freedom of spirit and limitless reach. Add +10 to nation's culture and history. You gain **Plains Born** for free. Split 15 skill ranks among Athletics, Clandestine, Recon, and Wilderness skills. You can choose **Athleticism, Border Life, Individualist Nature** and **Storytelling Traditions** as cultural influences.

## PLUTOCRACY

**Cultural Influence Cost:** 1

**Benefit:** The plutocratic governing system is a powerful influence. Add +15 to your nation's history and culture. Split 20 skill ranks (minimum 1 in each) among Business, Marketing [Know], Social, Intel, and Urban skills. Add +10 to Wealth. You can take **Citizenship, Mercantile Traditions** and **Recognized** as cultural influences.

## PLUTOCRATIC MAGOCRACY

**Cultural Influence Cost:** 1

**Benefit:** This form of governing is a heavy influence. Add +3 skill ranks to Social, Business, and Orate [Perf]. Add +15 to your nation's history and culture. Split 20 skill ranks (minimum 1 in each) over the Arcanology, Business, Social, and Intel skills. Add +20 to Wealth. You can take **Arcane Heritage, Mercantile Traditions** and **Recognized** as cultural influences.

## POLITY

**Cultural Influence Cost:** 1

**Benefit:** The polity governing system is a powerful influence. Add +10 to your nation's history and culture. Add a +5 bonus to Orate [Perf] skill checks. Split 20 skill ranks (minimum 1 in each) over the Social, Intel, Orate [Perf], and Urban skills. You can take **Citizenship, Community Spirit, Passionate Spirit** and **Renaissance** as cultural influences.

## PRIVATEER HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Culture has a long and colorful history of privateering in the name of its ruler. You have a +5 bonus with Wilderness skill checks while on water. Split 15 skill ranks (minimum 1 skill rank/each) across Nautical Lore [Know], Wilderness, Underworld, Crime, Intel, and Clandestine skills. You can choose **Maritime Heritage, Recognized, Ruthless,** and **Salt in your Blood** as cultural influences.

## QUAWIMA HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** The Quawima were a strong culture of many races who dominated the east coast of Khaora. They were consumed with conquest, a desire to have their acts remembered, and a love of art in all its many forms. You know of the Quawima: Quawima History +20, Quawima Culture +20 and their language, Quawimam. Spread 20 skill ranks among the Perform specializations skills, Architecture [Know], and Stonework [Know] +5. You can choose **Military Heritage, Battle Mandate** and **Passionate Spirit** as cultural influences.

## QUORN MOUNTAIN GNOME

**Cultural Influence Cost:** 1 (2 for a Gnome)

**Benefit:** The Quorn Gnomes dwell in eastern Malgoreem along the border with Viruelandia. More open and gregarious than the norm, they have a deep hatred for Viruelandia and have suffered under their rule. You know the Low Gnome tongue and Business +2, Crime +2, Social +3, Urban +2 and Wilderness +2. You can choose **Amoral Tendency, Ancestral Hatred (Viruelandia), Community Spirit, Cutthroat Society,** and **Suspicious Survivalist** as cultural influences. If you are a Gnome, add a +5 bonus to Business and Crime skill checks. You get **Ruthless** for free. You can take **Cultural Fame (Avaricious), Urban Wisdom,** and **Well Educated** as cultural influences.

## RAE-ZANT KHAI SHANG

**Cultural Influence Cost:** 1 (2 for Khai Shang)

**Benefit:** Khai Shang attracted to the Chorynth see a kindred spirit in the people there. Otherwise they differ little than the norm socially. You know the Shangu language and have Combat +5 and Kyril [Weap] +5, Bolos [Weap] +5, and Kukri [Weap] +5. You can choose **Military Pursuits** and **Warrior Tradition** as cultural influences. If you are Khai Shang, add a +5 bonus to Athletic and Combat skill checks. You gain **Athleticism** and **Cultural Fame (Duelist)** for free.



## RECOGNIZED

### Cultural Influence Cost: 1

**Benefit:** You have done something in the past that has rendered you honors and fame. You begin with a Social Motif that you can qualify for of your choice and add +30 to any starting Wealth.

## RELIGIOUS HERITAGE

### Cultural Influence Cost: 1

**Benefit:** Your culture has a deep and abiding heritage of religious influence that has provided an array of religious knowledge and know-how. Split 10 skill ranks among Pneuma, Religion [Know], and (your culture's) Mythology [Know]. If you take the Priest or Paladin professions, add a +5 skill ranks to your Profession skill. If you select a Saint or Witch Hunter Path, you can use this cultural influence to take either without giving up a Profession option.

## RELIGIOUS MANDATE

### Cultural Influence Cost: 1

**Benefit:** Your culture feels a social right exists for them to export their religious beliefs to other nations and people, to proselytize, to sway other nations and peoples to their religion. This sense of destiny allows you to designate another nation, race or social entity and gain a +10 bonus to skill checks against them. You can take this bonus only once per melee round to a single skill check. The target of this cultural idiosyncrasy must be a declared nation or people designated by your culture and religion to qualify.

## RELIGIOUS PURSUITS

### Cultural Influence Cost: 2

**Benefit:** Your culture is strongly religious and this theme echoes across all social levels. During Skill Advancement and Development, if you gain at least +1 in (any) skill, you can apply a single bonus (+1) skill rank to 1 of Pneuma, Orate [Perf] or Social as long the skill you choose is skill rank 75 or less.

## RELIGIOUS TRADITIONS

### Cultural Influence Cost: 1

**Benefit:** A long history of religious traditions has provided a deep store a powerful religious grounding. Add a +10 bonus with Pneuma skill checks. You can give up 2 cultural influences and begin with a Pneuma secret if you can meet the secret's prerequisites.

## RENAISSANCE

### Cultural Influence Cost: 1

**Benefit:** Your society invests a lot of energy into advancement and has a broad breadth of exposure new and old knowledge. Add +1 TL. Spread 10 skill ranks across any number of skills of your choice. You

can choose **Community Spirit, Individual Path, National Pride, & Recognized** as cultural influences.

## RHINGALOREAN BIRTHRIGHT

### Cultural Influence Cost: 1

**Benefit:** The Rhingalorean nation was a thriving powerful one that controlled the stretch of the Heaven Wall and Pylomere Mountains as well as most of the present day Withered lands region. They were master crafters, builders and artisans, with an enduring love of creation in all forms. You are heir to the Rhingalorean culture and know their history and culture (both +30) but are truly children of their art. You have a +5 bonus with all Ceremony, Channel, Eldarin, and Manufacture skill checks. You can elect to give up +1 cultural influence to make the above bonus +10 (you can only do this once). You can choose **Renaissance, Rhingalorean Heritage, Rhingalorean Legacy, and Technological Legacy** as cultural influences.

## RHINGALOREAN HERITAGE

### Cultural Influence Cost: 1

**Benefit:** The Rhingalorean nation was a thriving powerful one that controlled the stretch of the Heaven Wall and Pylomere Mountains as well as most of the present day Withered lands region. They were master crafters, builders and artisans, with an enduring love of creation in all forms. Take Rhingalorean History +20, Rhingalorean Culture +20, Architecture [Know] +5, and Stonework [Know] +5. Spread 15 skill ranks among Ceremony, Manufacture specializations, and Knowledge areas of study relating to crafting or designs. You can choose **Rhingalorean Birthright** and **Rhingalorean Legacy** as cultural influences.

## RHINGALOREAN LEGACY

### Cultural Influence Cost: 1

**Benefit:** The Rhingalorean nation was a thriving one that controlled the stretch of the Heaven Wall and Pylomere Mountains as well as most of the present day Withered Lands. They were master crafters, builders and artisans, with a love of creation in all forms. Your culture has stolen vast amounts from this ancient nation and made it your own. Add a +5 bonus to Manufacture skill checks. You may elect to give up 1 cultural influence & begin with a Manufacture secret if you can meet the secret's prerequisites. You can choose **Rhingalorean Birthright** and **Rhingalorean Heritage** as cultural influences.



## RICH CRAFTING LEGACY

**Cultural Influence Cost:** 1

**Benefit:** Your culture is rich with forming, crafting and manufacturing objects, works of art and other branches of crafting knowledge. Add a +5 bonus to Manufacture skill checks. Add a +5 bonus to Manufacture skill checks. Split 15 skill ranks in Knowledge areas of study relevant to crafting or construction.

## RIVER FOLK

**Cultural Influence Cost:** 2

**Benefit:** Your home is the river, its sprawling waterways, green banks and the singsong sound of its movements. Life on the river is both relaxing and tranquil and full of vigor, excitement and money. Dance, music and enjoyment are important concepts to you. Like the river you flow from one to another taking on the aspect necessary for the path of life in front of you. Add +10 to nation's culture and history. You gain the **Maritime Heritage** for free. Split 15 skill ranks among Business, Crime, Perform (any specialization) and Social skills. You can choose **Privateer Heritage**, **Salt in your Blood** and **Storytelling Traditions** as cultural influence.

## ROO-ANAI THROON

**Cultural Influence Cost:** 1 (including for Throon)

**Benefit:** Roo-anai are atypical Throon with a greater love of silver over all other metals and body decoration than the norm. Otherwise they differ little than the norm socially. You know the Throon language & are tutored in Throon battle tactics. You have **Combat +5**, **Impact Bladed & Heavy Throwing Arms weapon classes +5**, and **Shield +5**. You can choose **Military Pursuits** or **Martial Art (Thugga-Aspa)** as cultural influences. If you are Throon, add a +5 bonus to **Athletic** and **Combat skill checks**. You gain **Mountain Born** and **Ruthless** for free.

## RUNEWEAVER BIRTHRIGHT

**Cultural Influence Cost:** 1 (see below)

**Benefit:** Your culture is rich with runeweaving tradition and knowledge. You have a +5 bonus to Channel and Eldarin skill checks. You can give up +1 cultural influence to make the above bonus +10 (you can only do this once). **Runeweaver profession** or **Rune Singer path**, add a (one-time) +10 bonus to the Profession/Path skill. You can choose **Runeweaver Legacy** and **Runeweaver Traditions** as cultural influences.

## RUNEWEAVER LEGACY

**Cultural Influence Cost:** 1

**Benefit:** Your culture has a vast store of Runeweaver

knowledge. Add a +10 bonus to Eldarin skill checks. You can give up 2 cultural influences and begin with an Eldarin secret if you can meet the secret's prerequisites.

## RUNEWEAVER TRADITIONS

**Cultural Influence Cost:** 1

**Benefit:** You have delved deeply into the ancient traditions of the Runeweavers. Take **Arcanalogy +5**, **Ceremony +5**, **Runeweaver Culture +20** and **History +20**. Runeweaver profession or Rune Singer path, add Eldarin +5. You can choose **Runeweaver Birthright** or **Runeweaver Legacy** as cultural influences.

## RUTHLESS

**Cultural Influence Cost:** 1

**Benefit:** Your society holds no place for ethics, values or morals. Add a +30 bonus to skill checks or rolls against emotional states or effects and take **Self Control +5**. You can take **Amoral Tendency** as a cultural influence.

## SALT IN YOUR BLOOD

**Cultural Influence Cost:** 1

**Benefit:** The open waters of the ocean, the river ways and lakes – it doesn't matter – they are your home. You start with the secret of **Terrain Familiarity (Ocean)** listed under the **Wilderness** skill.

## SARKESHI HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** The Sarkeshi were a hot tempered, emotional people who dominated the northeast coast of Khaora. They came from the Kurjian peoples of the desert and made their way out of the desert to dominate the greener lands of the coast. They lived life with oceanic zest and were characterized as a wild, fierce, cruel and headstrong people. You know of the Sarkeshi: **Sarkeshi History +20**, **Sarkeshi Culture +20** and their language, **Sarkesh**. Spread 15 skill ranks among **Crime**, **Ride**, and **Perform** (any specialization). You can choose **Aristocracy**, **Hot Blooded** and **National Pride** as cultural influences.

## SELF TAUGHT

**Cultural Influence Cost:** 1

**Benefit:** Your culture nurtures a strong sense of independent learning and has endeared an autodidactic, take charge mindset. Apply 20 skill ranks to any number of skills but you can place no more than 5 skill ranks in any one skill. You can give up 1 cultural influence and gain a +10 advancement bonus to a skill of choice.



## SHELL BACK GNOLLS

**Cultural Influence Cost:** 1 (2 for a Gnoll)

**Benefit:** The great Shell Back Wood is a wild, lawless place and the Gnolls are among the wildest of the feral, savage in a way that gives even Death Ogre pause. Brought up in this life, you know the Gnoll tongue and have evolved to survive. You have **Combat +3, Crime +3, Wilderness +5 and Claw [Weap] +5.** You can take **Amoral Tendency, Border Life, Ruthless and Suspicious Survivalist** as cultural influences. If you are a Gnoll, add a +3 bonus to critical chances with **Claw [Weap]** attacks. You can choose **Tribal and Warrior Traditions** as cultural influences.

## SHELL BACK ORCS

**Cultural Influence Cost:** 1 (2 for an Orc)

**Benefit:** The great Shell Back Wood is a wild, lawless place and the Orcs who live there have learned to become the most savage in order to survive. Brought up in this life, you know the Orc tongue and are schooled by life to survive. **Combat +2, Crime +3, one weapon class +3, Shield +2, and Wilderness +5.** You can choose **Amoral Tendency, Martial Art (Mul-Llu), Ruthless and Suspicious Survivalist** as cultural influences. If you are an Orc, add a +10 bonus to **Wilderness** skill checks. You can take **Border Life, Mountain Born, and Tribal** as cultural influences.

## SILAVIRA

**Cultural Influence Cost:** 2

**Benefit:** Silavira is the west most of the Amazon motherland states. Silavirans believe that in unity lies strength and place the exchange of ideas and ability to depend on one another as guiding ideals. 3 things are said to give strength: the birth of many daughters, prowess in battle and the power of a woman's name, something built only in the deeds, life and adventure. Open and frank, you, like other Silavirans form no marital bonds but freely share and look upon other races with great openness. You speak Silavira, a variation of the Amazon tongue and know your history well: **Silavira History +20 and Silavira Culture +20.** You have **Shield +2, Spear Weapon Class +3, Beast Ken +2, Short Sword +1, and Crossbow +1.** You begin with **Community Spirit** for free. You can take **Cultural Confidence** and **Recognized** as cultural influences.

## SILVER SHANG ELF

**Cultural Influence Cost:** 1 (3 for Wood Elves)

**Benefit:** During the Nexus Wars, Elven families moved northward from Arduin into the Silver Shang

forest to join other kin and the Faerie. While some returned to Arduin when the Nexus Wars ended those who remained founded the Höhenaré nation from the ashes of that war. Add **Höhenaré Culture and History +15, Arduin Culture and History +10, Wood Elf Culture +20, Wood Elf History +20,** and the **Low Elven** language. You can choose **Arcane Legacy, Arcane Birthright and Athleticism** as cultural influences. If you are Wood Elf, use **Höhenaré History and Culture +20, Arduin History and Culture +20, Wood Elf Culture +40, Wood Elf History +40, Low Elven and the High Elven tongues** instead. You gain **Arcane Birthright and Warrior Birthright** for free. You can take **Faerie Heritage (Seelie), Military Pursuits, Magical Pursuits and Runweaver Traditions** as cultural influences.

## SILVER URUKK

**Cultural Influence Cost:** 1 (2 for Urukk)

**Benefit:** In the Silver Mountain Wood, only the most dangerous survive and only those by their wits and weapon skills. Life is not measured in riches but in the rich blood of your foes spilled on the ground and the sharpness of your weapons. All else is worthless, like emotion, a thing of contempt and weakness. You know the Urukk language and are tutored in the Urukk arts of war. **Military +5, Combat +5, two weapon classes +5, and Lorica (Chain) +5.** You can take **Cultural Confidence, Martial Art (Mlu-Kjuk), Ruthless and Warrior Traditions** as cultural influences. If you are Urukk, add a +5 bonus to **Military and Combat** skill checks. You gain **Amoral Tendencies** for free. You can take **Battle Mandate, Military Heritage, and Military Pursuits** as a cultural influences.

## SKULL TREES ORC

**Cultural Influence Cost:** 1 (2 for an Orc)

**Benefit:** The Orcs in Arduin have constantly fought with the Arduin people. Their lot is a harsh, brutal one and only the best survive and only those by their wits, mob or guerilla tactics and bloody savagery. To survive is to be more cunning or to outnumber your opponent. Skull Trees Orcs have a chaotic but militant society. Brought up in it, you know the Orc tongue and are schooled by life to survive. Add **Combat +3, Military +3, one weapon class +3, Shield +3, and Wilderness +5.** You can choose **Amoral Tendency, Martial Art (Mul-Llu), Ruthless and Suspicious Survivalist** as cultural influences. If you are an Orc, add a +5 bonus to **Wilderness** skill checks. Take **Cutthroat Society** for free. You can choose **Border Life, Forest Born, and Tribal** as cultural influences.



## SLAVING HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Your culture has a long heritage of slaving activity and sees slaves unequal, an economic resource, or a social niche. You are trained at the capture and enslavement of beings. Add a +5 bonus to Crime skill checks. When you make a Covert Action (Clandestine), Ambush (Combat) or Truss (Crime) add a +20 bonus to the skill check. You can give up 1 cultural influence and get the Crime secret of Cosh. You can take **Amoral Tendency** and **Ruthless** as cultural influences.

## SOCIAL MOBILITY

**Cultural Influence Cost:** 1

**Benefit:** Your society instills a belief that your place in society is changeable and the right amount of work, fame, circumstance or application can make an upward (or downward) change. Add a +5 bonus to Social skill checks. When maturing contacts or connections add +5 to rolls to build Trust and +2 to Trust gains. Add +10 to rolls for a Social Motif and +3 to all Fame gains.

## SORPHALAZ

**Cultural Influence Cost:** 2

**Benefit:** The southern land of the Amazon Motherland, Sorphalaz has known less warfare than the other Amazon states but has forgotten nothing of its warrior past. Sorphalazians are very tolerant, accepting other races easier, even mating and interbreeding. The land has strong aristocratic influences though the queen's authority is absolute. In keeping with tradition, all citizens are trained warriors and Sorphalazians spend a lot of time fighting and debating the course of their nation. In keeping with history, Sorphalazians revere wolves and respect dragons highly, seeing themselves as descendants of both. Sorphalazians speak two of the following languages: Low Elven, Hobbitt, Kobbitt or Khai-Zirin and Sorphalaz History +25 and Sorphalaz Culture +25. Sorphalazians also have Shield +1, Spear +1, Military +2, and Long Bow +1. You begin with **Aristocracy**. You can choose **Cultural Confidence**, **National Pride** or **Recognized** as cultural influences.

## SPIRITUAL HERITAGE

**Cultural Influence Cost:** 1

**Benefit:** Your society has a great deal of folk lore, heritage, traditions and ceremonies concerning the spirits, animism and spiritualism. Medicine Men, healers and Druids are very highly regarded. Add a +10 bonus to Ceremony skill checks. Split 15 skill

ranks among the (your culture's) Folk Lore [Know], Pneuma or Ceremony skills. You can choose **Courtly Ceremony**, **Storytelling Traditions**, and **Superstitious** as cultural influences.

## STORYTELLING TRADITIONS

**Cultural Influence Cost:** 1

**Benefit:** Your culture is renown for storytelling and many come from far and wide to hear them speak, tell tales and heroic exploits. Add a +5 bonus to Perform skill checks. Split 15 skill ranks among Oration [Perf], Act [Perf] and Theater [Perf]. Add +10 to Wealth.

## SUN FIRE HOBBITT

**Cultural Influence Cost:** 1 (2 for a Hobbitt)

**Benefit:** The Sun Fire Hobbitts dwell on the Sun Fire River using its high banks and the gentle hills bordering it for their homes. Diminutive in size they are giants in heart, fierceness and internal will. Life on the Sun Fire has taught them organization and to be fast on their feet, something they have used to survive the many incursions of Viruelandia forces. Brought up in this way of life, you know the Hobbitt tongue, how to work as a team and to take advantage of others. You have **Acrobatics +1**, **Athletics +2**, **Crime +2**, **Military +2**, **Social +3**, and **Urban +2**. You can take **Ancestral Hatred (Viruelandia)**, **Citizenship**, **Community Spirit**, **Military Heritage**, and **National Pride** as cultural influences. If you are a Hobbitt, add a +5 bonus to all Military and Acrobatic skill checks. Get **Determined** for free. You can take **Cultural Fame (Warrior)** and **Military Traditions** as cultural influences.

## SUN SHROUD GNOME

**Cultural Influence Cost:** 1 (2 for a Gnome)

**Benefit:** The Sun Shroud Gnomes dwell in southern Bossalian along the border with Falohyr. They are even more mistrustful, belligerent, mercenary, and obsessive than the norm. Historically they have a vast hatred for Falohyr and the Amarydion religion having suffered vastly at their hands in the past. Brought up in this way of life, you know the Low Gnome tongue and are schooled by life to survive. You have **Business +5**, **Crime +3**, **Social +3**, and **Urban +2**. You can take **Amoral Tendency**, **Ancestral Hatred (Falohyr)**, **Community Spirit**, **Cutthroat Society**, and **Suspicious Survivalist** as cultural influences. If you are a Gnome, add a +5 bonus to Business and Crime skill checks. Gain **Ruthless** for free and you can take **Cultural Fame (Avaricious)**, **Urban Wisdom**, and **Well Educated**.



## SUPERSTITIOUS

**Cultural Influence Cost:** 1

**Benefit:** Your society has a deep undercurrent of folk tales, mythology, and supernatural lore using charms, curses, omens and portents. Split 20 skill ranks (with at least 1 in each) among (your culture's) Folk Lore [Know], Pneuma, Curses [Know], and Religion [Know]. You can choose **Storytelling Traditions**.

## SUSPICIOUS SURVIVALIST

**Cultural Influence Cost:** 1

**Benefit:** Paranoia and suspicion is a way of life. Add +30 to PER and +30 to Detect Ambush (Combat). Add a +5 bonus to Recon and Intel skill checks.

## SWAMP BORN

**Cultural Influence Cost:** 1

**Benefit:** The swamp, moors and lowland fens are your home. You start with the secret of Terrain Familiarity (Swamp) listed under the Wilderness skill.

## TECHNOLOGICAL LEGACY

**Cultural Influence Cost:** 1

**Benefit:** Your culture has a rich store of technological knowledge and applies it as a fact of life. Add +2 TL and spread 15 skill ranks (minimum 1 skill rank in each) among Engineer, Mechanic, Physics [Know], Chemistry [Know], Explosives [Know], Metallurgy [Know], Biology [Know], and Mathematics [Know].

## THOUSAND EYES URUKK

**Cultural Influence Cost:** 1 (2 for Urukk)

**Benefit:** In the mountains, only the strong survive, by their wits and weapon skills. You care little for riches but strive to fulfill your deep need to win, no matter the cost. Your family is the militant group you belong to; blood ties are irrelevant. Only 3 things command respect: prowess in battle, loyalty to one's superiors and the steadfastness of comrades. All else is dust. Mercy is weakness, harshness is a kindness and emotions are weapons of the enemy. You are highly bigoted, without much regard for anyone. You know the Urukk language, Military +5, Combat +5, 2 weapon classes +5, and Lorica (Chain) +5. You can choose **Cultural Confidence**, **Martial Art (Mlu-Kjuk)**, **Ruthless** and **Warrior Traditions** as cultural influences. If you are Urukk, add a +5 bonus to Military and Combat skill checks. You gain **Amoral Tendencies** for free. You can choose **Battle Mandate**, **Military Heritage**, and **Military Pursuits** as cultural influences.

## THRAXNOR DWARF

**Cultural Influence Cost:** 1 (2 for a Dwarf)

**Benefit:** The Thraxnor Dwarves of Viruelandia are famous for their stubbornness, liquor and fighting talent. A long established line of proud people these Dwarves have featured powerfully in Viruelandia's history. Raised in this tradition, you know Dwarf Culture +20, Dwarven History +20, and the Dwarven language. You can choose **Able Drinker**, **Determined**, **Industrious Outlook** and **Martial Art (Amak Gorgas)** as cultural influences. If you are Dwarven, use Dwarven Culture +35, Dwarven History +40, Dwarven and the Old Dwarven tongues. You gain **Mountain Born** for free. You can take **Engineer Birthright**, **Heritage of Perseverance**, **Heroic Heritage**, **Military Heritage**, and **Rich Crafting Legacy** as cultural influences.

## TRIBAL

**Cultural Influence Cost:** 1

**Benefit:** This type of governing heavily influences your culture. Add +10 to your nation's history and culture. Add (your culture's) Folk Lore +20 and Pneuma +10. Split 15 skill ranks (minimum 1 in each) among Perform (any specialization), Manufacture, and Wilderness skills.

## VIRTUOUS HERITAGE

**Cultural Influence Cost:** 2

**Benefit:** The annals of your land's history resound and echo with a tally of virtuous deeds and everyone seems to adhere to and follow with frightening intensity upright moral codes, righteousness and integrity. Choose one virtue you idealize, such as honesty, bravery, piety, or integrity (you can also choose revenge, cunning, and other "virtues" if they reflect your culture). If the virtue you selected is related to a skill or a developmental aspect, add a +10 bonus to check or a +10 advancement bonus. Otherwise, add a +2 bonus to the relevant dice roll. You can choose **Code of Conduct**, **Cultural Fame (Virtuous)**, and **Recognized** as cultural influences.

## URBAN WISDOM

**Cultural Influence Cost:** 1

**Benefit:** You've walked the road of hard knocks in the urban jungle. Apply a +10 bonus to Urban skill checks and split 15 skill ranks among Clandestine, Criminal, Recon and Urban skills.



### WARRIOR BIRTHRIGHT

**Cultural Influence Cost:** 1

**Benefit:** You have gained the warrior legacy of generations past. Add a +5 bonus to Combat, Guard, Loric, Military, Shield or Weapon skill checks and place a single +10 advancement bonus into 1 of these skills.

### WARRIOR TRADITIONS

**Cultural Influence Cost:** 1

**Benefit:** A long history of warrior traditions has provided a deep store of battle knowledge. You begin with 1 Loric specialization +3, 2 Weapon Classes +3, Shield +2, Military+2, Combat +2 and Guard +2. You can choose **Military Heritage**, and **Warrior Birthright** as cultural influences.

### WELL EDUCATED

**Cultural Influence Cost:** 1

**Benefit:** Your culture prizes education and knowledge and provides a means for higher schooling. Split 15 skill ranks among any Knowledge skill specializations of choice and place another 15 skill ranks in any skill or skills of your choice.



# PROFESSIONS & PATHS - CHAPTER FOUR



# PROFESSIONS

A profession is a reflection of the time, resources, and experience expended during your upbringing. It's an archetype that helps define a character by providing a package of skills, secrets, and abilities not represented otherwise.

## UNDERSTANDING PROFESSIONS

Professions maintain certain specific traits in common. Some elements, like name and description are self explanatory. Others are less so and are thus explained below in more detail.

**Core Skills** – Defines three integral skills that are the core functions of the profession. The average of these 3 skills is the value of your Profession skill.

**Favored Skills** – A collection of skills that define the minor or major strengths of the Profession.

**Starting Advancement Bonus** – Professions place a skill advancement bonus into 1, 2, or 3 of their Core or Favored skills to demonstrate a specialized focus for the profession. You can place this bonus into a developmental aspect if indicated as well.

**Starting Skill Bonus** – A set amount of skill ranks are provided to place in Core and Favored skills or developmental aspects. This also includes a amount of skills ranks you can place anywhere.

**Profession Notes** – Here you will find notes, bonuses, or penalties to the profession. This includes other headings as well, such as Faith and Magik, Personal Power and Magik, PSI Pool and Mental Powers, and other entries.

**Profession Options** – As with racial choices, you can apply these options to make your version of the profession unique.

**Profession Skill** – All professions have a skill that defines them. For a Warrior, it's the Warrior skill. For a Mage, it's the Mage skill. These skills have secrets particular to the profession, and provide unique capabilities only found there. You must expend one EPS to gain any of these secrets, as well as qualify for any requirements, just like the secrets of any skill.

### CROSSING TO A NEW PROFESSION

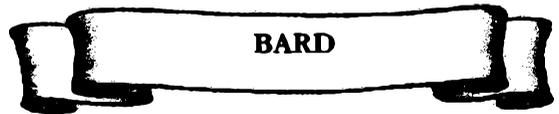
At some point, a player may want to switch professions.

Crossing into a new Profession requires the investment of EPS, though in this case 10 EPS to

make the transition. In addition the EPS you need the okay of your GM. The EPS represent an investment of time, resources, knowledge, and application you have provided in the past to learn the skills of your new Profession. When you take a new Profession you change your focus to the new Profession skill and move away from your old Profession or Path skill. This means you no longer advance in your previous Profession or Path skill but gain in the new Profession skill instead.

The amount of EPS is steep, or so it seems on the outside. Still, the Profession you begin with at character creation was a long time in the making and represented all your earlier years of development and focus. The 10 EPS represent the same investment of time, energy, resources and focus.

To maintain access to previous Profession or Path secrets you must still follow the requirements as laid out in Leaving a Path or you lose access to them.



Bards are found in all walks of life, and have a special place in the hearts of the people. They speak to us about life, its fiery heights, as well as its destitute ashes of failure. The usual and most well known medium is through song or poem, but Bards perform through art, comedy, rhyme, writing, sculpture, acting, and a myriad of other ways. Having access to songs, poems, stories, plays, and dozens of other forms that tell of the glory and tragedy of the past provide a rich tapestry for Bards to draw on to entertain, educate, or demoralize. It also provides them with a large snapshot of world affairs, and a Bard, more often than not, knows much about what and why events occur. Bards fill an important role in the channel of information that flows across the world, and it's a rare village or town that turns one away.

**Core Skills** – Intel, Perform, Social

**Favored Skills** – Business, Ceremony, Clandestine, Crime, Culture, Knowledge, Mechanic, Medical, Pilot, Ride, Recon, Self Control, Style, Underworld, Urban

**Skill Advancement Bonus** – Choose one of the following combinations to add a skill advancement bonus to Core or Favored skills. Skill Advancement Bonuses you apply to Culture, Knowledge, or Perform skills applies to ALL skill specializations under those skills. You can also apply this bonus to



PD like you can to a skill.

- +10 bonus to any three skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to one skill

### Starting Skill Bonus

- Split 30 skill ranks among Core & Favored skills.
- Take 24 + REAS in skill ranks you can apply to Core, Favored, other skills of your choice, or the developmental aspects of PD or Fear.

### PROFESSION NOTES

You must define one specialization of Perform that defines your Core skill.

### PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires two Profession Options} Choose a path and apply its changes.
- **Consummate Performer** – Add a +20 bonus to Perform skill checks.
- **Connected** – Start with one Connection at 3d10+20 Trust.
- **Contact Savvy** – Knowing people is the heart of your profession. Take d6+6 (random) Contacts with 50+5d10 Trust.
- **Dirty Fighter** – Start with the Street Martial Art [Style skill] at 5 skill ranks, ignoring all prerequisites.
- **Eccentric Scholar** – You've a knack for knowing things. You can always make an unmodified d100 Knowledge skill check against subjects.
- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Fate Looks Out For You** – Once per melee round, you can add or subtract 10 to any single roll.
- **Innate Grace** – Add a +20 skill advancement bonus to one of your Core skills.
- **Intuitive** – Add your WITS in bonus skill ranks to each Core skill.
- **Jaded** – You have become callous from your exposure to the true side of heroism and history; add a +20 bonus to Social and Perform skill checks.
- **Light On Your Feet** – When a performance goes wrong, staying alive means being light on your feet: add a +20 bonus to Dodge.
- **Thrifty** – Thrift sometimes is what it takes to



survive song to song. You reduce the cost of living by 20% and the cost of any service or goods your purchase by 10%.

### PROFESSION SKILL

The Profession skill is an average of your Core skills.

#### Proficient:

Emissary, Graceful Exit, Perfect, Sharp Memory

#### Trained:

Emotion Fugue, Heart and Soul, Untarnished Etiquette

#### Experienced:

Move the Beast, Move with the Flow, Personable, Weal or Woe

#### Specialist:

Mass Emotion Fugue, Master of Tongues, Mind Strings

#### Expert:

Heart Strings, Leitmotif, Phantasmist

#### Genius:

Magik Performance

#### Legendary:

Endless Flow

### EMISSARY [BARD]

**Prerequisite:** Proficient

You have a knack for acceptance, and for gaining or applying Social Motifs. You have a +3 bonus to rolls to gain or use Social Motifs.

### GRACEFUL EXIT [BARD]

**Prerequisite:** Proficient

You know just the right moment and rhetoric to use in order to extricate yourself out of a bad situation. As a normal action, you can make a Perform skill check against a single opponent's PD. If you succeed, you can withdraw at full Movement, and they cannot attack or act against you for d2 melee rounds (though they can engage or fight with others or you if you present a hostile action). Any action, hostile or not, you make directly against them breaks this effect.

### PERFECT [BARD]

**Prerequisite:** Proficient

You can sing, play, entertain, dance, or somehow perform in a singularly flawless manner. Select a Perform specialization, and add your WITS as a bonus to skill checks. You can take this multiple times; but only once per Perform specialization.

### SHARP MEMORY [BARD]

**Prerequisite:** Proficient

You have a razor sharp memory, and can recall an amazing level of detail about anything you have studied. Add a +20 skill advancement bonus to a Core or Favored skill. You may take this secret multiple times, but you can only apply it to a Core or Favored skill once.

### EMOTION FUGUE [BARD]

**Prerequisite:** Trained

As a normal action, you can use your Perform skill to inspire or inflict a Status and some Conditions on a single target. You make a Perform skill check versus your victim's PD. If you succeed, you can inflict one emotional effect of your choice (see *Adventuring* section). Unless otherwise stated, a Condition or Status lasts for one day only.

### HEART AND SOUL [BARD]

**Prerequisite:** Trained

You put everything into your performances. Add a +20 skill advancement bonus to the Perform (applies to all specialization) and to the Social skill.

### UNTARNISHED ETIQUETTE [BARD]

**Prerequisite:** Trained

You've an impeccable ability to handle yourself in social situations, and ignore -30 or less (per penalty) circumstantial or environmental penalties to Core skills.

### MOVE THE BEAST [BARD]

**Prerequisite:** Experienced, Emotion Fugue

You can affect any living creature with your Perform and Social skills.

### MOVE WITH THE FLOW [BARD]

**Prerequisite:** Experienced, Heart and Soul

If you succeed with a Perform skill check against a target, you gain a +20 bonus to succeed again for EACH consecutive success afterward until you fail. The bonuses last for one hour.

### PERSONABLE [BARD]

**Prerequisite:** Experienced, Emissary

Your open and dependable demeanor inspires trust. When you make Contacts or Connections, you have an automatic +30 bonus to all Build Trust rolls and a +30 bonus towards maturing them as well.

### WEAL OR WOE [BARD]

**Prerequisite:** Experienced, Emotion Fugue

As a normal action, you can make TD 100 Profession skill checks to augment (good or bad) a Status or Condition for a single target. If there is no lesser benefit or penalty, then you remove it. If it does not have a greater benefit, you add 50% to the bonuses applied.

### MASS EMOTION FUGUE [BARD]

**Prerequisite:** Specialist, Emotion Fugue, Weal or Woe

You can apply Emotion Fugue to any number of beings within the reach of your performance but you must use your Profession skill in place of the Perform skill.

### MASTER OF TONGUES [BARD]

**Prerequisite:** Specialist, Personable, Experienced Linguistics (Know)

A master of tongues, the Bard can understand any spoken language after hearing it for a few minutes with a TD 100 Profession skill check. Success means the Bard can understand and speak the language, though the effect fades unless the Bard succeeds at a subsequent TD 150 Profession skill check.

### MIND STRINGS [BARD]

**Prerequisite:** Specialist, Weal or Woe, Magnify Presence [Social]

You can play against the mind, regardless of your audiences' skill.

- When you make Profession skill checks, you can opt to force your opponent to oppose you with their PD instead of Perform, Social, or other

skills.

- As a normal action, you can make Profession attacks that cause mental damage. The damage inflicted is sonic in nature and equal to d10 HP for every 20 skill ranks you have attained.

### HEART STRINGS [BARD]

**Prerequisite:** Expert, Heart and Soul, Mass Emotion Fugue, Social Empathy [Social]

- You can play against the heart, regardless of your audiences' skill.
- When you make Profession skill checks, you can opt to force your opponent to oppose you with their DEF instead of Perform, Social, or other skills.
- As a normal action, you can make Profession attacks that cause physical damage. The damage inflicted is sonic in nature and equal to d10 HP for every 20 skill ranks you have attained.

### LEITMOTIF [BARD]

**Prerequisite:** Expert, Heart and Soul, Mass Emotion Fugue, Mind Strings, Empathy [Social]

When you use Emotion Fugue, you double the effects of the emotions you invoke (if possible).

### PHANTASMIST [BARD]

**Prerequisite:** Expert, Heart and Soul, Personable, Mass Emotion Fugue

Your ability to bewilder and mask the senses of a target transcends reality. With a Social or Perform skill check against your victim's PD, you can make your Social and Perform skill attacks and maneuvers literally take form in the victim's mind, inflicting real damage to them as if they, in turn, were real! Thus, pulling a victim into a play where the hero dies can cause them to also die if you succeed in overwhelming their PD.

### MAGIK PERFORMANCE [BARD]

**Prerequisite:** Genius, Perfect, Weal or Woe, Phantasmist, Performer's Heart [Perform]

You can play against the magik in all of us, regardless of your audiences' skill.

- When you make Profession skill checks, you can opt to force your opponent to oppose you with their MD instead of Perform, Social, or other skills.
- As a normal action, you can make Perform attacks that cause magikal damage. The damage inflicted is sonic in nature and equal to d10 HP for every 20 skill ranks you have attained.

### ENDLESS FLOW [BARD]

**Prerequisite:** Legendary, Mind Strings, Heart Strings, Magik Performance, Phantasmist, Sagacity [Social]

As a tribute to the legend you have become, if you die, you can attempt a TD 250 Profession skill check to convince Death to spare you from your fate. If you succeed, you are resurrected as if Death Breaker were cast 3d4 days after your demise. If you fail, you pass on normally without penalty.

## COURTESAN

Courtesans are bearers of a unique walk of life, and stand in a unique place socially. Well educated and worldly, they are masters of social and conversational skills, intelligence, common sense, and companionship – in proportion beyond their physical attributes. Courtesans are sometimes companions, lovers, political forces, or social evils, but never prostitutes. They are what are needed socially where they exist, and no city is complete without them, acting in society with wit and personality.

**Core Skills** – Intel, Social, Urban

**Favored Skills** – Business, Clandestine, Crime, Culture, Knowledge, Medical, Meditation, Perform, Recon, Self Control, Style, Underworld

**Skill Advancement Bonus** – Choose one of the following combinations to add a skill advancement bonus to any Core or Favored skills. Any Skill Advancement Bonus you apply to Culture, Knowledge, or Perform skills applies to ALL skill specializations under those skills. You can also apply advancement bonuses to PD like you can any skill.

- +10 bonus to any three skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to one skill

**Starting Skill Bonus**

- Split 30 skill ranks among Core and Favored skills.
- Take another 24 + REAS in skill ranks you can apply to Core, Favored, other skills of your choice, or the developmental aspects of PD or Fear.

## PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires both Profession Options} Choose a path and apply its changes.
- **Beauty And Grace** – You have beauty and grace that transcends appearance, race, or gender. Add a +10 skill advancement bonus to two Core skills.
- **Cynical** – A life style such as yours has built a certain level of jaded and hardened endurance. You add +20 bonus to Fear Saves and PD, and a +10 bonus to Social skill checks.
- **Exquisite Taste** – Add a +10 skill advancement bonus to Business, and add your Profession skill ranks as a bonus towards determining the quality of any purchased item (to the limits of availability).
- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Magik Lover** – There is more than a little magik in your movements and skill. Add Arcanology, Cast, and Channel as Favored skills in place of Crime, Medical, and Meditation. You generate Mana equal to your APT daily, and begin the game with a single OP 1 spell at skill rank one.
- **Outstanding Lover** – Saying you are a romantic virtuoso is being modest. When using Woo, Seduce, similar maneuvers, or just enjoying intimacy, you add a +40 bonus to rolls.
- **People Person** – Knowing people is everything. You have a +10 bonus to Social skill checks and a +20 skill advancement bonus with the Social skill.
- **Realist** – No matter how great your charm, sometimes it comes down to a street level. Add +10 bonus to Dodge and +30 bonus to DEF.
- **Shadowy Ties** – Dealing with outcasts has colored your past. Replace Urban with Underworld as a Core skill.
- **Sharp Wit** – A quick wit and cunning go far in your profession. Add +3 CF when using a Social or Profession skill attack, or secret in combat.
- **Unique Wisdom** – Add a +10 bonus to Social or Profession skill checks.
- **Widely Connected** – Being connected is everything. You begin with one Connection (see *Social Dimensions* section) at 50+5d10 Trust
- **World Weary** – You might not say it, but deep within your heart, you know the world is a hurtful place. The best way to prevent feeling that pain is to shut out all feelings. Add a +30

bonus to PD and a +10 advancement bonus to PD.

## PROFESSION SKILL

Your Profession skill is an average of your Core skills.

### Proficient:

Born to Dance, Counselor, Deceptive Lure

### Trained:

Animal Magnetism, Cultural Dynamo, Person of Style

### Experienced:

Rending Shadows, Social Agitator, Well Connected

### Specialist:

Enchanting, Succubus Lure

### Expert:

Aura of the Veil, Vampiric Lure

### Genius:

Unhindered

### Legendary:

Paragon Lure

## BORN TO DANCE [COURTESAN]

### Prerequisite: Proficient

You have honed native talent to a level of uncanny grace that belies form and feature. Add +2 to CF and a +10 bonus to Dodge. When you combine dancing or physical movement with your Perform skill, you also have a +20 bonus to Perform skill checks.

## COUNSELOR [COURTESAN]

### Prerequisite: Proficient

You are skilled at providing advice, guidance, and information to others. You can give another being capable of emotion and of understanding you a bonus equal to your Profession skill ranks to any single Interpersonal skill. This guidance bonus lasts no longer than a single day if not used, and is only good for a single use or situation.

## DECEPTIVE LURE [COURTESAN]

### Prerequisite: Proficient

You use deception to draw in others.

- Outside of combat, add your Profession skill ranks as a bonus to find clients and drum up business.
- In combat, as a normal action, you can distract a single target. Make a Profession skill check against the victim's PD. If you succeed, you lower their DEF by your Profession skill ranks for d2 melee rounds. You can apply this effect multiple times, but cannot lower their DEF below zero. Beings who are immune to charm, domination and mental attacks are unaffected by this secret.

## ANIMAL MAGNETISM [COURTESAN]

**Prerequisite:** Trained

You have evolved a powerful raw magnetism that appeals to others on an instinctual level. You totally ignore -30 circumstantial penalties or less (per penalty) for all Interpersonal skills.

## CULTURAL DYNAMO [COURTESAN]

**Prerequisite:** Trained

You know and understand culture, its mores, idiosyncrasies, and influences, like no other. You can add a +30 bonus to Social or Profession skill checks against beings who's Culture you know.

## PERSON OF STYLE [COURTESAN]

**Prerequisite:** Trained

You are a person of excellent taste and style.

- Add a +20 bonus to Social skill checks.
- If you roll a critical failure with the Social skill, you can attempt a TD 100 Profession skill check to lower the roll on the Fumble table by -30.

## RENDING SHADOWS [COURTESAN]

**Prerequisite:** Experienced, Khurahaen Angles [Knowledge]

You can rend the heart, tear the soul, and shatter the will of a victim with the slightest of actions or words. This mental anguish can be in the form of an immediate attack or a long-suffering period of mental torment.

- The shorter, immediate attack takes d6 minutes and a successful Profession skill check versus your victim's PD. If you succeed they take d2 points of REAS impairment, and are immediately inflicted with Anger status (see *Adventuring* section). If you fail, they are only annoyed, with you as the focus for the anger. You can repeat this as needed, taking a being's REAS to 0 or less. At this point, they become Frenzied for 2d6 hours.
- The longer version takes 2d12 days and successful TD 100 Profession skill checks each day. At the end of this period, make a final Profession skill check against their PD. If you succeed, they drop into a listless, near comatose state, unwilling to face reality for d12 days. If you fail, however, they are immune to this attack for 2d12 months.

## SOCIAL AGITATOR [COURTESAN]

**Prerequisite:** Experienced, Deceptive Lure

As a normal action, you can use your Profession skill to inspire or inflict a chosen status or condition on a single target. Make a Profession skill check versus

your victim's PD. If you meet or beat the check, you inflict the emotional state (see *Adventuring* section for emotional states) on the victim.

## WELL CONNECTED [COURTESAN]

**Prerequisite:** Experienced, Connections [Social]

You are extremely well versed in using Connections.

- You can utilize one Connection for every 8 Social skill ranks instead of the normal maximum.
- When building Connections add +2 to mature rolls.

## ENCHANTING [COURTESAN]

**Prerequisite:** Specialist, Cultural Dynamo, Magnify Presence [Social]

Select a single Courtesan Profession Lure secret. With the selected secret, you can expand the target audience of the lure by +1 additional person for every 10 Profession skill ranks. You can take this secret multiple times but can only apply once to a single Lure secret.

## SUCCUBUS LURE [COURTESAN]

**Prerequisite:** Specialist, Deceptive Lure, Allure [Social]

Like the Succubus, your wiles are impossible to resist.

- In combat, as a normal action, you attempt to force a victim to enter a Charmed state. Make a Profession skill check versus your victim's PD. If you succeed victims under this lure cannot hurt, harm, or hinder you or stand to let others do so either, engaging others to stop, hinder, or kill those who do so in accordance to their temperament and ability. The effect lasts for your CHAR in melee rounds before fading.
- The Allure secret (*Social* skill) only takes one minute for you, regardless of your Social skill. You also only suffer a -25 penalty on second attempts.

## AURA OF THE VEIL [COURTESAN]

**Prerequisite:** Expert, Enchanting, Succubus Lure, Manipulate [Social]

You have taken on an aura that literally exudes the emotion of your choice, ensuring those around you know exactly your mood. This aura allows you to assume any emotion you choose (see *Emotion Fugue* under *Bard*), and convey it to others within your Profession skill ranks in feet. Make a Profession skill check against the PD of those around you. If you succeed, they are affected by the emotion you chose. You can maintain this state for 1 hour per 15 ranks of Profession skill. You can change the emotion you emote, but it takes a minute to make the change.

## VAMPYRIC LURE [COURTESAN]

**Prerequisite:** Expert, Succubus Lure, Drain Will [Social], Magnify Presence [Social]

Your lures are the deadliest of all.

- As a normal action, you can sap the life and will to live from a victim with your wiles. Make a Profession skill check versus the victim's PD. If you meet or beat the check, they take d2 points of ESS impairment. If you take their ESS to 0 or less, they must make an immediate TD 100 Shock Save or die.
- When you use the Drain Will secret, the effect lasts days instead of hours outside of combat. In combat, the duration lasts 1 minute for every 25 skills ranks instead of every 50 skill ranks.

## UNHINDERED [COURTESAN]

**Prerequisite:** Genius, Cultural Dynamo, Aura of the Veil, Vampiric Lure, Sagacity [Social]

You pierce your victims' defenses with unstoppable verve, wit, and consummate ability. Targets of your Social or Profession skills do not get dice rolls (d100) when making opposing Social skill checks with you.

## PARAGON LURE [COURTESAN]

**Prerequisite:** Legendary, Unhindered, Unleash Tongue [Intel], Possess [Social], Local Color [Urban], Pull [Urban]

Any resistance to your will is futile.

- As a normal action, you can force a single victim to enter an enchanted state. Make a Profession skill check versus victim's PD. If you succeed, victims of this lure will do anything you ask or tell them to, even contrary to their will, morals, or continued existence. Unlike other lures, you must actively maintain this lure with a normal action, or it fails.
- As a quickened action, you can affect another victim while maintaining a grip on the first. You can maintain any number of victims of this lure. However, if you fail to continue the lure, take damage, or are otherwise held from continuing the lure, your hold over victims ceases. They become instantly hostile and immune to further Paragon Lures or any other lure you know for one hour.

## DRUID

Druids are as ancient as Rune Weavers and said to be the first to use elemental and natural magiks. Druids were and are priests of the elemental forces of the world and of no single god or pantheon. Instead, they deify the elements of the world, and venerate other natural elements, such as the trees, plants, and animals.

**Core Skills** – Ceremony, Eldarin, Wilderness

**Favored Skills** – Arcanology, Athletics, Beast Ken, Channel, Clandestine, Entreaty, Knowledge, Medical, Meditation, Pneuma, Recon, Ride, Self Control, Style

**Skill Advancement Bonus** – Choose one of the following combinations to add a skill advancement bonus to any Core or Favored skills. Any skill advancement bonus you apply to Knowledge applies to ALL skill specializations. Entreaty advancement bonuses can be applied to a single prayer or to the divine dominion. You can also apply advancement bonuses to PD and MD like you can any skill.

- +10 bonus to any 3 skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to one skill

### Starting Skill Bonus

- Split 30 skill ranks among Core and Favored skills.
- Take 16 + REAS in skill ranks you can apply to Core, Favored, other skills of your choice, or the developmental aspects of PD or MD. When selecting languages, you may take the languages of beasts, creatures, plants, or elemental beings.

### PROFESSION NOTES

Faith is an attribute for Druids. At character creation, a Druid begins with d3+4 Faith. Every Druid Profession, Wilderness, Eldarin, or Ceremony secret they learn automatically adds +1 to Faith, and adds +1 to all Faith Growth rolls (see *Faith and Religion* section). You can also raise Faith during game play and through other situations such as quests or religious trials. See the *Faith and Religion* section for more details.

## FAITH AND MAGIK

Druids use Divine, Ceremonial, and Rune Magiks. Druids commune as described in the *Faith and Religion* section, doing so via an hour long communion ritual with the world. They can make this exchange at any time, but must do so in a wild environ. Druids learned Eldarin with the Rune Weavers, but have long since moved away from its true speech. A Druid may learn Eldarin and any secret of Rune Magik, but each Rune Magik secret used to make a rune requires 1 Faith plus normal mana costs (see the *Rune Magik* section).

## PERSONAL POWER AND MAGIK

A Druid has access to OP 1 and OP 2 prayers and rituals provided by the Druid Divine Domain. They begin with 1 skill rank in the Entreaty and Ceremony skills.

## PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires two Profession Options} Choose a path and apply its changes.
- **Child Of The World** – You treat wild environs like they were paved roads for the purpose of impediment on movement.
- **Elemental Wisdom** – You are Bonded to a Demiurge (check randomly among the elements; see *Ceremony* skill secret *Bond*). The bond is a willing unbreakable union, and unlike a normal bond as described in the secret, this only adds a +20 to APT, but still requires the normal ESS requirement.
- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Heart Of The World** – You have a bond with the world, are tied to its earth, and feel its pulse of life. You can use Eldarin to talk to any flora, living beings, or elements of the world (like a rock, the waves of an ocean, etc.). Of course, such things are limited in what they can convey, though basic emotions are always possible to pick up.
- **Natural Element Attuned** – You can form bonds (see *Ceremony* skill secret *Bond*) with Demiurges for half the normal ESS required.
- **Natural Element Channel** – When exposed to the fury of any natural phenomena, you can Wild Channel from it like a source without making a skill check (see *Magik and Psychic* section).
- **Nature Sense** – You can identify flora and fauna without skill checks, and with complete accuracy.

Identification tells you what it is, but does NOT relate all its strengths, weaknesses, etc.

- **Primal Understanding** – Start with 2 Eldarin secrets.
- **Quick Study** – You start with the knowledge of +1 OP in either divine (prayers) or ceremonial (rituals) magik (your choice).
- **Social With Natural Elements** – You can use your Social and Intel skills to interact with flora, demiurges, and elementals.
- **Tied To The Seasons** – You are tied to the movement of the seasons and the pace of the world. Add +20 to PD, and age only one true year for every ESS you have in years that pass.
- **Tuned To The World** – You regenerate one point of ESS or APT impairment for every hour you are in a wild environment.
- **World Connection** – You can give up one Faith to Wild Channel from the world around you and draw in APT instead of mana. The amount available to draw upon depends on the natural, unspoiled state of your surroundings.



## PROFESSION SKILL

Your Profession skill is an average of your Core skills.

### Proficient:

Born of the World, Blood of Khaas, Nature's Lore

### Trained:

Elemental Embrace, Seat of Power

### Experienced:

One with the Elements, One with the World

### Specialist:

Dream of the World, Weight of the World

### Expert:

Domain of Power, Land's Embrace

### Genius:

As Seasons Change

### Legendary:

Eternal Roots

## BORN OF THE WORLD [DRUID]

**Prerequisite:** Proficient

You are tuned to the cycle of the world, and have a +10 bonus to APT when using Ceremonial Magik or Eldarin.

## BLOOD OF KHAAS [DRUID]

**Prerequisite:** Proficient

You have tasted the blood of the world, and can sense the heady strength of its power.

- You can determine the APT of any natural object, as a quickened action.
- With a TD 100 Channel skill check, you can recognize any existing channels, sources, nexus, domains, seats of power, or like rituals or effects within a 30 ft radius.
- Add +10 MR against natural element based magik.

## NATURE'S LORE [DRUID]

**Prerequisite:** Proficient

You can make a TD 100 Profession skill check to determine the strengths, weaknesses, and dangers of any singular flora, fauna, element, or otherwise material entity that exists in the world. If you fail, you can try again. Each time it takes d4+1 minutes of contemplation, ritual, and concentration.

## ELEMENTAL EMBRACE [DRUID]

**Prerequisite:** Trained

Similar to Bond (Ceremony secret), Elemental Embrace lets you form an affinity with an element of the world. Unlike bonding with a demiurge, this is the infusion of an essence of an element, without sentience or form beyond its nature. Common embraces are with Air, Earth, Fire, Mist, Wood, Storm, Water, and Metal. The embrace provides a continuous source of +1 Faith for every 25 Profession skill ranks or fraction thereof. This Faith will regenerate daily. Elemental Embrace also provides a one time bonus of +20 to MR and +50 to MD against the elemental damage type. You may only embrace one elemental type. Minor physical changes always occur to reflect the elemental embrace.

## SEAT OF POWER [DRUID]

**Prerequisite:** Trained

You can designate an area and consecrate or otherwise sanctify it to your presence. You can designate one Seat of Power for every 50 Profession skill ranks. When you create the Seat of Power, you define the land in some manner with a pattern that represents your particular sanctification of the region.

This act takes time, in some cases years or decades depending on size. It can be standing stones, the growth and arrangement of trees, or some other material representation. The integrity of this pattern determines the continuation of your Seat of Power. If broken even in the slightest, you lose the ability to Channel without standing in the area, and if dismantled more than 25%, you lose all abilities gained from its creation.

- This area takes becomes an active power for you, providing +100% more health and attribute healing daily when you are within it.
- The ability to draw from it as if it was a source. The geographic limits of the area are constrained by your skill. You can handle 100 points of APT for every Profession skill rank. Your skill must be able to contain the APT of the area you designate, or your Seat of Power becomes unstable and wild. If you increase in skill from your previous level, the Seat of Power does not grow to compensate. You must remake your Seat of Power each time to compensate for the increase, or it doesn't change. The Seat of Power's APT is the amount of mana you can draw.
- A Seat of Power adds +2 to your Faith Growth while you are within its borders.
- You get to add a +20 bonus to Profession and Core skills while in the Seat of Power.

## ONE WITH THE ELEMENTS [DRUID]

**Prerequisite:** Experienced, Elemental Embrace

Similar to Elemental Embrace, this secret instead allows you to build upon the bond to take on the nature and shape of the element previously embraced. It takes d4+4 minutes but you can change into an elemental form and shape, taking on its powers, weaknesses, and attributes if you succeed at a TD 100 Profession skill check. If you fail, you take d6 ESS damage, and are Unsettled for 2d4 minutes. Every 30 Profession skill ranks reduce the time to change by -1 minute to a minimum of one minute. You can stay in this form indefinitely. However, every hour you must make a TD 50 MA check. If you fail, you become the elemental you embrace, losing your personality and mind in the process.

## ONE WITH THE WORLD [DRUID]

**Prerequisite:** Experienced, Blood of Khaas

You passively learn to blend your ESS and life force into the background of the world around you, making you undetectable to discovery in this manner. This also provides a +30 bonus to PER.

## DREAM OF THE WORLD [DRUID]

**Prerequisite:** Specialist, Nature's Lore, One with the World

You understand the undercurrent pulse of life that transcends the individual and is the weave and fabric of the world soul.

- You can enter this dream to reincarnate (see GM).
- Take on the shape of any flora, fauna, natural element, or elemental as noted in One with the Elements. However, the dangers are stronger with this transformation, and the MA check begins at TD 75, and grows by +5 per hour.
- Channel the dream, treating it as an unlimited Wild Channel (see *Magik and Psychic* section for details).

## WEIGHT OF THE WORLD [DRUID]

**Prerequisite:** Specialist, One with the World, Ritual Relay [Ceremony]

As a normal action, you can target another being (living, dead, spirit, or otherwise), and force it to shoulder the burden and weight of the world, crushing its inner self, id, and soul. Make a Profession skill check against your opponent's PD. If you succeed, they take d3 ESS and EGO impairment. However, you bear a portion of this staggering burden as well, and if you fail, you take one ESS and EGO impairment instead.

## DOMAIN OF POWER [DRUID]

**Prerequisite:** Expert, Seat of Power, Dream of the World, Native Son [Wilderness]

You can act as a focus to link one Seat of Power belonging to yourself or another creature for every 15 Profession skill ranks. Or, you elect to link two or more domains, up to one domain belonging to another for every 50 Profession skill ranks. Everywhere in this new domain is counted as your Seat of Power. You can also spend one day attuning

to a person or object, and automatically determine the location of the person or item within your domain. Once a sense of the location is established, you can maintain this link even if the target moves, but only so long as it stays within the domain.

## LAND'S EMBRACE [DRUID]

**Prerequisite:** Expert, Dream of the World, Gestalt [Ceremony], Seal Channel [Channel]

As a normal action, you can embrace the land around you for 100 ft and prevent any other being from using it as a source, for Wild Channel or to draw upon the area's APT in any way, without beating you in an opposed Channel skill check first. You must maintain the embrace on the land as a quickened action. The area of embrace does NOT move with you. While you embrace the land, you treat the area as favored ground:

- Gain the benefits of Wildswise (see *Wilderness* skill) for the area.
- Treat the land as if it were a shrine level demesne.
- Add a +10 bonus to APT.

## AS SEASONS CHANGE [DRUID]

**Prerequisite:** Genius, One with the Elements, Domain of Power, Land's Embrace, Bushcraft [Wilderness]

Within your Domain or Seat of Power, you no longer age or feel the effects of age, taking on a timeless youth.

## ETERNAL ROOTS [DRUID]

**Prerequisite:** Legendary, As Seasons Change, Great Ritual [Ceremony], Unfettered [Channel], Wild Soul [Wilderness]

When death comes, you can elect to permanently give up d3 ESS to resurrect, fully formed as you were (sans material possessions), in your Domain or Seat of Power 2d20 days later.



## MAGE

Mages are the inheritors of an old heritage, one born in the wars of ages past. Like Druids, their art grew out of rune weaving, though the magik they wield contains little of the scientific certainty of Rune Magik. Mages focus in magik, learning its ways and forms, reveling in the beauty, fascination, and danger it contains.

**Core Skills** – Arcanology, Cast, Channel

**Favored Skills** – Business, Ceremony, Clandestine, Engineer, Intel, Knowledge, Medical, Meditation, Perform, Self Control, Social, Style, Urban

**Skill Advancement Bonus** – Choose one of the following combinations to add a skill advancement bonus to any Core or Favored skills. Any Skill Advancement Bonus you apply to Knowledge applies to ALL skill specializations. Cast advancement bonuses can be applied to a single spell or to a school of magik. You can apply advancement bonuses to MD like you can any skill.

- +10 bonus to any 3 skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to a single skill

### Starting Skill Bonus

- Split 30 skill ranks among Core and Favored skills.
- Take 20 + REAS in skill ranks you can apply to Core, Favored, other skills of your choice, or the developmental aspects of MD.

### PROFESSION NOTES

You must specify one school of magik OR one spell that defines your Core skill.

### PERSONAL POWER AND MAGIK

To determine your personal power pool of Mana, take your APT and add your Profession skill. Mages select ONE of the following options at character creation:

- Begin with one school at 5 skill ranks, and knowledge of OP 1 spells and rituals. You must meet the prerequisites defined in the school.
- Begin with d3+4 magik spells, and d3+1 skill ranks in each spell. Roll a d4 to determine what OP levels you begin with.

### PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires both Profession Options} Choose a path and apply its changes.
- **Arcane Intellectual** – Add your LR in bonus skill ranks to any spell when you learn it (applies to schools of magik).
- **Arcane Tolerance** – Add a +50 bonus to MD, and add a +20 advancement bonus with MD.
- **Archmage's Aura** – Your aura is considered a Retort of Power (see *Arcanology* skill) that you can load with an amount of Mana equal to your Arcanology skill ranks.
- **Channel Resonator** – When you Channel, you add a +10 bonus to determine the maximum amount of Mana you can handle.
- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Health Cannibal** – You can cannibalize a predetermined (by you) amount of CON for Mana as a quickened action. Each CON impairment provides your APT in Mana immediately.
- **Highly Efficient with Magik** – Reduce the Mana cost of magik spells by your LR bonus (with a minimum of 1 Mana cost per spell).
- **Inventive Flair** – You have a +20 bonus on Engineer rolls when it comes to creating new spells.
- **Magik Detector** – You know magik, and can detect it by touch with 100% accuracy.
- **Native Channeler** – Add a +20 skill advancement bonus to Channel, and a +20 bonus on Channel skill rolls.
- **Native Talent** – Take two +10 skill advancement bonuses OR one +20 skill advancement bonus to any Core or Favored skill.
- **Natural Conduit** – You generate additional Mana equal to your BODY score every day.
- **Quick Study** – You start with the knowledge of +1 OP in Cast (spells) or Ceremonial (ritual) magik (your choice).
- **Skill Identification** – You identify with 1 Core skill and have a +20 skill advancement bonus.



## PROFESSION SKILL

Your Profession skill is an average of your Core skills.

### Proficient:

Accelerate Channel, Magikal Temperance, Mana Dump

### Trained:

Arcane Sense, Diffuse Energy, Magik Umbra

### Experienced:

Eldritch Dodge, Embrace of the Arcane, Untether

### Specialist:

Circular Channel, Complementary Magik

### Expert:

Arcane Authority, Spell Sheathe

### Genius:

Magus

### Legendary:

Archmage

## ACCELERATE CHANNEL [MAGE]

**Prerequisite:** Proficient

As a quickened action, you can opt to accelerate your Channel ability, doubling the normal amount of Mana you can Channel in a CF Action Count. However, you lose all ability to Channel on your next CF Action Count.

## MAGIKAL TEMPERANCE [MAGE]

**Prerequisite:** Proficient

When you suffer a Cast skill fumble, you can make a TD 100 Profession skill check to attempt to negate the effects. If you succeed, reduce the fumble roll by half your Profession skill ranks. Any negative or zero results on the fumble roll due to this change negates the fumble.

## MANA DUMP [MAGE]

**Prerequisite:** Proficient

As a normal action, you can release up to as much Mana as you can channel as an energy attack against a single target with a touch. Use Channel skill against the target's MD. If you succeed, they take 1 point of HP damage per Mana point you released. However, if they can Channel, the target can elect to attempt to absorb the Mana instead. This requires an opposed Channel skill check to succeed. If they do succeed, they can only absorb however much of the Mana they can normally Channel.

*Example – You release a wave of pure power against an opponent, channeling 30 Mana into the attack. Your opponent, savvy to the attack, attempts to channel and absorb it. Lucky for you he is not as skilled and when he fails the opposed channel skill check he still takes damage.*

## ARCANE SENSE [MAGE]

**Prerequisite:** Trained

You have honed your senses beyond the mundane and can make a TD 75 Profession check, as a quickened action, to detect magik (100%) with your eyes if within 10 ft.

## DIFFUSE ENERGY [MAGE]

**Prerequisite:** Trained

As a quickened action, you can elect to weaken the power behind magik cast at you. Make a Profession skill check against the Cast skill of your attacker's magik. If you meet or exceed it, you weaken the spell to the point where it fizzles. You can do the same against rituals, opposing the Ceremony skill check of the attacker.

## MAGIK UMBRA [MAGE]

**Prerequisite:** Trained

You can load your shadow with a single magik spell to use when you call it (takes a quickened action). A Magik Umbra takes d3 hours to complete. The spell sits in a special container, and lasts for as long as 1 day per 15 Profession skill ranks or until used. You pay the base cost of the magik when you place it in the umbra, but make its Cast skill check when used. You can only keep 1 spell in your shadow with Magik Umbra.

## ELDRITCH DODGE [MAGE]

**Prerequisite:** Experienced, Diffuse Energy

You can make a Dodge attempt against non-Runes magik. The percent chance to Dodge is your MA and rolled like a normal Dodge, including taking a quickened action.

## EMBRACE OF THE ARCANE [MAGE]

**Prerequisite:** Experienced, Arcane Focus [Arcanology]

You get a +1 bonus to MD for every spell you have defined by Arcane Focus. If you have multiple Arcane Focuses, you gain the benefit for all of them.

## UNTETHER [MAGE]

**Prerequisite:** Experienced, Power block [Channel]

You attempt to deny use of the area around you to channel. As a maneuver that takes all your actions in a CF Action Count, you can apply your Profession skill against any attempt to Channel in a radius equal to 1 ft for every Profession skill rank you have. If you succeed, the channel is untethered, and it cannot be used for 1 minute per Profession skill rank (by you or anyone else).

### CIRCULAR CHANNEL [MAGE]

**Prerequisite:** Specialist, Retort of Power [Arcanology], Power Trap [Channel]

As a normal action, you can form a special channel, one similar to a ring, causing it to continue pulling power equal to your Channel skill ranks each melee round until you stop the channel or it depletes the source. You can access the Mana within the Circular Channel as if it were your own personal Mana. While in use, a Circular Channel still counts as 1 of your connections to a source.

### COMPLEMENTARY MAGIK [MAGE]

**Prerequisite:** Specialist, Retort of Power [Arcanology], Singularity [Cast]

You can define 2 spells that work synergistically with one another so that when 1 spell is cast, you immediately cast the second as well. You must name the 2 spells when you take this secret, and this ability only works with the named spells. All normal prerequisites and Channel restrictions apply. You can take this secret multiple times, and apply it to different spell pairs. At no point will this secret affect more than two spells.

### ARCANE AUTHORITY [MAGE]

**Prerequisite:** Expert, Circular Channel, Arcane Focus [Arcanology], Spell Conundrum [Cast]

When you use a spell defined with Arcane Focus, you have a 10% chance of Arcanity (see *Arcane Critical Success*) occurring.

### SPELL SHEATHE [MAGE]

**Prerequisite:** Expert, Embrace of the Arcane, Spell Rack [Arcanology], Medium [Channel]

You cast spells as normal, but sheath 1 spell within another. You pay full Mana costs for both. When the outer magik activates, the sheathed magik activates d8 CF Counts later.

### MAGUS [MAGE]

**Prerequisite:** Genius, Circular Channel, Arcane Authority, Persist Magik [Arcanology], Split Concentration [Cast]

- You are an unchallenged master of your craft.
- Add a +30 bonus to your personal power pool.
- Gain a special quickened action that you can use to Quick Cast (see *Cast* skill).
- When you use Singularity (see *Cast* skill), you raise +100% power.

### ARCHMAGE [MAGE]

**Prerequisite:** Legendary, Magus, Lore Mastery [Arcanology], Thousand Tongued [Cast], Unfettered [Channel]

You are a master among masters.

- Double your Profession skill to determine your personal power pool, and then add bonuses like normal.
- Retorts of Power provide double normal Mana benefits.
- Use Arcane Sense without expending an action.
- Gain a special quickened action you can use to Eldritch Dodge.

## MEDICINE MAN

The world is alive all around us: giving birth, living, and dying, all unseen to the naked eye. Life is spun in the winds, in the twist of trees, and in the dark richness of earth. Animals sense it; binding their lives to its unending circle. The elements dance to the tune of its strings, and spirits sing hidden accompaniment. A Medicine Man senses the life and power of such things like the beast in the field or the creeping vine. Through rituals, dances, chants, and the pounding of the drum, a Medicine Man implores the spirits, elements, and the life beating to the tempo of the world to do their bidding.

A Medicine Man uses rituals and fetishes to create powerful magik, using the latent potential found in all things, actions, and people. They can use Divine and Cast Magik as well as Ceremonial Magik.

**Core Skills** – Ceremony, Channel, Gnosis

**Favored Skills** – Arcanology, Beast Ken, Cast, Engineer, Entreaty, Knowledge, Manufacture, Mechanic, Medical, Meditation, Perform, Pneuma, Recon, Ride, Self Control, Social, Style, Wilderness

**Skill Advancement Bonus** – Choose 1 of the following combinations to add a skill advancement bonus to any Core or Favored skills. Any advancement bonus you apply to Knowledge or Perform applies to ALL skill specializations. You can also apply advancement bonuses to PD and MD like you can any skill.

- +10 bonus to any three skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to one skill

### Starting Skill Bonus

- Split 30 skill ranks among Core and Favored skills.
- Take 24 + REAS in skill ranks you can apply to Core, Favored, other skills of your choice, or the developmental aspects of MD or PD.

### PERSONAL POWER AND MAGIK

A Medicine Man determines their personal power and starting magik as follows:

- Figure Mana by adding Profession skill ranks to APT.
- Start with the knowledge of 3 fetishes of your choice, but you must meet any prerequisites to qualify to use them.
- Begin with 1 skill rank in Ceremony and 3 rituals of OP 1 Ceremonial Magik.

### PROFESSION NOTES

When using rituals, a Medicine Man can elect to take 3 points of APT impairment to emulate 1 required Faith needed for a ritual or prayer. They can take 1 point of APT impairment to emulate 1 Faith in Faith Pool for ritual requirements as well. (See the *Magik and Psychic* and *Faith and Religion* sections for details.)

### PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires two Profession Options} Choose a path and apply its changes.
- **Battle Leader** – Add Combat, Guard, and Weapon as Favored skills, and gain a +10 skill advancement bonus to 1 of them.
- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Fire Within** – Your ESS is a burning sentinel against mind and magik. Add half your ESS to PR and MR as a bonus.
- **Hot Life Flame** – Add a +10 bonus to ESS.
- **Music Of Life** – Life is utterly entwined with music. Switch Channel for Perform as a Core skill. Choose 1 musical instrument (see *Perform* skill) to tie to your Ceremony skill. You must use this instrument to succeed at rituals and when making fetishes, or you fail automatically.
- **Mystical Vision** – You can visibly see the APT in all things when you meditate over them. This requires at least d4+1 hours of meditation and a TD 75 Meditation skill check.
- **Questing Sight** – You can discover the location of a person, place, or thing. Make a TD 100

WITS check to succeed. The information is not precise, but is presented in dreams, cryptic images, or sounds. Several attempts may be required to finally succeed. You may use this talent for others too.

- **Social With Animals** – You can use your Social and Intel skills to interact with animals and beasts.
- **Speaks With Animals** – You know d4+1 animal tongues and can take animals as Contacts.
- **Spirit Bonded** – Select a single spirit of Mana, Knowledge, or Wisdom. Consider the APT that the bond provides to be equal to your BODY. Otherwise, see the Ceremony skill secret Bond.
- **Wild Friend** – You begin with 1 beast as a companion as outlined in the Bestial Companion secret (see below).

### PROFESSION SKILL

Your Profession skill is an average of your Core skills.

**Proficient:**

Bestial Companion, Iconic Magik, Totem

**Trained:**

Anointed Maker, Aspect, Shamanic Ecstasy

**Experienced:**

Living Totem, Spirit Mask, Vision Trance

**Specialist:**

Ghost Magik, Living Aspect, Merge Fetishes

**Expert:**

Awaken the World, Circle of Spirits

**Genius:**

Living Mandala

**Legendary:**

Universal Enigma

### BESTIAL COMPANION [MEDICINE MAN]

**Prerequisite:** Proficient

A beast calls you friend, brother or sister, and companion, binding its life to yours similar to how a Beast Master takes a beast into his or her family. This being creates a powerful bond, equivalent to 150 Trust. You can use your Social skill with this creature, and your companion is affected by social dynamics that affects you like a normal relationship.

### ICONIC MAGIK [MEDICINE MAN]

**Prerequisite:** Proficient

You use an icon to assist in manipulating power. The ceremony to create an icon takes d4+2 weeks, and is a slow process that takes all your time, where you attune your ESS to it. All icons have a physical form, and can be anything except another person, undead, etc. Once finished, the icon represents a ceremonial object with APT equal to your ESS, and that is

attuned to 1 ritual you designate. You must use this icon with the ritual, or the ritual suffers a -30 Ceremony skill penalty to succeed. With the icon, however, you gain a +20 bonus to Ceremony skill checks with the ritual. You can only create 1 icon that has any meaning to you for a ritual, and cannot use the icons of others.

### TOTEM [MEDICINE MAN]

**Prerequisite:** Proficient

You can take on the aspect of a single spiritual archetype, like a beast, animal, or element. You may only have 1 totem at a time, and its existence will modify rolls with other spirits while you maintain it. Calling upon a totem costs 1-ESS impairment, and can be done as a normal action. Totems provide non-transformational virtues such as communication, detection, senses, or potential depending on the type and quality you know and can bond. (See the *Spirits and Animate Power* section for more information.)

### ANOINTED MAKER [MEDICINE MAN]

**Prerequisite:** Trained

Add a +20 bonus on Ceremony rolls to make fetishes.

### ASPECT [MEDICINE MAN]

**Prerequisite:** Trained

Aspect is very much like Totem, except you can take on any virtue or aspect of the spirit, including those that transform or change.

### SHAMANIC ECSTASY [MEDICINE MAN]

**Prerequisite:** Trained

You can slip into transcendent states with ease. Add your Meditation skill ranks to your Ceremony skill as a bonus for rituals with a cast time of 1 hour or longer.

### LIVING TOTEM [MEDICINE MAN]

**Prerequisite:** Experienced, Medium [Channel]

You constantly manifest 1 virtue of your Totem with no effort on your part. (See *Totem* for details.)

### SPIRIT MASK [MEDICINE MAN]

**Prerequisite:** Experienced, Aspect

Spirit Mask is very much like Aspect, except you literally "put on" the spirit, taking on ALL of its virtues, aspects, and powers.

### VISION TRANCE [MEDICINE MAN]

**Prerequisite:** Experienced, Shamanic Ecstasy

With 2d4 days preparation, you can descend into a special trance that provides visions towards any goal, question, or knowledge. These visions are by no means clear or easy to decipher, and it may take several attempts with the trance to reach a result.

### GHOST MAGIK [MEDICINE MAN]

**Prerequisite:** Specialist, Iconic Magi, Spirit Mask

Your magik crosses both worlds. You can affect spirits and incorporeal beings as if they were perfectly material with any magik spells or rituals you use.

### LIVING ASPECT [MEDICINE MAN]

**Prerequisite:** Specialist, Living Totem, Supernatural Bond [Ceremony]

You constantly manifest 1 aspect of your Totem without any effort on your part. (See *Aspect* for details.)

### MERGE FETISHES [MEDICINE MAN]

**Prerequisite:** Specialist, Anointed Maker, Renewing Dweomer [Ceremony]

You can unite 2 fetishes into a new, single fetish. The merger requires a TD 125 Profession skill check. If you fail, the fetishes are destroyed. If you succeed, you have a new fetish with all the effects of the merged two.

### AWAKEN THE WORLD [MEDICINE MAN]

**Prerequisite:** Expert, Ghost Magik, Living Aspect, Energy Feast [Channel]

You can make an opposed Profession skill check (normal action) against the MD of any spirit in a 100 ft radius. Those who fail to oppose you are forced to manifest corporeally, if possible, or become visible.

### CIRCLE OF SPIRITS [MEDICINE MAN]

**Prerequisite:** Expert, Vision Trance, Living Aspect, Gestalt [Ceremony]

You can use your Profession skill ranks as a limit to the number of spirits you can bind instead of your ESS.

### LIVING MANDALA [MEDICINE MAN]

**Prerequisite:** Genius, Circle of Spirits, Gestalt [Ceremony], Channel Dexterity [Channel], Not Even Illusion [Meditation]

You are a living, breathing symbol and focus for spiritual and other power.

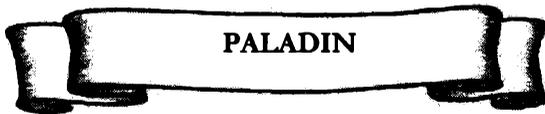
- When dealing with spirits, you never fail a first impression check, and you can take on any single Social Motif. You can change Social Motifs once per minute if desired.
- Each bonded spirit adds +1 to APT.
- Icons provide double their normal benefits.
- Add a +20 bonus to skill checks when manufacturing fetishes.
- Add your Profession skill to your MD, PD, and DEF against spirits or their powers.

## UNIVERSAL ENIGMA [MEDICINE MAN]

**Prerequisite:** Legendary, Living Mandala, Death Rite [Ceremony], Unfettered [Channel], Only the One [Meditation]

You have engaged on a massively personal quest to understand the existential meaning of life, and to exert a measure of control over the forces that impact your life. This quest understates your existence, and nothing detours you from this path, not even death should it come until the time is right.

- You can add your Profession skill to any roll you desire, once per melee round.
- You can also overturn death's grip on your soul, if you succeed at a TD 250 Profession skill check. You cannot add any bonuses beyond your Profession skill to this check. If you succeed, you expend 2 ESS permanently to resurrect like Death Breaker 2d12 weeks later.



The true Paladin is formed out of a special necessity, and not all divinities have them. True Paladins are born out of the need for conflict, to bear the brand and steel of their divinity. Opposite of Priests, who come to the masses to gain converts and spread the faith, Paladins are drawn to the fires of conflict bearing the steel edge and hardened fury of their deity.

**Core Skills** – Combat, Military, Pneuma

**Favored Skills** – Athletics, Ceremony, Channel, Entreaty, Guard, Intel, Lonica, Medical, Recon, Ride, Self Control, Shield, Social, Style, Weapon

**Skill Advancement Bonus** – Choose 1 of the following combinations to add a skill advancement bonus to any Core or Favored skills:

- +10 bonus to any 3 skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to a skill

### Starting Skill Bonus

- Split 30 skill ranks among Core and Favored skills.
- Take 12 + REAS in skill ranks you can apply to Core, Favored, other skills of your choice, or the developmental aspects of MD, DEF, Fear,

Shock, or Disease.

- Begin with 1 skill rank in 2 Weapon classes and 1 skill rank in 1 Lonica specialization.

### PROFESSION NOTES

Paladins exist only through the favor of their divine patrons. As such, Faith is an attribute for Paladins. At character creation, a Paladin begins with a Faith Pool of d3+6 Faith. Every Paladin Profession, Pneuma, Combat, or Military secret they learn automatically adds +1 to Faith, and adds +1 to all Faith Growth rolls. You can also raise Faith during game play, and through other situations such as quests or religious trials. (See the *Faith and Religion* section for more details.)

### FAITH AND MAGIK

Paladins can use ritual or prayer magik. Paladins can start with 1 ritual of OP 1 Ceremonial Magik and 1 skill rank in the Ceremony skill OR 1 prayer of OP 1 Divine Magik (see *Entreaty* skill) and 1 skill rank in Entreaty for the divine dominion of their deity.

### DOGMA

Paladins follow the dogma of their religion. Not all religions support Paladins. Those religions that support Paladins outline a specific set of tenets solely for Paladins.

### PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires two Profession Options} Choose a path and apply its changes.
- **Abiding Faith** – Add +3 to Faith Growth checks.
- **Armored Soul** – ESS draining, blasting, or destroying attacks cause ESS impairment instead.
- **Faithful** – Add a +20 skill advancement bonus to Pneuma.
- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Hand Of The Divine** – When calling upon Profession secrets, you can expend double the Faith to get double the benefit.
- **Holy Purpose** – Once per melee round, you can add a +5 bonus to any action that requires dice rolls if it doesn't violate dogma.
- **Ritualist** – Start with 3 rituals of OP 2 or less.
- **Spread Conviction** – You can project your devotion and beliefs strongly, and can apply the benefits of a Profession or Pneuma secret to you and 1 other entity within 30 ft and in line of sight.



- **Unassailable Belief** – Add a +20 advancement bonus to MD and PD.
- **Unassailable Courage** – Your drive, presence, and spirit are such that both you and your allies gain a +30 bonus against Fear from any source (you must be within line of sight for this to work).
- **Uncommon Conviction** – Add a +20 bonus to Pneuma skill checks.

### PROFESSION SKILL

Your Profession skill is an average of your Core skills.

#### Proficient:

Blessed Strength, Holy Fervor, Holy Radiance, Paragon

#### Trained:

Devour the Unfaithful, Sacred Vigor, Smite Mine Enemy

#### Experienced:

Assailing Hand, Exalted Rebirth, Divine Radiance

#### Specialist:

Heavenly Fury Unleashed, Inviolable

#### Expert:

Holy Legacy, Righteous

#### Genius:

Deific Wrath

#### Legendary:

Exalted Host



### BLESSED STRENGTH [PALADIN]

#### Prerequisite: Proficient

You wield the weapons of your deity powerfully, especially against foes of the faith. Blessed Strength requires a normal action to invoke and 1 Faith. It provides a +10 bonus to the critical range to all weapons you use for the next minute. Multiple Blessed Strength uses do not stack.

### HOLY FERVOR [PALADIN]

#### Prerequisite: Proficient

A Paladin is guided by 2 precepts only: do the will of the divine, and smite the enemies of the one and true faith. As normal action, the Paladin can invoke a Holy Fervor that provides a +30 bonus to Shock, Fear, and ATK. The fervor will last for an hour, but can be dismissed at any time prior.

### HOLY RADIANCE [PALADIN]

#### Prerequisite: Proficient

A Paladin can call upon the glory and majesty of their divinity and literally cloth his frame in this power. Holy Radiance takes a normal action to invoke, and lasts for a minute. It can be terminated earlier if desired. Holy Radiance provides a +30 to DEF, as well as a +30 bonus to Fear and Shock Saves from the aura. It also bathes the area for 30 ft around the Paladin in daylight, twilight, or darkness (depending on the outlook of the divinity).

### PARAGON [PALADIN]

#### Prerequisite: Proficient

You can give up 2 Faith (before or after dice are rolled) to re-roll any dice roll (except skill advancement checks). You may only do this once per dice roll.

### DEVOUR THE UNFAITHFUL [PALADIN]

#### Prerequisite: Trained

With a normal action, the Paladin calls down the powers of his deity to consume, devour, or otherwise destroy a foe within 30 ft. This power requires 1 Faith. Make a Pneuma skill check against the foe's MD. If you succeed, the foe takes your current Faith Pool times a d4 in HP damage. The Faith is used whether you succeed or fail.

### SACRED VIGOR [PALADIN]

#### Prerequisite: Trained

As a normal action, the Paladin can perform a special ritual to anoint his body, mind, and soul with sacred energy. This power requires 1 Faith, takes a minute to invoke, & lasts for a day. The sacred energy permeates the Paladin, adding a +20 bonus to all Saves and Defenses, as well as a +2 bonus to all Resistances.

### SMITE MINE ENEMY [PALADIN]

**Prerequisite:** Trained

With a normal action, the Paladin instills his weapon with the vast strength of his divinity to smite a foe. You determine how much Faith to imbue in the weapon, and then attack like normal. If you succeed, the divine power is released, counting each Faith provided as an additional successful strike, each inflicting an amount of damage like the original blow. Thus, imbuing 4 Faith in a weapon, a Paladin strikes a foe, releasing its power, and counting the 4 imbued Faith as 4 additional attacks doing the same damage. The imbue lasts for 1 minute per Profession skill rank or until used.

### ASSAILING HAND [PALADIN]

**Prerequisite:** Experienced, Devour the Unfaithful

The Paladin uses 2 Faith to imbue his weapon with the power of Devour the Unfaithful, and to strike against an opponent's DEF instead of MD. (See *Devour the Unfaithful* for its effects.) The Faith is used whether you succeed in striking your opponent or not.

### EXALTED REBIRTH [PALADIN]

**Prerequisite:** Experienced, Paragon

A Paladin has passed the sacred rites to gain an even higher exalted status. Such Paladins have an additional +10 skill advancement bonus to all Core skills.

### DIVINE RADIANCE [PALADIN]

**Prerequisite:** Experienced, Holy Radiance

Divine Radiance is much like Holy Radiance, except the Paladin conveys the benefits to all those he designates within the 30 ft. Designating allies for this protection occurs when the Divine Radiance is called upon (1-minute invocation), and cannot be modified later.

### HEAVENLY FURY UNLEASHED [PALADIN]

**Prerequisite:** Specialist, Assailing Hand, Uncommon Faith [Pneuma]

The Paladin uses 3-Faith to cast the effect of Devour the Unfaithful over a 30 ft radius area.

### INVIOULATE [PALADIN]

**Prerequisite:** Specialist, Exalted Rebirth, Uncommon Faith [Pneuma]

A Paladin is immune to hostile ESS or CON draining, blasting, impairing, or destroying attacks, ignoring their effects utterly. Rituals or other voluntary acts done by the Paladin that impair or damage ESS or CON function like normal.

### HOLY LEGACY [PALADIN]

**Prerequisite:** Expert, Holy Radiance, Inviolata, Touch of Grace [Pneuma]

The Paladin gains the permanent benefit of Holy Radiance, except the +30 bonus is to DEF, MD, and PD and Fear, Shock, Disease, and P/V. A Paladin can dim or reduce this radiance to as small as a 1-inch in radius.

### RIGHTEOUS [PALADIN]

**Prerequisite:** Expert, Sacred Vigor, Inviolata, Unearthly Wisdom [Pneuma]

The Paladin grows in power and faith, taking on a righteous mien. The Paladin automatically takes on the Social Motif of Righteous, and gains a +10 advancement bonus to all Defenses and Saves.

### DEIFIC WRATH [PALADIN]

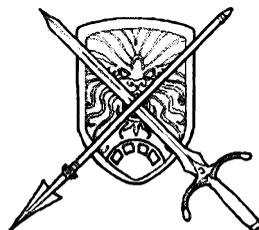
**Prerequisite:** Genius, Heavenly Fury Unleashed, Holy Legacy, Righteous, Reprimand [Pneuma]

As a normal action, Deific Wrath pours forth the wrathful side of the Paladin's divinity directly into 1 foe. Make a Pneuma skill check against the foe's MD. If you succeed, apply d6 times your current Faith Pool in BODY damage to your opponent. This power draws the attention of the Paladin's deity, and if used unwisely, will attract the deity's anger (towards the Paladin). This secret takes 5 Faith that is used up whether you succeed or fail.

### EXALTED HOST [PALADIN]

**Prerequisite:** Legendary, Righteous, Deific Wrath, Power Efficiency [Channel], Heraldic Awe [Military], Untrammled Faith [Pneuma]

The Paladin can use his divine favor to call upon the host of his divinity. Exalted Host costs the Paladin half his Faith Pool with a minimum of 15 Faith. The call opens a gate from the deity's realm directly to the Paladin, where the host will issue forth. Exact numbers, type, and powers of the host will depend on the deity (GM choice). They will stay until the request of the Paladin (stated when they arrive or when they were called) is met, but no longer, for any reason, than 1 minute for every skill rank.



## PRIEST

Friend. Counselor. Guide. Trusted brother. Learned sage. Keeper of the soul or a defender of the faith, the Priest is in all such things and more. An intermediary between the world and the divine, the Priest is invested with gifts of power to serve the call to faith.

**Core Skills** – Entreaty, Pneuma, Social

**Favored Skills** – Business, Ceremony, Channel, Culture, Intel, Knowledge, Medical, Meditation, Perform, Self Control, Style, Urban

**Skill Advancement Bonus** – Choose 1 of the following combinations to add a skill advancement bonus to any Core or Favored skills. Any Skill Advancement Bonus you apply to Knowledge applies to ALL skill specializations. Entreaty advancement bonuses can be applied to a single prayer or to the divine dominion. You can apply advancement bonuses to PD, MD, Fear, or Disease like you can any skill.

- +10 bonus to any 3 skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to a skill

**Starting Skill Bonus**

- Split 30 skill ranks among Core and Favored skills.
- Take 22 + REAS in skill ranks you can apply to Core, Favored, other skills of your choice, or the developmental aspects of MD, PD, Fear, or Disease.

### PROFESSION NOTES

Priests thrive and draw power to do works through their divine patrons. As such, Faith is an attribute for Priests, and they pay great attention to ensure they always stay within favor of their divine patron. A Priest begins with d4+3 Faith. Every Priest Profession, Pneuma, Entreaty, or Social secret they learn automatically adds +1 to Faith, and adds +1 to all Faith Growth rolls. You can also raise Faith during game play, and through other situations such as quests or religious trials (see the *Faith and Religion* section for more details). See the tenets of Faith for each religion on what prayers or rituals are allowed by each divinity (referred to as the divine dominion; see *Faith and Religion*).

### PERSONAL POWER AND MAGIK

Priestly powers are granted from divine authority and not generated by the Priest as an individual. Each religion dictates how a Priest communes with his deity. A Priest begins with the following:

- Access to OP 1 rituals and prayers in the divine domain as long as prerequisites are met for each as outlined in the Divine Dominion.
- A Priest will have 1 skill rank in the Divine Dominion (see *Entreaty* skill). They will also have 1 skill rank in the Ceremony skill.

### PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires two Profession Options} Choose a path and apply its changes.
- **Convicted Heart** – Add +5 to Faith Growth checks.
- **Core Of Faith** – Add a +20 skill advancement bonus to Pneuma.
- **Deep Faith** – All Core skills gain a +10 skill advancement bonus.
- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Illuminated** – Your Faith Pool is always considered to have +3 more Faith than its true value unless you have zero or less Faith, or have transgressed dogma.
- **Master Of Ceremony** – Every Ceremony secret you learn automatically adds +1 to Faith and adds +1 to Faith Growth rolls.
- **Master Of Prayer** – Your Divine Domain only suffers a -10 skill advancement penalty.
- **Palpable Faith** – Add your ESS score directly to HP, OR split half of your ESS among the Resistances (DR, MR, PR) placing at least 1 in each, OR add its value to each of your Saves.
- **Precious To Your God** – As a quickened action, you can use 1 Faith to add your APT to any Save for 1 minute.
- **Quick Study** – You start with the knowledge of +1 OP in either Divine (prayers) or Ceremonial (rituals) Magik (your choice).
- **Shielding Belief** – Add a +30 advancement bonus to MD and PD.



## PROFESSION SKILL

Your Profession skill is an average of your Core skills.

### Proficient:

Reliquary, Theurgy, Touched by the Divine

### Trained:

Favored by the Divine, Holy Vessel

### Experienced:

Fidelity, Pious Authority

### Specialist:

Loved by the Divine, Revelation

### Expert:

Holy Veil

### Genius:

Holy Wrath

### Legendary:

Divine Intervention

## RELIQUARY [PRIEST]

**Prerequisite:** Proficient

You can sanctify a Reliquary to hold something special and particular to your religion and deity. The rite is simple, but takes all your time for 3d8+6 weeks, and requires a TD 100 Profession skill check. All Reliquaries are simple physical containers, and can be anything sacred to your religion except another living person, undead, etc. Once finished, the Reliquary is capable of holding 1 Faith for every 10 Profession skill ranks. Once created the amount of Faith a Reliquary can hold is set. When the Faith is used up, the Reliquary is empty, but can be freely replenished with Faith. It does not, however, grow in capacity if you increase in Profession skill ranks. You have to reaccomplish the rite to invest it with greater capacity.

## THEURGY [PRIEST]

**Prerequisite:** Proficient

When you call upon the dominions of your deity, you can add double the normal Faith required to get double the power. Each deity has a list of dominions and prayers within them that are considered key sacraments. If a prayer within a dominion doesn't list a Faith requirement to use, it requires 1 Faith to gain the benefits listed under Theurgy.

## TOUCHED BY THE DIVINE [PRIEST]

**Prerequisite:** Proficient

You are touched by the hand of your divine patron and empowered with grace. Add +10 to your APT.

## FAVORED BY THE DIVINE [PRIEST]

**Prerequisite:** Trained

You are viewed well and highly by your deity, and add +5 to all checks for Faith Growth.

## HOLY VESSEL [PRIEST]

**Prerequisite:** Trained

You are a true vessel for the power of your divinity. If your Faith Pool is 15 times the amount of Faith needed for a prayer or ritual, then you instantaneously regenerate the Faith you expended.

## FIDELITY [PRIEST]

**Prerequisite:** Experienced, Watchful Spirit [Pneuma]

Your devotion is beyond reproach by any but your deity. When coerced through mystical or mundane means to perform an act against your Faith or that violates your tenets, you may instead take d4 points of BODY damage, and ignore the compulsion to violate your Faith.

## PIOUS AUTHORITY [PRIEST]

**Prerequisite:** Experienced, Theurgy

As a normal action and by expending 1 Faith, you can denounce any target, applying a divine censure against them. Make a Profession skill check against their MD for the censure to take effect. If successful, this reproach is automatically detected by anyone on first meeting and:

- Provides a negative Social penalty to individuals of your religion equal to your Profession skill.
- Boosts your deity's magik against them, adding your Profession skill ranks as a bonus to any ritual or prayers of your religion used against them.
- Can only be lifted by death or a TD 200 Priest Profession check by someone of your religion.

## LOVED BY THE DIVINE [PRIEST]

**Prerequisite:** Specialist, Fidelity, Uncommon Faith [Pneuma]

You can power a ritual with Faith alone, trading APT impairment for Faith. The ritual will take 1 melee round for each point of Faith instead of its normal time frame.

## REVELATION [PRIEST]

**Prerequisite:** Specialist, Pious Authority, Insight [Knowledge]

As a quickened action, you can add a bonus equal to your Faith Pool to a single action in a melee round.

## HOLY VEIL [PRIEST]

**Prerequisite:** Expert, Loved by the Divine, Gestalt [Ceremony], Touch of Grace [Pneuma]

You draw a veil of divine power that permanently surrounds you. This barrier is tangible or intangible at your choice. It adds the value of your Profession skill to 1 of DEF, MD, PD, any Save, HP, or a skill. Once set, the bonus is permanent and unchangeable. You can only take Holy Veil once, and gain any benefit.

## HOLY WRATH [PRIEST]

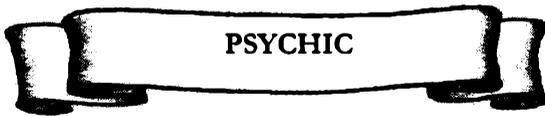
**Prerequisite:** Genius, Holy Vessel, Revelation, Holy Veil, Reprimand [Pneuma]

As a special maneuver that takes a full action, you can target 1 entity and bring down your deity's full wrath upon its head. This maneuver requires 10 Faith points and a Profession skill check against their MD. If you succeed, you inflict your Profession skill ranks in BODY damage to the target.

## DIVINE INTERVENTION [PRIEST]

**Prerequisite:** Legendary, Revelation, Holy Wrath, Great Ritual [Ceremony], Untrammelled Faith [Pneuma]

You can appeal for direct intervention by your divinity or one of its higher servants. You must succeed at a TD 250 Profession skill check to succeed. The ceremony can take minutes to months to complete (GM adjudicates).



While some look without for power, others know true power comes from within. Psychics see the world with different eyes, aware of concepts and thought as much as material things. The echoes of the past live with terrifying strength to the Psychic, not to mention the fragments of thought those who have passed have left behind. Within internal energy, a Psychic can master his form, his mind, the environment, or choose to live within a construct of his own mind.

**Core Skills** – Channel, Mind, Noetics

**Favored Skills** – Business, Ceremony, Engineer, Intel, Knowledge, Medical, Meditation, Perform, Recon, Self Control, Social, Style, Urban

**Skill Advancement Bonus** – Choose 1 of the following combinations to add a skill advancement bonus to any Core or Favored skills. Any advancement bonuses you apply to Knowledge apply to ALL skill specializations. Mind advancement bonuses can be applied to a single mental power or to an Academy of the Mind. You can apply advancement bonuses to PD like you can any skill.

- +10 bonus to any 3 skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to one skill



## Starting Skill Bonus

- Split 30 skill ranks among Core and Favored skills.
- Take 24 + REAS in skill ranks you can apply to Core, Favored, other skills of your choice, or the developmental aspects of PD.

## PROFESSION NOTES

You must define 1 Academy of the Mind or mental power that defines your Core skill.

## PSI POOL AND MENTAL POWERS

A Psychic determines their PSI pool by adding their Profession skill to their APT score. A Psychic starts with 1 of the following:

- Begin with 1 academy at 5 skill ranks, and knowledge of OP 1 mental powers and rituals. You must meet the prerequisites defined in the academy.
- Begin with d4+4 mental powers and d3+2 skill ranks in each; roll a d2 to determine the starting OP in mental powers and d2 for the starting OP of rituals you have access to. Roll a single d3+2 for your starting skill ranks in the Ceremony skill.

## PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires two Profession Options} Choose a path and apply its changes.
- **Absolute** – Add a +30 skill advancement bonus to one Core skill.
- **Armored Nerves** – Add a +50 bonus to PD and a +5 bonus to PR.
- **Criminal Ties** – Add Clandestine, Crime, and Underworld to Favored skills, and take d3+2 random criminal Contacts.
- **Deft Mind** – You can make 1 additional quickened action in a CF Action Count with a Noetics or Mind skill maneuver.
- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Flexible Training** – Make a skill a Favored skill, or change a Favored skill to a Core skill.
- **Indecipherable Leaps Of Logic** – When a Core skill improves, so also does a random Favored skill. If all your Core skills improve, so do 3 random Favored ones.
- **Instinctive Mind** – You can always take a quickened action, even if surprised or ambushed.
- **Meditative** – You can switch Noetics or Mind for Meditation as a Core skill.
- **Massive Inner Fortitude** – When you make



checks against your EGO, you gain max benefit from the dice (100). You gain this benefit even if ordinarily denied a check.

- **Mental Broadcaster** – You can broadcast the results of any intuition-based mental power or maneuver to anyone within sight that you have used Face [see *Psychic Profession* secret] on.
- **Physical Mentalist** – You can switch Mind or Noetics for Athletics as a Core skill.
- **Quick Study** – You start with the knowledge of +1 OP mental powers.
- **Unleashed Psyche** – Add LEAD to your PSI pool.

### PROFESSION SKILL

Your Profession skill is an average of your Core skills.

#### Proficient:

Akashic Channel, Face, Reverie

#### Trained:

Brain Lock, Empty Mind, Mind Well

#### Experienced:

Anathema, Bum Body, Innate Control

#### Specialist:

Fade the World, Unstoppable Will

#### Expert:

Flux

#### Genius:

Inner Multiverse

#### Legendary:

Unfettered Mind

### AKASHIC CHANNEL [PSYCHIC]

**Prerequisite:** Proficient

You can reach into the vast cosmic consciousness of the Multiverse in an attempt to channel power, skill, or knowledge. This requires a TD 100 Profession skill check and a quickened action, but you can add a +1 bonus for every 2 skill ranks to the power, skill, or knowledge you choose for 1 hour. However, if you fail your mind is lost in the Akashic stream of conscious for 3d12 minutes while your body lies unconscious. You can seek an answer to a specific question as well, though the check is harder, equal to a TD 150 Profession skill check. If you succeed, the answer comes to you in 1d12 hours.

### FACE [PSYCHIC]

**Prerequisite:** Proficient

As a normal action, you can make a skill check against the PD of any target you can perceive. If you succeed, you have tuned into their mental pattern and:

- Have a +20 bonus with your mental powers and rituals against them.

- Recognize their unique mental signature with a TD 75 Profession skill check any time afterward and gain the bonus again. Recognizing someone takes a quickened action.
- Change your mental pattern to break another entity's Face of you with a TD 150 skill check.

### REVERIE [PSYCHIC]

**Prerequisite:** Proficient

You can slip into a disciplined but dreamlike state as a quickened action. This disciplined state allows you to take from your physical needs to add to your mental ones. You can temporarily impair your ADROIT, STR, or CON attributes for an hour to add a 1-to-1 bonus to your REF, WITS, EGO, or REAS.

### BRAIN LOCK [PSYCHIC]

**Prerequisite:** Trained

As a quickened action, you use your Profession skill against a target's PD to mark them, as long as they have sentience and brain function. Doing so:

- Allows you to always find them, regardless of how they hide, slip away, or conceal themselves.
- Add a +30 bonus to mental powers and Channel/Noetics secrets and skill uses against the target.
- If you Face and Brain Lock a target, you gain both bonuses. The lock persists for a full day, and then fades away.

### EMPTY MIND [PSYCHIC]

**Prerequisite:** Trained

You can burn away thought and mental activity, presenting an empty slate to the world. Your mental activity is undetectable unless you use a mental power, and you gain a +30 bonus to PD.

### MIND WELL [PSYCHIC]

**Prerequisite:** Trained

Through training and hardship, you have learned to dredge deep pools of power to add +10 directly to APT.

### ANATHEMA [PSYCHIC]

**Prerequisite:** Experienced, Reverie

When you use your mental powers, you take on an unsettling and deadly presence, forcing the targets of your mental power to make a TD 125 Fear Save in addition to the normal effects of your mental powers.

### BURN BODY [PSYCHIC]

**Prerequisite:** Experienced, Physical Resolve [Self Control]

As a normal action, you can burn 1-BODY to gain your Profession skill in PSI points. You declare the amount of BODY burned when you take the action. Burned BODY points are considered attribute damage, and do not heal unless treated.

### INNATE CONTROL [PSYCHIC]

**Prerequisite:** Experienced, Discipline [Meditation]

You have an instinctive overwhelming mental grip on 1 attribute, conscious or unconscious. You can use your Profession skill check to oppose a foe's attack, manipulation, mental power, or magik against the declared attribute. You can take the secret many times, but each time on a different attribute.

### FADE THE WORLD [PSYCHIC]

**Prerequisite:** Specialist, Akashic Channel, Steel Resolve [Self Control]

As a quickened action, you can slip your mind from your body to exist as a being of pure thought. While in this form, you can use the Akashic Channel power without making a Profession skill check. Using this maneuver means leaving your body an unconscious shell. In this disembodied form, you must use your PER to perceive the physical world at all, and are limited to REAS, EGO, MA, or LEAD based skills or mental powers. Every melee round in this state forces your body to make a TD 100 Shock check. If you fail, reduce your CON by d3 points as your body begins to die.

### UNSTOPPABLE WILL [PSYCHIC]

**Prerequisite:** Specialist, Thought Razor [Mind], Back Brain [Noetics]

Select a mental power. You can use this mental power as long as you are conscious, regardless of the state or condition you are in.

### FLUX [PSYCHIC]

**Prerequisite:** Expert, Innate Control, Transcendent Will [Meditation], Multitask [Noetics]

As a normal action, you can adjust your attributes, taking from an attribute you have defined with Innate Control to any another attribute you also have defined by Innate Control. You can adjust the attributes to any number, but cannot take either attribute lower than 1. A flux remains in effect for 1 minute for every skill rank. You can end it earlier if desired.

### INNER MULTIVERSE [PSYCHIC]

**Prerequisite:** Genius, Flux, Implacable Resolve [Self Control], Only the One [Meditation], Echo of Infinity [Noetics]

As without, so shall it be within. Your inner mind is as great as the outer boundaries of reality. However, this philosophy is not without its dangers. Once per day, you can elect to redefine the size of your PSI pool from your normal boundaries to any number of your choosing. However, to succeed, you must make a Profession skill check against a TD 100 plus the value of the number you desire. If you succeed, replace your normal power with the number you selected to determine PSI. If you fail, you lose all personal PSI power for the day.

### UNFETTERED MIND [PSYCHIC]

**Prerequisite:** Legendary, Fade the World, Inner Multiverse, Insight [Knowledge], Antaboga [Meditation], Stalk the Void [Noetics]

Similar to Fade the World, you can slip away from the world. However, unlike that maneuver, your body becomes pure thought and energy as well, allowing you to stay in this form indefinitely.

## RUNE WEAVER

Rune Weavers are the original workers of magik who learned their craft from the reptilian masters of old, the Kthoi. Rune weaving is slow and methodical, requiring tireless dedication, but powerful beyond compare with the magik of today.

**Core Skills** – Channel, Eldarin, Engineer

**Favored Skills** – Arcanology, Cast, Ceremony, Culture, Intel, Knowledge, Manufacture, Medical, Meditation, Recon, Self Control, Social, Style, Urban

**Skill Advancement Bonus** – Choose 1 of the following combinations to add a skill advancement bonus to any Core or Favored skills. Any skill advancement bonus you apply to Knowledge applies to ALL skill specializations. Cast advancement bonuses can be applied to a single spell or to a school of magik. You can apply advancement bonuses to PD or MD like you can any skill.

- +10 bonus to any 3 skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to one skill

### Starting Skill Bonus

- Split 30 skill ranks among Core and Favored skills.
- Take 16 + REAS in skill ranks you can apply to Core, Favored, other skills of your choice, or the developmental aspects of MD or PD.

### PROFESSION NOTES

Rune Weavers learned Eldarin from the ancient Kthoi, and know the true secrets of magik. They can manipulate magik in its rawest form using the most ancient and pure Eldarin, welded into shortened mnemonics known as runes. Scientifically formulated to utmost accuracy, these crafted runes are the ultimate magik power. See the *Eldarin* skill and *Rune Magik* section for specifics.

### PERSONAL POWER AND RUNES

Rune Weavers determine Mana by adding their Profession skill to their APT score. A Rune Weaver begins with 5 secrets of Rune Magik, but must meet the prerequisites for each. Rune Weavers also start with a single OP 1 spell at Cast skill rank 1.

### PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires two Profession Options Choose a path and apply its changes.
- **Analytical Mind** – Add a +20 skill advancement bonus to Engineer.
- **Armored In Eldarin** – For every 4 Eldarin skill ranks you attain, add a +1 bonus to DEF, MD, and PD.
- **Eldarin Linguist** – Add a +20 skill advancement bonus to Eldarin.
- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Purist** – Your Eldarin is pure. Add +10 to APT.
- **Rune Bonded** – Similar to how a Druid would bond with a demiurge, you have bonded with a single Rune Magik secret. The bond provides the same effects (*Ceremony* secret *Bond* for details).
- **Rune Signed** – Every Rune Magik, Engineer, or Profession secret you know adds +1 to APT.
- **Rune Synergist** – When you combine 2 or more Rune Magik secrets to cast a rune, you reduce the overall time required by 5 melee rounds.
- **Soul Shield** – When ESS, APT, or REAS is drained, blasted, or otherwise damaged or permanently lost, you can give up a Rune Magik secret instead, losing the ability to use that secret

for 3d4 days afterward (but otherwise retaining it).

- **War Weaver** – Add a +30 advancement bonus to DEF.
- **Ward Of Runes** – For every 4 Eldarin skill ranks you attain, adds a +1 bonus to Fear, P/V, Shock, and Disease.

### PROFESSION SKILL

Your Profession skill is an average of your Core skills.

#### Proficient:

Blessed by the Seven High Runes, Living Words, Rune Affinity, Rune Relay, Slaying the Reed

#### Trained:

Anagoge, Locus, Rune Ward, Tromp as Writ

#### Experienced:

Rune Forged, Rune Knot, Subconscious Sign

#### Specialist:

Boost, Sigil, Unweave of the Mind

#### Expert:

Glyph, Unweave of the Body

#### Genius:

Matrix, Unweave of the Soul

#### Legendary:

Weaver of Eld

### BLESSED BY THE SEVEN HIGH RUNES [RUNE WEAVER]

**Prerequisite:** Proficient

The seven high runes have etched lines of power across your fate. Add +10 to APT.

### LIVING WORDS [RUNE WEAVER]

**Prerequisite:** Proficient

More than a language to define magik and runes, Eldarin is a language literally clothed in power, and each plateau of skill beyond Proficient you attain lowers the individual time cost for all Rune Magik secrets by -1 melee round.

### RUNE AFFINITY [RUNE WEAVER]

**Prerequisite:** Proficient

Name 1 Rune Magik secret. When you use this secret in any rune weaving, you gain a bonus of +20 to Eldarin skill checks, and lower the time requirement by -2 melee rounds. You can take this Profession secret multiple times, but it applies to a different Rune Magik secret each time. If you weave multiple runes where you have this secret for each, the bonuses stack together.

### RUNE RELAY [RUNE WEAVER]

**Prerequisite:** Proficient

Each Channel, Eldarin or Engineer secret you master adds a +2 bonus to the skill checks of ALL these skills.

### SLEING THE REED [RUNE WEAVER]

**Prerequisite:** Proficient

You have a powerful grasp on how to precisely and properly place Eldarin concepts. When you combine secrets to form runes, you reduce the time incurred for rune weaving by -1 melee round for every secret you use. So if you used Measure, Fire, and Shape to form a rune of fire, you would reduce the time cost to rune weave the secrets by 3 melee rounds.

### ANAGOGE [RUNE WEAVER]

**Prerequisite:** Trained

Eldarin is the base tongue of many languages. Many runes and true words of power were hidden away from the world in the whorls and twists of language, writing, and treatises. You can use your Profession skill to make skill checks against documents and books to find hidden words, runes, or secrets. The GM ultimately decides whether you can learn anything or not, and sets the TD.

### LOCUS [RUNE WEAVER]

**Prerequisite:** Trained

You may designate 1 Rune Magik secret that is a guide or focus when you manipulate Eldarin. When this secret is involved in any rune weaving, it reduces its own time requirement in half. Please note that the division of time given by Locus is done before any subtraction or addition of time. So, if you had Locus and Rune Affinity, you would divide first (Locus) and then subtract the -2 melee rounds (Rune Affinity) afterwards. You can take this Profession secret multiple times, but it applies to a different Rune Magik secret each time.

### RUNE WARD [RUNE WEAVER]

**Prerequisite:** Trained

You can take 1 Rune Magik secret you know and bind its power to you. The binding lasts until you release it. Rune Wards can be bound to any one of the following:

- To DEF, MD, PD or Fear, Shock, P/V, or Disease. Add a +1 bonus for every 2 Eldarin skill ranks.
- To HP or a single skill. As above except the bonus is +1 for every 5 Eldarin skill ranks.

Every secret you bind is unavailable for you to use. You are also required to pay an amount of Mana equal to the Mana required to use the Rune Magik secret each day to maintain the binding. You may use 1 secret in such a way for every 10 Profession skill ranks, but you can only bind 1 Rune Ward to 1 specified area, such as 1 rune to HP, another to DEF, and so on.

### TROMP AS WRIT [RUNE WEAVER]

**Prerequisite:** Trained

You understand well the tempo and pace of rune weaving. Each Rune Magik secret you use in the construction of a rune lowers the total time cost by -1 melee rounds. Thus, a rune of 5 secrets would be -5 melee rounds faster with this secret.

### RUNE FORGED [RUNE WEAVER]

**Prerequisite:** Experienced, Living Words

Each Channel or Rune Magik secret you master adds +2 to APT.

### RUNE KNOT [RUNE WEAVER]

**Prerequisite:** Experienced, Locus

A Rune Knot forms a special connection between any 2 Rune Magik secrets, allowing you to reference them with particular phraseology. Having Locus in 1 of the 2 Rune Magik secrets is a prerequisite. This method of reference allows you to apply the benefit of Locus to the other secret as well. Thus, creating a Rune Knot of Fire (Locus) and Measure allows you to apply the time reduction to both Fire and Measure. You can take this Profession secret multiple times, but it applies to different Rune Magik secrets each time. You cannot place a Rune Knot within another Rune Knot.

### SUBCONSCIOUS SIGN [RUNE WEAVER]

**Prerequisite:** Experienced, Rune Affinity

Select 1 Rune Magik secret that you have Rune Affinity with. The time required to use the Rune Magik secret cannot exceed 10 melee rounds (after modifying by Locus, Tromp as Writ, and any other secrets). You can use this Rune Magik secret as a normal action, but it costs double the normal mana cost. If a Rune Knot, Sigil, or Glyph meets the above criteria for time requirements, and you have Rune Affinity with at least 1 secret in the Rune Knot, Sigil, or Glyph, you can use them as your Subconscious Sign. You can take this Profession secret multiple times, but it applies to a different Rune Magik secret each time.

### BOOST [RUNE WEAVER]

**Prerequisite:** Specialist, Rune Forged, Intuitive Leap [Engineer]

Boost is a special notation that allows you to speed up the rune weaving of a particular rune. Boost allows you to sum the total time cost for a rune, and after adjusting for all other modifications, divide the time in two. For example, you define a rune of Fire using Fire, Measure, Sculpt, Range, and Control. You would sum the time cost, and then divide by 2 to find the new time to cast the rune. Boost does not cut corners

to create this effect, but instead uses certain Eldarin phraseology to achieve the effect in shorter time. Boost is very effective in speeding a rune, but has a cost equal to double the Mana, and impairs your APT by -1 for each Rune Magik secret used. Each secret within a Rune Knot, Glyph, or Sigil is counted individually in addition to the containing secret for this impairment. Thus, applying Boost to 3 Eldarin secrets (-3) and a Sigil with 3 secrets (-4; -1 for the Sigil secret and -3 for the 3 secrets) would apply a -7 APT impairment.

### SIGIL [RUNE WEAVER]

**Prerequisite:** Specialist, Slaying the Reed, Recursion [Engineer]

A Sigil describes a special form of linguistic notation that allows you to blend Eldarin concepts, essentially allowing you to use several secrets as one. At Specialist skill (45), you can join 2 Rune Magik secrets into 1 Sigil. You can join a successive Rune Magik secret to this base at Expert (75), Genius (110), and Legendary (150). Once these secrets are joined, the binding is irrevocable, and become a special rune you can use as a single unit. To determine the Mana and time cost for a Sigil, add the raw values normally. This becomes the new rune's requirements.

You do not lose access to the secrets joined in a Sigil in any way, but do change how the benefits derived from other secrets are applied to the ones you join into the Sigil. Any benefits individually applied to the Rune Magik secrets bound into the Sigil are applied to the Sigil itself instead. Multiple instances of the same benefit are ignored. For example, if you have Rune Affinity with the 2 secrets you join into the Sigil, the benefit of Rune Affinity is only applied once.

Each time you take the Sigil secret, you form a new Sigil. You cannot join a Sigil into another Sigil or a Glyph into a Sigil, but can use Rune Knot or Locus.

### UNWEAVE OF THE MIND [RUNE WEAVER]

**Prerequisite:** Specialist, Damage [Eldarin], MML [Engineer]

As a normal action, you can attempt a crude rune weaving attack to unweave the mental presence of a target. The unweaving is done by using a Rune Magik secret as a lens. Make a Profession skill check against the target's PD. If you succeed, you impair their MA by d3 points. If you fail, the secret feels the backlash, and is unavailable for the rest of the day. If you succeed in lowering their MA to zero, they die.

### GLYPH [RUNE WEAVER]

**Prerequisite:** Expert, Tromp as Writ, Rune Forged, Sigil

A Glyph is a more advanced form of Sigil and provides significant benefits. Its basics are exactly like the Sigil secret as far as how many or at what skill ranks you can bind Eldarin secrets. Glyph however, allows you to bind Sigils to one another.

### UNWEAVE OF THE BODY [RUNE WEAVER]

**Prerequisite:** Expert, Unweave of the Mind, Overchannel [Channel], Destruction [Eldarin]

Unweave of the Body is in all ways like Unweave of the Mind, except you attack the BODY.

### MATRIX [RUNE WEAVER]

**Prerequisite:** Genius, Renewing Dweomer [Ceremony], Power Web [Channel], Create [Eldarin], Continuum Laws [Engineer]

You can weave constructs of power to hold runes. A Matrix is a tangible item, and must be attached to or something formed from the power to give it physical reality. To create a Matrix you must:

- Rune weave the chosen rune.
- Make a TD 200 Profession skill check.
- After you create the Matrix, the secrets, runes, Sigils, or Glyphs used are unusable for d6 days. The Matrix will last for 1 day for every Profession skill rank, after which it will unweave harmlessly. Any Rune Weaver can use a Matrix, and you can unravel the weave of your matrices at any time.

### UNWEAVE OF THE SOUL [RUNE WEAVER]

**Prerequisite:** Genius, Unweave of the Body, Power Web [Channel], Death [Eldarin], Disintegrate [Eldarin]

Unweave of the Soul is in all ways like Unweave of the Mind, except you attack the ESS of a being.

### WEAVER OF ELD [RUNE WEAVER]

**Prerequisite:** Legendary, Matrix, Unfettered [Channel], Transdimensional [Eldarin], Arduinian Effect [Engineer], Dimensionless Quantities [Engineer]

The High Runes are runes so powerful that the mere act of attempting to weave them is dangerous. This secret is a prerequisite for learning any High Rune. Attempting to form High Runes without this secret causes a D level Channel fumble.

## SAGE

Some seek power, but a Sage seeks knowledge for knowledge's sake, for to them, knowing is the crowning achievement of life. A Sage believes anything is possible, and thus, everything must exist somewhere, somehow, and that guiding beacon is what they pursue.

**Core Skills** – Knowledge, Knowledge, Knowledge

**Favored Skills** – Arcanology, Business, Ceremony, Culture, Engineer, Intel, Manufacture, Mechanic, Medical, Meditation, Noetics, Perform, Pneuma, Recon, Self Control, Social, Style, Underworld, Urban, Wilderness

**Skill Advancement Bonus** – Choose 1 of the following combinations to add a skill advancement bonus to any Core or Favored skills. Any advancement bonus you apply to Culture, Knowledge, or Perform applies to ALL skill specializations.

- +10 bonus to any 3 skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to one skill

### Starting Skill Bonus

- Split 30 skill ranks among Core and Favored skills.
- Take 30+ REAS in skill ranks you can apply to Core, Favored, or other skills of your choice.

### PROFESSION NOTES

Sages exist to learn, record, and gather information, regardless of whether they will use it or not. While their Core skills are Knowledge, they must define different areas of study within Knowledge to represent their focus. Sages can also learn Knowledge as a Favored Skill.

### PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires two Profession Options} Choose a path and apply its changes.
- **Cynical** – Some things can't be unlearned. You add your REAS value as a bonus to Fear, PD, and MD.
- **Endless Seeker** – Add a +10 skill advancement bonus to any two Core or Favored skills.

- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Inquisitive Researcher** – When using a facility such as a library or a lab, you make a skill check to determine the bonus instead of only dividing your skill ranks to determine the benefit.
- **Knowledge Savvy** – You have a knack for finding informational elements you need to complete your studies. You have a +20 bonus to Intel skill checks.
- **Mental Abyss** – Diving into your mind is like jumping off a cliff into a bottomless ocean. Add +2 to your PD for every 20 skill ranks you attain in each Knowledge skill you learn.
- **Patronage** – A patron (see *Social Dimensions*) endorses your life mission, and provides resources to assist you. The Patron begins with 50+5d10 Trust, but is randomly determined otherwise.
- **Procedural Learner** – When checking for skill advancement, for every 2 skills that successfully advance, you may select a third skill that has not/did not advance, and add +1 skill ranks to it. You may only add this bonus once to an individual skill.
- **Thrifty** – Thrift sometimes is what it takes to survive to continue your research. Reduce your cost of living by 20%.
- **Wide Ranging Paths** – You never know where your next lead will take you. Take your MA in bonus skill ranks you can apply to skills of your choice.

### PROFESSION SKILL

Your Profession skill is an average of your Core skills.

#### Proficient:

Analyze Anything, Books Know All, Dauntless Researcher, Diligent Learner

#### Trained:

Able Learner, Meta-analysis, Nescient Research, We Need It Now

#### Experienced:

Learning is Living, Scholarship, Semiosis

#### Specialist:

Find the Mean, On the Shoulders of Giants, Phronesis

#### Expert:

Autopoietic Learning, Deconstruction

#### Genius:

Philomath

#### Legendary:

Polyhistor

## ANALYZE ANYTHING [SAGE]

**Prerequisite:** Proficient

The pursuit of pure knowledge knows no boundaries. You can apply your skill to attempt to understand the “What” and “Why” of anything, gaining a descriptive knowledge view of its principles (as opposed to a procedural knowledge view, which would relate the principles of its construction, how it works, and how it works best). When attempting this analytical process, you select which of the 2 (What or Why) you seek to determine, and make a TD 100 MA check to see if you can figure it out. If you succeed, you attain a very basic understanding of what you sought. For instance, a Sage comes upon a pool of water, and notices the water creates an eddy in its center. He stops and analyzes it. Selecting “Why”, he makes a successful MA check, and determines the eddy occurs because water is being drained from the pool. He could elect to ask “What”.

Analyze Anything is a near instantaneous use of empirical, deductive, and inductive reasoning simultaneously, and is non repeatable. If you fail a roll for either of the two, you cannot re-attempt it. Neither can you explain in detail, nor beyond bare facts your understanding of the Why or What of the issue.

## BOOKS KNOW ALL [SAGE]

**Prerequisite:** Proficient

Non-sentient sources of information, such as libraries, bureaus, guilds, and institutions, add a bonus towards Knowledge skill checks; you bolster this bonus by an additional 1 for every 2 Profession skill ranks.

## DAUNTLESS RESEARCHER [SAGE]

**Prerequisite:** Proficient

When making Knowledge skill checks in areas where you have at least Trained Knowledge, you adjust the resulting roll upwards to the next highest TD tier to determine how much you actually know. For example, the GM determines the point of research you seek to clarify is a TD 75, and you make a total 81 skill check. Dauntless Researcher bumps this final roll up to 100 (the next higher TD tier) instead.

## DILIGENT LEARNER [SAGE]

**Prerequisite:** Proficient

You have a +10 Knowledge skill advancement bonus.

## ABLE LEARNER [SAGE]

**Prerequisite:** Trained

You can learn anything and learn it well. Take a +20 skill advancement bonus to any skill of your choice. You can take this secret multiple times, but it applies

to a different skill each time.

## META-ANALYSIS [SAGE]

**Prerequisite:** Trained

Disciplined deep immersion into material and iterative re-organization in order to identify commonalities and differences while classifying the information into taxonomy you can digest. Meta-Analysis doubles the time required to use libraries, bureaus, Guilds, and institutions, but triples the benefits they provide. Thus, a Sage utilizing the Melkinic Library in Talismondé (which adds +30 bonus on info about the 21 Hells) would spend double the time in research (depends on the target TD) to gain a +90 bonus to his skill check.

## nescient RESEARCH [SAGE]

**Prerequisite:** Trained

You've forgotten more than you can remember, and have a chance of knowing anything, even impossible things. You can make a dice only (d100) Knowledge skill check against any subject.

## WE NEED IT NOW [SAGE]

**Prerequisite:** Trained

Getting research done quickly is a trait you excel in.

- If a time multiplier exists, downgrade the time multiplier by 1 step, such as triple to double.
- If no multipliers exist reduce the time required 50%.

Thus, you can reduce a 10 week project by 5 weeks, the same project with a double time modifier (like *Meta-Analysis*) to normal (10 weeks), triple modifiers (like *Scholarship*) to only double the time, and so on.

## LEARNING IS LIVING [SAGE]

**Prerequisite:** Experienced, Random Blind [Engineer]

Intuition and its power to make indecipherable leaps has guided your training. When a Core skill improves, a random Favored skill has a chance (make a normal skill advancement attempt with this skill), regardless of whether you have skill ranks in it or not.

## SCHOLARSHIP [SAGE]

**Prerequisite:** Experienced, Able Learner

Scholarship triples the normal amount of time used to research, but lowers the target TD by 2 steps. Thus, a Sage researching a TD 500 question could spend triple the normal time to reduce it 2 steps down to TD 300.

### SEMIOSIS [SAGE]

**Prerequisite:** Experienced, Intuitive Leap [Engineer]  
You have developed a keen understanding for the signs undercurrent in any activity, conduct, or process. Semiosis provides a +20 skill advancement bonus to all skills not at the Trained skill rank. Skills taken beyond this rank lose and do not gain this bonus.

### FIND THE MEAN [SAGE]

**Prerequisite:** Specialist, Meta-Analysis, Drunkards Walk [Engineer]

A cousin to Deconstruction (see further on), Find the Mean is the idea of using a median between extremes as a method to meeting your goal. Unique in its application, it cannot be used with any other bonus or penalty provided by secrets, Professions, Paths, or other sources, but can be applied to any skill check.

Round the target TD to the nearest tier, then step down 3 tiers from the target tier to find the lower value and up 1 tier from the target tier to find the upper value. Average these 2 to find the Mean TD. If you match or beat this new TD, you succeed in the skill check.

*Example – A TD 75 skill check stepped down 3 times is TD 0, and stepped up once is Moderate (TD 100). The Mean TD is then 50, not much lower, but while you get no bonuses, you also take no penalties as well (which can be quite useful).*

### ON THE SHOULDERS OF GIANTS [SAGE]

**Prerequisite:** Specialist, Scholarship, Goodness-of-Fit [Engineer]

You learn from the prior research of others. Double the bonuses provided by non-sentient sources of information, such as libraries, bureaus, Guilds, and institutions, towards Knowledge skill checks.

### PHRONESIS [SAGE]

**Prerequisite:** Specialist, Learning is Living, Serendipity [Engineer]

Phronesis is the ability to think about how and why we should act and do towards a desired end, and to apply them in the real world in unforeseen situations. Phronesis provides a universal bonus of 1 for every 15 Profession skill ranks to skill checks and Saves.

### AUTOPOIETIC LEARNING [SAGE]

**Prerequisite:** Expert, Semiosis, Phronesis, Raven Paradox [Engineer]

Learning has become a self-generating fundamental complimentary to life. The insights gained provide a +20 skill advancement bonus to all skills you have taken to Expert skill rank and higher. Skills below this rank do not gain this bonus.

### DECONSTRUCTION [SAGE]

**Prerequisite:** Expert, Scholarship, Find the Mean, Reverse Engineer [Engineer]

Deconstruction is a method of distilling certain distinctions or dichotomies from knowledge, regardless of form or structure. Unique in its application, it cannot be used with any other bonus or penalty provided by secrets, Professions, Paths, or other sources.

- Deconstruction only works with a Knowledge skill check.
- Only the TD matters, and you ignore modifications, bonuses, or penalties (regardless of source).
- To apply Deconstruction, compare your skill ranks to half the normal TD. If you match or beat this half TD, you succeed in the Knowledge skill check without needing to roll.

### PHILOMATH [SAGE]

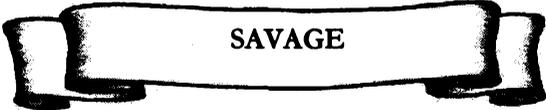
**Prerequisite:** Genius, Autopoietic Learning, Bayesian [Engineer], Deconstruction, Sublime [Knowledge]

You double the benefit that skill advancement bonuses give to skill criticals and skill fumbles for all skills.

### POLYHISTOR [SAGE]

**Prerequisite:** Legendary, Philomath, Arduinian Effect [Engineer], Dimensionless Qualities [Engineer], Quin [Engineer]

To reflect intellectual gains you have achieved, add +10 to REAS. To demonstrate how little lies outside the reach of a true Polyhistor, multiply your LR bonus by 10, and add this as a skill advancement bonus to all skills where at least 1 skill rank exists.



## SAVAGE

Savages are uncivilized, unlettered people from the frozen lands of the north, the chaotic borderlands between civilization and the wild, and other places. Civilized folk call them barbaric, reckless, and unschooled, and while this typifies some, so do the words of bravery, cunning, and heroics. To be a Savage is more than a label. Savages contain the unrefined aspect of the beast in their hearts, and know mayhem, danger, and the uncertainty of life, as well as the beasts in the field and the plants of the earth. Where the Warrior blends skill with talent to form the discipline to overcome challenges, a Savage

uses the power of his limbs and a formidable, near bestial wildness to make a path in life. Savages attack challenges, life, and adventures with an unwavering feral energy, and this mark stamps an imprint on all they do in life.

**Core Skills** – Athletics, Combat, Wilderness

**Favored Skills** – Acrobatics, Beast Ken, Ceremony, Clandestine, Crime, Gnosis, Guard, Medical, Missilery, Recon, Ride, Self Control, Style, Weapon

**Skill Advancement Bonuses** – Choose 1 of the following combinations to add a skill advancement bonus to any Core or Favored skills. You can apply advancement bonuses to DEF, Fear, or Shock like you can any skill.

- +10 bonus to any 3 skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to one skill

### Starting Skill Bonus

- Split 30 skill ranks among Core and Favored skills.
- Take 8 + REAS in skill ranks you can apply to Core, Favored, other skills of your choice, or the developmental aspects of DEF, Fear, or Shock.
- Begin with 1 skill rank in a Weapons Group of 5 weapons (see *Weapons Group* secret in the *Weapon* skill).

### PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires two Profession Options} Choose a path and apply its changes.
- **Animal Charisma** – Add a +10 bonus to Social skill checks and to secrets like Savage Presence, Bestial Charge, and similar maneuvers (making the TD for enemies +10 harder).
- **Bloodied Fury** – When an enemy hurts you in a melee, you gain a one-time +2 bonus to CF and a +20 to ATK and DEF until the melee ends.
- **Brute Force** – Master of brutish tactics, you add a +3 bonus to all physical DME you inflict in melee.
- **Dirty Fighter** – Start with the Street Martial Art at 5 skill ranks, ignoring all prerequisites to learn it.
- **Even Handed** – Ignore the ATK penalty for using 2 weapons.
- **Fast On Your Feet** – Add a +2 bonus to CF and a +10 bonus to Dodge.

- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Feral Affinity** – Living in the wild next to animals has given you a certain skill and affinity when working with them. You can apply your Social skill towards creatures, wild or tamed. Add +20 to PER.
- **Prickly Ego** – Your mind reacts in a hostile manner to intrusion. Add +30 to PD, and gain a +10 advancement bonus to PD.
- **Rack Gait** – Use 15 as a base for Movement.
- **Superstitious** – You have been raised to be very suspicious and reverent to magik. Add +30 to MD, and gain a +10 advancement bonus to MD.
- **Survival Oriented** – When taken to 0 CF, you may make a TD 150 Athletics skill check to bring your CF back up to 1.
- **Trained Beginner** – You start with 2 Weapons Classes in addition to your Weapons Group.

### PROFESSION SKILL

Your Profession skill is an average of your Core skills.

**Proficient:**

Feral Speed, Savage Presence, Untamed

**Trained:**

Bestial Charge, Resolute, Side Swipe

**Experienced:**

Butcher, No One Walks Away, Reckless Assault

**Specialist:**

Crushing Blow, Merciless

**Expert:**

Larger than Life, Savage Resilience

**Genius:**

Hair Trigger Reflexes

**Legendary:**

Predator

### FERAL SPEED [SAVAGE]

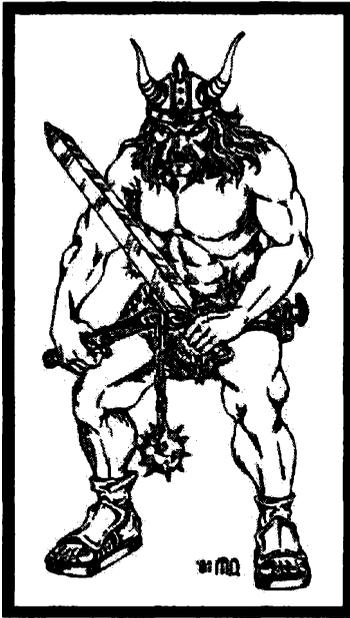
**Prerequisite:** Proficient

You move with animal grace and wild speed. Add a +10 bonus to Dodge, a +5 bonus to Move, a +1 CF.

### SAVAGE PRESENCE [SAVAGE]

**Prerequisite:** Proficient

Shaking opponents with a blood curdling battle cry is second nature to you. As a quickened action, you can release a piercing yell that turns an enemy's knees to water. Select 1 opponent that must make a Fear check with a TD 75 plus your Profession skill ranks, or they are Shaken (see *Adventuring* section).



### UNTAMED [SAVAGE]

**Prerequisite:** Proficient

You move like a caged wild animal when you choose. As a quickened action, you can give up some or all of your Movement to add a +3 bonus to your DEF for every 1 ft you sacrifice.

### BESTIAL CHARGE [SAVAGE]

**Prerequisite:** Trained

When Charging, you also have a chance to Unsettle your opponent as well if you succeed in the attack. The opponent must make a Fear check with a TD 100 plus your Profession skill ranks, or suffer the Unsettled status (see *Adventuring* section for more details).

### RESOLUTE [SAVAGE]

**Prerequisite:** Trained

You have a raw, animalistic presence. As a quickened action, you can make a TD 100 Profession skill check to shake off the effect of a status or condition (not all conditions can be removed in this manner).

### SIDE SWIPE [SAVAGE]

**Prerequisite:** Trained

When you make a Charge maneuver, you can opt to Side Swipe anyone between you and your target instead of overrunning them. The act takes a quickened action, and you have to make an attack like normal. If you succeed, they take your BODY value in damage. Regardless of success or failure, you continue your charge.

### BUTCHER [SAVAGE]

**Prerequisite:** Experienced, Bestial Charge

The hard and savage life of the frontier leaves little room for mercy. When an opponent is Shaken, Unsettled, Outmaneuvered, Stunned, Bone Wary, Disturbed, or in a similar status or condition, you can make a special attack to attempt to kill them in a single shot. As a normal action, fulfilling 1 or more of the conditions above, you make an attack like normal. Any damage that pierces their DR is compared to their BODY score. If it meets or exceeds the opponent's BODY, you butcher them in one shot, killing them instantly.

### NO ONE WALKS AWAY [SAVAGE]

**Prerequisite:** Experienced, Feral Speed

The hard and savage life of the wild teaches you to give no quarter to the failing enemy. When a combatant disengages from you in melee, you can use a quickened action to make a normal attack OR to move with them to the max of your normal movement.

### RECKLESS ASSAULT [SAVAGE]

**Prerequisite:** Experienced, Feral Speed

You attack without care, believing offense is the greatest and only defense that exists. You can convert any quickened actions into attacks, or can use a quickened action to move half your normal movement. You lose the ability to Dodge or Parry while using Reckless Assault (and this penalty lasts the entire melee round), and reduce your DEF to zero, but suffer no other penalties.

### CRUSHING BLOW [SAVAGE]

**Prerequisite:** Specialist, Butcher, Proprioception [Athletics]

When you use the Charge maneuver, any that pierces their DR is compared to their BODY score. against their BODY. If you meet or exceed this value, you shatter and pulp them in 1 shot, killing them instantly.

### MERCILESS [SAVAGE]

**Prerequisite:** Specialist, Butcher, Shock Attack [Combat]

When you directly engage an opponent who is Shaken, Unsettled, Outmaneuvered, Ambushed, or in some similar condition, you can gain an additional a quickened action that can only be used to make another single attack against that opponent.

### LARGER THAN LIFE [SAVAGE]

**Prerequisite:** Expert, Savage Presence, Resolute, Implacable Resolve [Self Control]

You add your Profession skill ranks against Social

attacks or maneuvers. You also add a +1 bonus to PER, Fear, and PD for every 5 Profession skill ranks.

### SAVAGE RESILIENCE [SAVAGE]

**Prerequisite:** Expert, Resolute, Heartiness [Athletics], Robust [Athletics]

You are toughened, more resilient, and hardy due to your profession and life. You add a +1 bonus to HP for every 10 Profession skill ranks and a +1 bonus to Disease, P/V, and Shock Saves for every 5 Profession skill ranks.

### HAIR TRIGGER REFLEXES [SAVAGE]

**Prerequisite:** Genius, Feral Speed, Side Swipe, Combat Maneuvers [Athletic], Anticipation [Recon]

You are in motion while others are in mid-thought, and frequently act and surprise foes with your intuition. For the first melee round of any battle (only), you add a +15 bonus to your CF, and you never lose your COORD or Dodge due to surprise or ambush.

### PREDATOR [SAVAGE]

**Prerequisite:** Legendary, Crushing Blow, Merciless, Larger than Life, Hair Trigger Reflexes

You are a consummate predator. In a melee round, you can add your Profession skill ranks to 1 of the following: ATK, DEF, or skill checks against the Clandestine, Wilderness, or Athletics skills. You can switch this bonus at the beginning of each melee round if you choose.

## TECHNO

The Techno is fascinated by technology. The Techno seeks fulfillment by putting their efforts into analyzing and creating items, understanding the details behind them and engineering adaptations and making new ones. See also chapter 12, page 529 (Design/Manufacture).

Visit chapter 13 (Schematics), page 540 for the “make up toolkit” of a Techno character. Knowledge is a key skill for the Techno that allows the Techno to excel in the Manufacturing, Mechanics, and Engineer skills (core skills of the Techno). Examples of preferred areas to concentrate on knowing from the skill “Knowledge” are: Explosives, Chemistry, Materials Science, Machining, Physics, Bionics, Clockwork, Glasswork, Miniaturization, Sensor, Weapon smith, Power Sources, and computers, etc. These are critical to the success of the Techno, learn them well.

Proficiency with Tech weapons is on a per weapon basis, however, your Game Master may want to allow the categories of Firearms, Grenades, and Rocket weapon classes.

**Core Skills** – Engineer, Manufacture, Mechanic

**Favored Skills** – Business, Crime, Intel, Knowledge, Medical, Meditation, Perform, Self Control, Social, Style, Underworld, Urban, Wilderness

**Skill Advancement Bonuses** – Choose 1 of the following combinations to add a skill advancement bonus to any Core or Favored skills. Any skill advancement bonus you apply to Knowledge apply to ALL skill specializations. You can apply advancement bonuses to MD like you can any skill.

- +10 bonus to any 3 skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to one skill

### Starting Skill Bonus

- Split 30 skill ranks among Core and Favored skills.
- Take 26 + REAS in skill ranks you can apply to skills of your choice, or to MD.

### PROFESSION NOTES

Tech Level (TL) is a measure of how general technological understanding is a critical component for using designs. TL is set when you select a Culture (see *Cultural Influence* section).

### KNOWLEDGE AND DESIGNS

Technos rely heavily on their knowledge and manufacture abilities to make devices and technological creations. Each design comes with an outline of what ability is required to use it. A Techno starts with d3+3 schematics. They also have enough components to make each design once. If the schematic calls for a workshop or tools, the Techno will have access to a common one (usually via a College or Guild) at the GM’s discretion.

### PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires two Profession Options} Choose a path and apply its changes.
- **Arcane Detestation** – Magik is the thought of the illiterate, the degenerate; last refuge of the foolish, or so your thinking goes. Add a +50 advancement bonus to MD, but suffer a -50 skill advancement penalty to Arcanology, Cast, and Ceremony.

- **Core Thinker** – You have followed a single tree of knowledge farther than others. Add a +20 skill advancement bonus to 1 of your Core skills.
- **Effective** – Anything you devise is better. Your work with designs and design creation is +10% more efficient time wise.
- **Experimenter** – Experimenting with chemicals, solvents, and poisonous materials has built high tolerances for such things. Add a +20 bonus to Shock, P/V, and Disease Saves.
- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Fixer** – When you fix things, they are as good as new. When you repair an object or device, you do not suffer the penalty to skill checks in order to return it to its previous operating level.
- **Mental Anathema** – Only fools believe in the occult or extrasensory powers! Your view of reality despises such things. Add a +50 advancement bonus to MD, but suffer a -50 skill advancement penalty to Noetics, Channel, and Meditation.
- **Renaissance Man** – You are ahead of your time technology wise, and have +2 Tech Level.
- **Resource Knack** – You have a knack for finding or making the elements you need. When determining the cost of components for your Schematics, reduce the cost by -10%; when determining availability, add +10% to availability.
- **Savvy Inventor** – Making your knowledge work to turn a coin has always been second nature. Add a +10 bonus to Business skill checks and a +10 bonus to Manufacture skill checks when determining the value of things you build.
- **Scientist** – You are efficient at devising and creating applications of science. Add a +10 bonus to Manufacture rolls, and place +5 skill ranks in 3 Knowledge skills relevant to the Techno Profession.
- **Tinker** – You have spent a lot of years tinkering with random things no one else would put value on. This has expanded your repertoire of knowledge. When you first take on a Knowledge skill at creation or thereafter, add +5 skill ranks.



## PROFESSION SKILL

Your Profession skill is an average of your Core skills.

### Proficient:

Improvise Tools, Master Crafter, Plane of Unbroken Angles, Repair, Scavenge

### Trained:

Bootstrap, Jury Rig, Improvise Workshop, Mother of Invention, Technical Mind

### Experienced:

Coax Gadget, Clever Designer, Exceed Maximums, Hybrid Mod, Use A Wrench

### Specialist:

Inspirations Muse, Spark of Genius, Tinker's Spirit

### Expert:

Ladder of Progress

### Genius:

Paradigm Shift

### Legendary:

Creative Destruction

## IMPROVISE TOOLS [TECHNO]

### Prerequisite: Proficient

You use talent, ingenuity, and skill to make up for the lack felt when the proper tools are not at hand. You can make an impromptu or normal attempt to fabricate tools from resources at hand, such as using a rock as a hammer, a block of wood for a shaping tool, or hundreds of other possibilities. Improvise Tools allow you to use other items or resources in order to manufacture, repair, or work on something. You can create an improvised tool equal in complexity to your TL reduced by -2. The TD is determined by the TL you are targeting, multiplied by 25, and is done with a Profession skill check. Thus, a TL 2 tool would require a TD 50 Profession skill check. The tool is sufficient for 1 use before it returns to its original components. If you botch or fumble the check, you damage or destroy the impromptu tool.

## MASTER CRAFTER [TECHNO]

### Prerequisite: Proficient

You are a master at crafting and manufacturing items you know well. When working with any design your TL or less, you can use your Profession skill ranks to emulate a single Knowledge skill required for that design.

## PLANE OF UNBROKEN ANGLES [TECHNO]

### Prerequisite: Proficient

This secret is a particular way of learning, of understanding information, and then of using it to gain insights otherwise unreachable. When you take

this secret, you apply it to 1 of the following skills: Engineering, Manufacture, Mechanic, or Business. Regardless of your choice, the skill gains a 1 time bonus of +5 to skill critical chances. You can take this secret multiple times but each time it applies to a different skill.

### REPAIR [TECHNO]

**Prerequisite:** Proficient

You understand how to repair broken or useless Techno or technological devices. The actual repair requires a skill check against the TD to create the item. Each item has a listed requirement for tech, manufacture, and knowledge skills. For each missing plateau of a missing requirement, add +25 to the TD and +25% to the time. Thus, if you were to repair a longsword and lacked 1 Trained skill, your TD would increase by +50 because you lacked the necessary skill ranks in the 1 skill.

### SCAVENGE [TECHNO]

**Prerequisite:** Proficient

If you spend half the normal time to create a design for an item, you can recoup a portion of its components. You do not have to meet any skill or knowledge requirements, but you must meet any tool or workspace requirements specified. You can recoup 1% of the resources required for every 3 skill ranks. You cannot scavenge any special components used in a design with this secret, and material you do not scavenge is considered unrecoverable or destroyed.

### BOOTSTRAP [TECHNO]

**Prerequisite:** Trained

You are self-generating and self-reliant when it comes to making things happen, especially when it comes to making things. When working with any design your TL or less, you can use your Profession skill ranks to emulate a max of 2 Knowledge skills required for a design. When you emulate more than 1 Knowledge skill, however, you must split your Profession skill ranks between them, applying no more than the max of your Profession skill ranks between the 2 Knowledge skills.

### JURY RIG [TECHNO]

**Prerequisite:** Trained

An essential function of life for some, this is the ability to fix or repair almost anything with whatever you have at hand. You can attempt to Jury Rig anything to make it work or even build something out of spare parts to make something work.

The item you use to Jury Rig must reasonably work, even if the fit seems improbable or outrageous. For example, you use strands of cloth from your

cloak to make a bow string. Regardless, to repair or fix something whose DUR or BODY has been destroyed requires a Profession skill check using the original DUR or BODY value as the TD.

If you succeed, the object regains d6 DUR or BODY, and works again. This duration required to Jury Rig an object is the TD divided by 10; the result calculated in minutes.

If your skill check was double the TD, the Jury Rig lasts indefinitely; otherwise it only lasts 3d10 minutes.

You must have an equivalent or greater TL to use this ability on an object.

### IMPROVISE WORKSHOP [TECHNO]

**Prerequisite:** Trained

The world is your workshop when you are not at home. By spending 1 minute of time equal to the Engineer, Manufacture, or Mechanic TD to prepare an area, you can simulate a workshop equivalent to your TL minus 2. The Profession skill check to succeed uses a TD determined by the target TL multiplied by 50. Thus, a TL 2 tool would require a TD 100 skill check.

The workshop is sufficient for the Engineer, Manufacture, or Mechanic task requiring it, and can be used over and over again. However, if you attempt a different task (even another design), you must rededicate the time to prepare the improvised workshop.

### MOTHER OF INVENTION [TECHNO]

**Prerequisite:** Trained

Necessity is a hard mistress, but she's the birth mother to many inventions. When making on-the-fly Manufacture skill checks to fabricate or modify something impromptu, you add a +20 bonus to the roll to succeed. You do not gain this bonus at any other time.

### TECHNICAL MIND [TECHNO]

**Prerequisite:** Trained

You've a mind for technology; add +1 to TL. You may take this secret more than once but each additional time requires one more EPS beyond the last. Thus, it costs 2 EPS the second time, 3 EPS for the third and so forth.

### COAX GADGET [TECHNO]

**Prerequisite:** Experienced, Prime [Engineer]

You can squeeze a little more out of a gadget than most. When making any Reliability (REL) rolls, you add a +20 bonus to determine success.

### CLEVER DESIGNER [TECHNO]

**Prerequisite:** Experienced, Plane of Unbroken Angles

When creating new designs, you lower the single highest skill plateau requirement by -1 step to determine the discovery TD, resource cost, and time.

### EXCEED MAXIMUMS [TECHNO]

**Prerequisite:** Experienced, Exploit [Mechanic]

All designs have maximums they follow. You can edge the maximums of designs without adding more to the inefficiency, risk, or shortening the lifespan of such things. You can add a bonus of +2% for every 5 skill ranks to the output of a design.

### HYBRID MOD [TECHNO]

**Prerequisite:** Experienced, Reverse Engineer [Engineer]

Innovating new modifications to existing designs or objects is a talent you have honed to high perfection. When applying modifications to designs, you only add half the normal Modification TD to determine success.

### USE A WRENCH [TECHNO]

**Prerequisite:** Experienced, Efficient Tools [Manufacture]

When applying a MODS (Modification) design to an existing object, you lower the Modification TD by -25 to determine success or failure.

### INSPIRATIONS MUSE [TECHNO]

**Prerequisite:** Specialist, Field Observation [Engineer], Intuitive Leap [Engineer]

You can choose 1 of the following skills: Engineer, Knowledge, Manufacture, or Mechanic. When selecting Knowledge, you must specify which specialty it applies towards. When actively using the chosen skill, a chance exists you will be struck with inspiration that leads to some new perspective.

- Make a TD 100 WITS roll versus half the required TD. If you make this check, you gain the benefits of a skill critical, but must first succeed in your skill check to keep the benefit.
- If you roll a skill critical when making the skill check you gain the benefits of both critical successes!

You can take this secret multiple times but each time it applies to a different skill.

### SPARK OF GENIUS [TECHNO]

**Prerequisite:** Specialist, Mother of Invention, Raven Paradox [Engineer]

Sometimes, a flash of innovation leads you to places undreamed. When making an Engineer, Manufacture,

or Mechanic skill check, if you roll a critical skill check, you can immediately roll again with a +5 bonus to your skill critical range to see where your spark of genius takes you. If you succeed again, continue rolling, adding another +5 bonus until you fail or roll a number of critical successes equal to your WITS.

### TINKER'S SPIRIT [TECHNO]

**Prerequisite:** Specialist, Technical Mind, Serendipity [Engineer]

You've a spirit only answered in the workroom, the lab, and with innovation and invention; add +2 to your TL. You can only take this secret once.

### LADDER OF PROGRESS [TECHNO]

**Prerequisite:** Expert, Spark of Genius, Tinker's Spirit, Intuitionism [Engineer]

Choose one of Engineer, Manufacture, and Mechanic. Every TL you have provides a +1 bonus to skill critical chances to your selected skill. You can take this secret multiple times but each time it applies to a different skill.

### PARADIGM SHIFT [TECHNO]

**Prerequisite:** Genius, Tinkers Spirit, Continuum Laws [Engineer], Quin [Engineer], Semantic Net [Knowledge]

The knowledge you have attained has forced a shift in your thinking to the better. Choose one of the Engineer, Manufacture, and Mechanic skills. Every 2 TL you have provides a +10 skill advancement bonus to your chosen skill. You can take this secret multiple times but each time it applies to a different skill.

### CREATIVE DESTRUCTION [TECHNO]

**Prerequisite:** Legendary, Paradigm Shift, Arduinian Effect [Engineer], Dimensionless Quantities [Engineer], Supertask [Knowledge]

The essence of Creative Destruction is transformation following radical invention. Every skill critical you achieve when creating a new design (but not Modification, rewrite, or anything not purely a new design or schematic creation) raises your TL by +1 as well. Requires the Supertask [Knowledge] area of study to be tied to Manufacture, Mechanic, and Engineer skills.

## THIEF

A place always exists for those with the skill to get what others don't want you to get. Some are thugs, some are furtive figures blurry seen in the pasting night, and others are sly tricksters with a knack for talking you out of your shirt.

**Core Skills** – Clandestine, Crime, Underworld

**Favored Skills** – Acrobatics, Athletics, Business, Combat, Culture, Guard, Intel, Missilery, Perform, Pilot, Recon, Shield, Social, Style, Urban, Weapon

**Skill Advancement Bonus** – Choose 1 of the following combinations to add a skill advancement bonus to any Core or Favored skills. You can apply advancement bonuses to DEF, PD, or MD like you can any skill.

- +10 bonus to any 3 skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to one skill

### Starting Skill Bonus

- Split 30 skill ranks among Core and Favored skills.
- Take 22 + REAS in skill ranks you can apply skills of your choice, or the developmental aspects of DEF, PD, or MD.

### PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires two Profession Options} Choose a path and apply its changes.
- **Alert To Danger** – Add a +30 bonus to PER. Add a +10 bonus to Clandestine and Recon skill checks.
- **Crowd Fighter** – In a crowded area (3 or more beings directly adjacent to you), you gain a +20 bonus to Dodge and a +40 bonus to DEF.
- **Cunning Ingenuity** – Add a +3 bonus to CF.
- **Dirty Fighter** – Start with the Street Martial Art at 5 skill ranks, ignoring all prerequisites to learn it.
- **Fast And Agile** – Add a +10 bonus to Dodge and a +50 bonus to DEF.
- **Fast On Your Feet** – When you make a Dodge action, you can dodge anything, even attacks you cannot normally dodge. As long as you could normally Parry the attack, you can Dodge it.

- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Hard Cynicism** – You add a +20 bonus when making Fear Saves and a +20 bonus to PD.
- **Highly Networked** – You begin with 2d4+1 Contacts that start with 25+3d10 Trust (roll randomly; see *Social Dimensions* section).
- **Roll With The Punches** – Add a +20 bonus to Dodge.
- **Shadow Stalker** – Add a +10 skill advancement bonus with Clandestine and Recon skills.
- **Untouchable In The City** – Add a +20 skill advancement bonus to the Urban skill.
- **Wickedly Dirty And Low Shot** – You must have at least a +10 skill advancement bonus in 1 Weapon to take this Profession option. With that weapon, you add a +5 critical chance with the weapon.

### PROFESSION SKILL

Your Profession skill is an average of your Core skills.

#### Proficient:

Attentive Eye, Fade, Pincher's Hand, Surefooted

#### Trained:

Charlatan, Cheap Shot, Sly

#### Experienced:

Shadow Slip, Sharp-Witted, Underhanded Tactics

#### Specialist:

Ghost Fade, Vanish

#### Expert:

Home Advantage, Unseen Threat

#### Genius:

Charismatic Touch

#### Legendary:

Read the Streets

### ATTENTIVE EYE [THIEF]

**Prerequisite:** Proficient

Add +30 to PER and a +10 bonus to Recon skill checks.

### FADE [THIEF]

**Prerequisite:** Proficient

As a quickened action, you can attempt a TD 100 Profession skill check. If you succeed, opponents cannot read your movements as you seem to fade and slip away from every action or attack they make, and you gain a +20 bonus to Dodge for a minute.

### PINCHER'S HAND [THIEF]

**Prerequisite:** Proficient

Add +2 to CF and add a +10 bonus to Clandestine skill checks.

### SUREFOOTED [THIEF]

**Prerequisite:** Proficient

You are quick and sure on your feet.

- When you determine Movement, use 20 as a base instead of 10.
- Add your Profession skill ranks as a bonus to DEF against Knock Down, Charge, or Grapple.

### SLY [THIEF]

**Prerequisite:** Trained

You can add your WITS as a bonus to any single Core or Favored skill. You can take this secret multiple times, but can only apply its bonus to a particular skill once.

### CHARLATAN [THIEF]

**Prerequisite:** Trained

You are a master of the con, and at making others believe your lies (or the truth). Use your LEAD instead of CHAR as a bonus to Underworld and Perform skills.

### CHEAP SHOT [THIEF]

**Prerequisite:** Trained

You can use a quickened action to make an attack on any single outmaneuvered opponent who is within your ER.

### SHADOW SLIP [THIEF]

**Prerequisite:** Experienced, Fade

You are masterful at slipping blows. Add a +2 bonus to DEF and a +1 bonus to Dodge for every 5 Profession skill ranks.

### SHARP-WITTED [THIEF]

**Prerequisite:** Experienced, Unbounded [Athletics]

You can take an extra quickened action every CF Action Count.

### UNDERHANDED TACTICS [THIEF]

**Prerequisite:** Experienced, Cheap Shot

When you first engage an opponent you can use a Cheap Shot on the foe without expending an action. Regardless of how many times you engage/re-engage an opponent in a single melee, you can only use this tactic once.

### GHOST SLIP [THIEF]

**Prerequisite:** Specialist, Shadow Slip, Tumbling [Acrobatics]

Constant motion is the key and you use it well to your advantage. As a quickened action, you give up ALL combat movement for the CF Action Count to slip, move, and tumble so that a single opponent literally loses sight of you, making you effectively physically

invisible. The foe may know you are there, but cannot pinpoint your location. You must use a quickened action every CF Action Count to maintain the Ghost Slip.

- You have Complete Concealment against a single foe and Partial Concealment against other foes.
- An opponent can use their PER or Recon skill to pinpoint your location (even against Complete Concealment), and can guess the right location, but must beat a TD 100 plus your Profession skill ranks to succeed.
- If they detect you, you lose the +75 Dodge for Complete Concealment, or the smaller bonus for Partial, that CF Action Count, but the opponent must do so again every CF Action Count you maintain Ghost Slip.

### VANISH [THIEF]

**Prerequisite:** Specialist, Sly, Guile [Clandestine]

As a quickened action, you can make a Profession skill check opposed by a single opponent's PER. If you succeed, they are considered outmaneuvered against you (only) for the CF Action Count.

### HOME ADVANTAGE [THIEF]

**Prerequisite:** Expert, Network [Intel], Circle of Influence [Underworld], Local Color [Urban]

In any area you have Streetwise (see *Urban* skill), you add a +1 bonus for every 5 Profession skill ranks to your Core skills.

### UNSEEN THREAT [THIEF]

**Prerequisite:** Expert, Shadow Slip, Vanish, Shadow Slide [Clandestine]

As a quickened action, you can move in such a way to baffle, mislead, and confuse your opponent to the point where they have no idea where your attacks are coming from and lose their ability to Dodge your attacks. They also suffer a penalty to Parry or Block your attacks equal to your Profession skill ranks.

### CHARISMATIC TOUCH [THIEF]

**Prerequisite:** Genius, Invisibility [Clandestine], Crime Network [Crime], Sagacity [Social], Notoriety [Underworld]

You add your LEAD to all Core and Favored skills as a bonus. In any area you have Streetwise you add this bonus to all Trust and Interaction of Contacts and Connections.

### READ THE STREETS [THIEF]

**Prerequisite:** Legendary, Crime Network [Crime], Boundless [Athletics], Shadowy Resource [Underworld], Urban Legend [Urban]

Read the Streets provides some very specific

advantages to a thief on his home turf (in any area you have Streetwise) and otherwise.

- When you use Ghost Slip against opponents (anywhere, home turf or not), those who cannot pinpoint your location are considered outmaneuvered as noted under the secret Vanish.
- When using the Vanish secret on your turf you can apply it to any number of foes simultaneously.
- While on your home turf you have the equivalent of a Level I Connection for all Connection types without expenditure.

## TRADER

The search for meaning takes people along many paths, but for the Trader, the art of the deal is the sweet surety of success. Traders are expert negotiators, convincing customers that their products are only the best, and are worth the extra money they charge.

**Core Skills** – Business, Intel, Social

**Favored Skills** – Acrobatics, Beast Ken, Clandestine, Combat, Crime, Culture, Manufacture, Mechanic, Perform, Pilot, Recon, Ride, Self Control, Style, Underworld, Urban, Wilderness

**Skill Advancement Bonus** – Choose 1 of the following combinations to add a skill advancement bonus to any Core or Favored skills. Any advancement bonus you apply to Culture or Perform applies to ALL skill specializations.

- +10 bonus to any 3 skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to one skill

### Starting Skill Bonus

- Split 30 skill ranks among Core and Favored skills.
- Take 20 + REAS in skill ranks you can apply to Core, Favored, or other skills of your choice.

### PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires two Profession Options} Choose a path and apply its changes.
- **Business Sense** – You are a prince at mercantilism, and have a +20 Business skill advancement bonus.

- **Criminal Influence** – Add a +10 skill advancement bonus to Crime and Underworld skills.
- **Distinctive** – A key to success is being memorable. Add a +20 bonus to first impression Social checks.
- **Eye For Opportunity** – You have developed a knack for finding a need and quickly satisfying it. All Contacts and Connections you have are considered to have the Seed Business trait (See *Social Skills and Relationships*).
- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Focus On Profits** – Success means always keeping the profit margin in sight; you earn +10% more profits from all Business skill checks results.
- **Jack Of All Trades** – You have a talent for picking up a little bit of skill in just about anything. Start with d3 + 1 random skills that you start with d3 skill ranks in. During game play, when you check for skill advancement, you also randomly increase in 1 skill by 1 skill rank. This skill is selected randomly from among all skills, including ones you do not know. This option never increases a skill you already have taken to Trained or higher.
- **Merchant Chameleon** – Knowing how to sell to anyone is a skill few can master. You can ignore 1 Culture/Social penalty applied to the Business skill.
- **Seasoned Trader** – You begin with a +20 skill advancement bonus in 1 Core skill.
- **Seed Money** – You begin with a small pot of resources not otherwise available to you, and multiply your starting heritage by 10 to determine your starting valuables.
- **Self-Confident** – You have built up self-confidence in order to cope with the risks of entrepreneurship. Add a +10 bonus to Core skill checks.
- **Smart At Bazaars** – Working bazaars takes the right mixture of tact and shrewdness. The profits from goods you personally sell are +10% higher than they would be otherwise.
- **Trained Eye** – Appraising the value of manufactured goods is second nature to you. You can appraise an object or service with a quickened action and a Business skill check.
- **Trustworthy** – You have a +5 Trust bonus with all Contacts or Connections, regardless of type.
- **Wise To Marks** – Noticing you are being sized

up for theft or robbery keeps the shrewd businessman alive and his riches in his pocket and not someone else's! You add +50 to the TD of others to size up, case, pickpocket, or steal from you directly.

### PROFESSION SKILL

Your Profession skill is an average of your Core skills.

#### Proficient:

Caravaneer, Creative Resourcefulness, Drive a Hard Bargain, Storekeeper

#### Trained:

Nobody's Fool, Road Wisdom, Seasoned Traveler, Sociable

#### Experienced:

Open Doors, Taskmaster, Travel Wisdom

#### Specialist:

Marked by the Houses, Social Synergy

#### Expert:

Reserve Resource, True Trader

#### Genius:

Opener of Ways

#### Legendary:

Master of Tongue and Coin

### CARAVANEER [TRADER]

#### Prerequisite: Proficient

Following trade routes and winding trails to destinations with goods and beasts on time and safely is a finely honed skill. One you are well versed in. You add +20 bonus to all rolls against Trade Routes (Starting and Destination TD), and always have at least 50% of the time allotted to successfully navigate the Trade Route.

### CREATIVE RESOURCEFULNESS [TRADER]

#### Prerequisite: Proficient

When you purchase or acquire marketable goods using your Business skill, you always get a little extra. The amount of additional goods you find is equal to 1% for every 5 skill ranks. However, the additional goods must be available (GM adjudicates), and must be provided in whole units of the same object or base measurement (rounded up). For example, if you use your Business skill to purchase 10 jars of aromatic perfume, and have a 50 skill rank, you would get 10% of the objects or 1 jar in addition. However, if you were 37 skill ranks, this is 3.7% or 4% rounded and not enough to constitute a whole object. Obviously, purchasing bulk is the way to take advantage of this secret.



### DRIVE A HARD BARGAIN [TRADER]

#### Prerequisite: Proficient

When it comes to making the deal, you are a tough opponent, and win more often than not. When purchasing, you buy at -10% lower than listed price; when selling, you sell at +10% higher normal price. This only applies to buy or sell actions you directly make, and not via a consortium, merchant house, or business.

### STOREKEEPER [TRADER]

#### Prerequisite: Proficient

Keeping the store, managing employees and servants, balancing the books, and more are skills you have cultivated with hard experience. Add a +10 bonus to Social and Business skill checks relating to a business, store, or shop you own or directly manage. For information gathering skill checks on the local area, the business replaces the d20 Wealth requirement for general information as outlined in the basic use of the Intel skill, up to an amount of Wealth earned by the business.

### NOBODY'S FOOL [TRADER]

#### Prerequisite: Trained

You have a trained and keen sense when it comes to someone cheating or conning you. You get a +20 bonus against all deceptions, lies, cons, cheats, and other deceiving means (regardless of actual skill involved). If the deception used against you does not allow for an opposed skill check, you gain the +20 as a bonus to the TD you present to the deceiving person.

### ROAD WISDOM [TRADER]

**Prerequisite:** Trained

The world is crossed and crisscrossed with roads, some ancient, some new. You have trained your eye to distinguish differences between them. Add a +30 bonus to PER and +20 bonuses to Wilderness, Urban, and Recon checks when on or dealing with roads or paths. You can also use Wilderness or Urban skills to find roads or paths otherwise considered lost or even hidden.

### SEASONED TRAVELER [TRADER]

**Prerequisite:** Trained

Knowing the local culture can make or break a businessman, not to mention prevent misunderstandings and keep a good Trader out of jail and making profits instead of breaking rocks in a debtor's prison! Learning the small things is exactly what you have trained to do. When making Culture skill checks against cultures you do not know or know poorly (less than Trained skill), you can emulate the equivalent of Trained skill (10 skill ranks), and make skill checks accordingly. For cultures you have no skill in, if you succeed at a TD 75 or higher skill check, you learn something new from that culture, and gain skill. Add it to your list of skills to make a skill advancement check like normal, and record it as a new skill with the result of your roll, treating it as rank zero when determining skill gains.

### SOCIABLE [TRADER]

**Prerequisite:** Trained

When earning social motifs or using influence, add a +20 bonus to the Social roll when determining the outcome.

### OPEN DOORS [TRADER]

**Prerequisite:** Experienced, Rapport [Social]

Finding the right person to match the right item for the right sale or right purchase is an art form. When determining the chances of finding a customer or supplier, add a +50. For instance, you acquire a recently stolen, very distinctive item highly sought after by the authorities. The chance of finding a buyer is low, but you would get a +50 on the roll to determine success.

### TASKMASTER [TRADER]

**Prerequisite:** Experienced, Nobody's Fool

Getting the job done is always a matter of discipline and good old fashioned effort. You reduce the time expended on Business or Urban based actions by -20%. For instance, let's say the time to re-supply your store with goods takes 14 days. With Taskmaster, you reduce this time -20% (2.8) or 3 days down to 11 days.

### TRAVEL WISDOM [TRADER]

**Prerequisite:** Experienced, Road Wisdom

Smart, savvy, sophisticated, and staying safe on the road all rolled up into one. Travel Wisdom is a special form of terrain familiarity that provides a +10 bonus to Wilderness or Urban skill checks (as appropriate to the terrain) and a +30 bonus to Escape or Evasion.

### MARKED BY THE HOUSES [TRADER]

**Prerequisite:** Specialist, Sociable, First Contact [Social]

You are serious when it comes to business, and it shows. You automatically gain the Merchant status label, and convey it to all you meet without a normal first impression check, regardless of social, linguistic, or cultural boundaries. Any goods you mark also convey this status label as well.

### SOCIAL SYNERGY [TRADER]

**Prerequisite:** Specialist, Magnify Presence [Social], Streetwise [Urban]

People buy, patronize, or work with you because they know you, even if someone else has a better deal or product. You can convey the benefits of a single status label to any business you own or run in an area that you have Streetwise and a +10% profit bonus from all your businesses. Also, you add a +30 bonus to build trust, make Contacts, or develop Connections.

### RESERVE RESOURCE [TRADER]

**Prerequisite:** Expert, Social Synergy, Mass Advertising [Business], Ethos [Intel]

You can convince a source of resources, a person, or business to only interact with you on a business level. Subtract the Trust level of the target from 300 to determine the TD you must overcome with a Business skill check to succeed. Add your Business skill check to a base of 100 to determine the new TD someone else has to defeat in order to break your hold over the resource.

### TRUE TRADER [TRADER]

**Prerequisite:** Expert, Drive a Hard Bargain, Taskmaster, Manager [Business]

No one epitomizes the Trader ideal more than you. Your dedication and zeal allows you to place a +10 skill advancement bonus to any 2 Core skills of your choice. You also ignore the strongest penalty from Culture or Social that is applied to any Core skill check.

*Example - As a stranger in Vargalla, you may have a -30 penalty for being a foreigner, -50 for being male, and -20 for making a cultural faux pas to any Business skill checks. With True Trader, you could eliminate the -30 foreigner penalty*

(Social) and the -50 for being male (Cultural).

### OPENER OF WAYS [TRADER]

**Prerequisite:** Genius, True Trader, Commercial Influence [Business], Sagacity [Social], Pull [Urban]  
You can forge pathways into areas closed off or sealed from others. All your business ventures have a +25% profit bonus. When making deals to forge new trade routes, you are considered to gain maximum benefit from the dice (100) to determine the outcome (but only if it is a factor of Social, Business, or Urban skill checks). All Contacts and Connections are considered to have the Seed Business and Word of Mouth traits, and passively add (on a 1-for-1 basis) to your Industrial Espionage (see *Business*) rolls.

### MASTER OF TONGUE AND COIN [TRADER]

**Prerequisite:** Legendary, Marked by the Houses, Opener of Ways, Merchant Prince [Business], Industrial Espionage [Business]  
You add a +10 skill critical success chance with all Core skills due to your vast mastery over the subject, and gain maximum benefit from the dice (100) for first impression checks. You add an additional +25% to the amount of skill you can convey to your delegates, and can pass down any 2 Social Motifs of your choice as well.

## WARRIOR

The Warrior is the standard fighting man who uses his battle skills to earn a living.

**Core Skills** – Athletics, Combat, Guard

**Favored Skills** – Acrobatics, Clandestine, Lorica, Medical, Military, Missilery, Pilot, Recon, Ride, Self Control, Shield, Style, Urban, Weapon, Wilderness

**Skill Advancement Bonus** – Choose 1 of the following combinations to add a skill advancement bonus to any Core or Favored skills. Any advancement bonus you apply to Lorica or Weapon applies to ALL skill specializations or Weapons Classes. You can apply advancement bonuses to DEF, Fear, or Shock like you can any skill.

- +10 bonus to any 3 skills
- +20 bonus to one skill and a +10 bonus to another
- +30 bonus to one skill

### Starting Skill Bonus

- Split 30 skill ranks among Core and Favored skills.
- Take 10 + REAS in skill ranks you can apply to skills of your choice, or the developmental aspects of DEF, Fear, or Shock.

### PROFESSION NOTES

- Warriors select 1 of the following choices at character creation:
- Begin with 3 Weapons Classes, 1 Lorica specialization, & Shield with 3 skill ranks in each.
- Begin with a Weapons Group of 6 weapons, 1 Lorica specialization, and Shield. Split 10 skill ranks out among the Shield, Lorica, and Weapons Group.

### PROFESSION OPTIONS

You can select two of the following to tailor a profession. You may only take each item once.

- **Take A Path** – {Requires two Profession Options} Choose a path and apply its changes.
- **Ambidextrous** – You ignore the ATK penalty for offhand use.
- **Armor Is A Second Skin** – You reduce the penalty of armor to Move and Dodge by a factor by 50.
- **Battle Hardened** – Add your BODY score as a bonus to Shock and your EGO to HP.
- **Born To Fight** – Add a +10 skill advancement bonus to any 2 Core or Favored skills.
- **Calm In Melee** – Add a +2 to CF.
- **Dirty Fighter** – Start with the Street Martial Art at 5 skill ranks, ignore all prerequisites to learn it.
- **Fast Starter** – Begin with two secrets, but you must meet the prerequisites for each secret.
- **Favored Weapon** – With this weapon, you add your WITS score as a bonus to 1 of the following: ATK, DEF, or CF (lowering the CF penalty only; cannot be lowered below zero).
- **Fear Is Weakness** – Add a +50 bonus versus Fear.
- **Natural Warrior Aspect** – Choose 1 Core skill that begins at a base skill rank of 20.
- **Power Packed Swings** – When using any weapon you have Experienced skill ranks or higher, add the weapon's (only) ATK bonus to damage as well.
- **Sharp In Battle** – You have a +10 bonus to all Combat and Guard skill checks.
- **Talented Dodger** – Add a +10 bonus to Dodge.

- **Trained Beginner** – Add a +10 skill advancement bonus in Weapons Classes you start with.
- **Underdog** – When fighting against more than 1-on-1 odds, you gain a +10 bonus to ATK, DEF, PARRY, and Dodge.
- **Weapons Trained** – Add +20 to a single Weapons Class or +10 to 2 Weapons Classes.

### PROFESSION SKILL

Your Profession skill is an average of your Core skills.

#### Proficient:

Abandonment, Grim Determination, Momentum Strike

#### Trained:

Able Disengager, Follow Through, Parting Blow

#### Experienced:

Bastion, Dismember

#### Specialist:

Eviscerate, Immovable Defender

#### Expert:

Mighty Blow

#### Genius:

Double Sweep

#### Legendary:

Irresistible Blow

### ABANDONMENT [WARRIOR]

#### Prerequisite: Proficient

As a quickened action, you can elect to abandon all offense to defend. Add your ATK bonus (including the weapon(s) at hand) to DEF. While defending with Abandonment, your ATK drops to zero, affecting any skill or maneuver that relies on ATK for a bonus, except Parry whose bonus is retained. Conversely, you can abandon all defense for offense, adding your DEF score (including the weapon(s) at hand) to ATK, reducing your DEF and Dodge to zero. This reduction affects any skill that relies on DEF or Dodge for a bonus. Abandonment works with all weapons.

### GRIM DETERMINATION [WARRIOR]

#### Prerequisite: Proficient

When others run, you just begin to fight. After the first melee round of any combat, you gain a +30 bonus to Fear and Shock saves.

### MOMENTUM STRIKE [WARRIOR]

#### Prerequisite: Proficient

Whenever you roll a critical hit, you immediately swing again, taking another attack with the same weapon. You can only take 1 additional attack with Momentum Strike. The secret only applies to melee weapons.

### ABLE DISENGAGER [WARRIOR]

#### Prerequisite: Trained

When you disengage from a foe, take an additional Parry or Dodge quickened action until the next CF Action Count. This secret applies only to melee weapons.

### FOLLOW THROUGH [WARRIOR]

#### Prerequisite: Trained

Whenever you successful hit an opponent, you can give up a quickened action to immediately swing again, taking another attack with the same weapon on the follow through. This secret applies only to melee weapons.

### PARTING BLOW [WARRIOR]

#### Prerequisite: Trained

You can use a quickened action to make an ATK on an enemy that breaks off melee (willingly or unwillingly) and disengages or retreats from fighting you. This secret applies only to melee weapons.

### BASTION [WARRIOR]

#### Prerequisite: Experienced, Abandonment

Select a single weapon (not a Weapons Class or Weapons Group). You are a powerhouse at offense or defense with the chosen weapon. Pick either ATK or DEF. With this particular weapon, you add a bonus equal to +1 for every 3 Profession skill ranks. You can apply Bastion to a weapon more than once, but never to more than the ATK or DEF of a weapon. Bastion applies to any weapon.

### DISMEMBER [WARRIOR]

#### Prerequisite: Experienced, Hard Hit [Weapon]

Select a single weapon (not a Weapons Class or Weapons Group). With this weapon, you can make powerful attacks that dismember and shatter bones. Dismember requires you to use a quickened action in addition to your normal attack. If you connect with a critical hit, add +1 for every 3 Profession skill ranks to the roll on the critical hit chart. So, a warrior using Dismember would use both a quickened action (to support the Dismember) and a normal action (the attack). This secret applies only to melee weapons.

### EVISCERATE [WARRIOR]

#### Prerequisite: Specialist, Bastion, Dismember

The weapon with Eviscerate must be the same weapon you selected with Bastion, which must be linked to ATK, and Dismember. This maneuver is like Dismember, except that if the opponent survives, they are Outmaneuvered following the critical hit for 2d10 CF counts. This secret applies only to melee weapons.

### IMMOVABLE DEFENDER [WARRIOR]

**Prerequisite:** Specialist, Bastion, Eye-to-Eye [Guard]  
Immovable Defender requires Bastion must be tied to DEF. You can elect to give up all attacks and movement for a CF Action Count to gain the ability to make a Parry attempt against any attack, maneuver, or action that is normally subject to Parry for 1 CF Action Count.

### MIGHTY BLOWS [WARRIOR]

**Prerequisite:** Expert, Eviscerate, Combat Maneuvering [Athletics], Weapon Cunning [Weapon]  
You apply the effects of Dismember to all attacks with the weapon you have designated without the supporting quickened action. Thus, Dismember only takes the normal action to use.

### DOUBLE SWEEP [WARRIOR]

**Prerequisite:** Genius, Boundless [Athletics], Kinematics [Athletics], Second Attack [Weapon], Spin Attack [Weapon]

When you make a Spin Attack, you spin twice. This secret applies only to melee weapons.

### IRRESISTIBLE BLOW [WARRIOR]

**Prerequisite:** Legendary, Mighty Blows, Overpower [Athletics], Legendary Move [Combat], Death Blow [Weapon]

Irresistible Blow applies to the weapon you designated with Mighty Blows, and takes a quickened action in addition to your normal attack. It's a normal attack that cannot be Dodged, Parried, Stopped, Eluded, or otherwise avoided if you connect.



## PATHS

If a Profession is a reflection of the time, resources and experience expended during your upbringing, a Path is a specialization or shade of difference to what you know. A Warrior knows battle and melee – becoming a Gladiator isn't too far of a stretch. It's more of a change of scenery. After all, you already know which end of a weapon to hold and the bloodshed is still the same color. A Sage wouldn't make the same jump and would take a lot of experience to get to the same place a Warrior started out a long time ago. Of course, the same Sage becoming an Herbalist would have the same advantage a Warrior would becoming a Gladiator.

### TAKING A PATH

You can take this path at any time at a cost of two Profession Options at creation or by expending five EPS and getting the permission of your GM. The EPS represent an investment of time, resources, knowledge, and application you have provided in the past to learn the skills of your new Path. When you take a Path you change your focus to the Path skill and move away from your Profession skill. This means you no longer advance in your Profession skill but gain in the Path skill instead.

### SWITCHING PATHS

Sometime during game play a player is going to want to take a Path or switch from a Path to a Profession..

### LEAVING A PATH

You can leave a Path at any time and return to your Profession. When you leave a Path you change your focus from the Path skill back to your Profession skill. This means you no longer advance in your Path skill but gain in the Profession skill instead. It costs no EPS to return to your Profession. However, if you want to retain any Path secrets from the Path skill you learned or any secrets you learned that use a Path secret as a requirement, you must expend additional EPS to maintain your access to them. The EPS investment represents action, time, resources and application of your part to maintain these skills. It costs 2 EPS for every Path skill tier of the secret. For example, a Proficient Gladiator secret like Blood in the Sand would cost 2 EPS. A Specialist secret like

Plumed Avoider would cost 8 EPS. You must pay this EPS cost when you return to the Profession (or take another Path) and it cannot be paid anytime thereafter. Not paying the EPS to maintain the skills demonstrates your loss of experience, the degradation of your edge and talent that you applied while on the Path. Essentially you loose that crucial difference that prevents you from gaining the benefits and abilities like you previously had.

#### CROSSING TO A NEW PATH

You can leave one Path and cross into a different Path for 5 EPS. Like taking a Path for the first time, this represents a change in focus and application and investment of experience. To maintain access to previous path secrets you must pay the same costs as outlined in Leaving a Path or you lose access to them.

#### PATH DATA

**Path Name.** Self explanatory

**Path Description.** Self explanatory

**Prerequisites.** Names the Profession or other requirements needed to take the Path

**Path Options.** Available only if an option exists.

**Core skills.** Defines 3 integral skills that are the core functions of the Path

**Path Notes.** Here you will notes, bonuses or penalties for the Path. Includes other headings as well, such as Faith and Magik, Personal Power and Magik, PSI Pool and Mental Powers and other entries

**Path skill.** All Paths have a skill that defines their Path. For an Alchemist, it's the Alchemist skill. For an Herbalist, it's the Herbalist skill. These skills have secrets and provide unique capabilities only found there.

## ALCHEMIST

A seeker of knowledge, Alchemists have taken a more esoteric path, seeking truth and knowledge in the mysterious concoctions of elements.

#### PREREQUISITES

You must have the Courtesan, Mage, Priest, Psychic, Sage, Trader, or Techno Profession to take this path.

#### PATH OPTION

When you become an Alchemist you must select 1 of the following options that define you in this path.

##### ESOTERIC SEEKER [ALCHEMIST OPTION]

You seek the knowledge that lies within and without

the seen and physical, delving into depths by a path trod by few. This search has led you to many places misunderstood by the masses.

**Path Bonus:** Add Gnosis as a Favored skill if not present. Add a +20 bonus to alchemical Manufacture skill checks. You also have 1 skill or path secret, if you meet the requirements.

#### FIELD ALCHEMIST [ALCHEMIST OPTION]

You have learned alchemy by trial and error, in the great laboratory of the world. More naturalist than scientist, your work is bound by no lab and you know how to handle the unexpected when it occurs.

**Path Bonus:** Halve the penalty incurred for inadequate tools or workspace and you make do with fewer resources to build designs. Reduce the base resource requirement (exclude listed special items) by 25%. You reduce Manufacture skill fumble chances by -2 and reduce any rolls on the explosion table (for labs) by -20.

#### SCIENTIST [ALCHEMIST OPTION]

The purity, knowledge and wisdom gleaned from alchemy draws you like a moth to flame.

**Path Bonus:** Add a +20 bonus to Engineer skill checks. When creating a design or modifying an old one, your Engineer bonus to succeed gains an additional +30 bonus to determine success. You know deviating from known formulae results in disaster; when creating from a known design, you add +3 to all Manufacture skill critical chances.

#### STREET ALCHEMIST [ALCHEMIST OPTION]

You learned alchemy on the streets, either for money, for use, or for some greater cause.

**Path Bonus:** Add Crime, Clandestine, Urban, and Underworld to your Favored skill list if they are not present and take a +10 skill advancement bonus with all of them. When manufacturing a design, you consider the Tools and Workshop requirements to be 1 step lower. You have 2d4 random Contacts (3d10+50 Trust) and 1 of the following Connections: Street, Underworld or Crime that starts at 5d10+20 Trust.

#### CORE SKILLS

Chemistry [Know], Engineer, Manufacture

#### KNOWLEDGE AND FORMULAE

Alchemists rely heavily on their knowledge and manufacture abilities to make alchemical creations. Each formula comes with an outline of what knowledge and manufacturing ability is required. An

Alchemist starts with d3 + 3 formulae and enough components to make each at least once. If the formula calls for a workshop or lab the Alchemist will have access to a common one (usually via a college or guild) at the GM's discretion.

#### PATH SKILL

Your path skill is an average of your core skills.

##### Proficient

Field Lab, Geodesic Expressions, Gift of Creation, Square the Circle

##### Trained:

Dark Alchemy, Potency, Push the Edge

##### Experienced:

Circumpunct, Proxy, Syncretism

##### Specialist:

Materia Prima, Mystik Alchemy

##### Expert:

Sacred Craft

##### Genius:

Ninefold Word

##### Legendary:

En To Pan

#### FIELD LAB [ALCHEMIST]

**Prerequisite:** Proficient

Field Lab is the understanding of how to simulate a workshop or lab without access to the materials or tools normally resident in one. You can simulate a laboratory 1 level lower than your TL but add +50 to all TD, +50% to all time requirements and +3 to skill fumbles.

#### GIFT OF CREATION [ALCHEMIST]

**Prerequisite:** Proficient

You have a gift for creating alchemical products and have a +20 skill advancement bonus with all alchemical Manufacture skill checks.

#### GEODESIC EXPRESSIONS [ALCHEMIST]

**Prerequisite:** Proficient

You have learned to express manifest differences in multiple fields with expression formulae. This deep capacity of understanding and axiomatic application raises your TL +1.

#### SQUARE THE CIRCLE [ALCHEMIST]

**Prerequisite:** Proficient

Thorough understanding and application of secret arts you learn to unlock the secret to generating mana equal to your APT daily.

#### DARK ALCHEMY [ALCHEMIST]

**Prerequisite:** Trained

Dark Alchemy is the application of Ceremonial Magik

to alchemy, where the alchemical output becomes the focus of the ritual. Dark Alchemy is a prerequisite for ritual alchemical magik.

#### POTENCY [ALCHEMIST]

**Prerequisite:** Trained

When determining the quality of alchemical products (only), you add +50 to determine the resultant quality (see **Design and Manufacture**).

#### PUSH THE EDGE [ALCHEMIST]

**Prerequisite:** Trained

When creating alchemical products you understand how to work at the very edge and add +3 to all critical success chances. However, such efforts raise the TD to the next difficulty tier.

#### CIRCUMPUNCT [ALCHEMIST]

**Prerequisite:** Experienced, Bind [Ceremony]

Circumpunct allows you to use the Bind secret from Ritual to bind a spirit or demiurge into your alchemical creations.

#### PROXY [ALCHEMIST]

**Prerequisite:** Experienced, Medium [Channel]

As an outgrowth of battle, alchemists have learned to pass on the effects of an alchemical concoction to another within visibility by using a unique variation of power channeling. Proxy only works with alchemical products and only products that modify the alchemist's body in some way, either through consumption, application or insinuation. With a successful TD 100 Channel skill check, the alchemist can then channel the effects of the alchemical product to a single target within line of sight (roll PER if there is any question on visibility). Hostile, uncontrolled (like Frenzy) or unwilling targets gain a MD against this effect as well and MR against any damaging effects, if applicable. If the alchemist fails the channel skill check, the alchemical product affects him instead.

#### SYNCRETISM [ALCHEMIST]

**Prerequisite:** Experienced, Agile Development [Engineer]

You are a master at blending different elements into one. When manufacturing alchemical products you reduce the loss of APT from manufacturing by 20 to 50% (d4+1). If your reduction is greater than the actual amount lost, then treat the overage as a bonus to APT. For example, you manufacture an ointment that would normally lose 30% of its base APT during the process. You roll 50% under Syncretism. The 20% is counted as a bonus.

## MATERIA PRIMA [ALCHEMIST]

**Prerequisite:** Specialist, Circumpunct, Syncretism

You have gained the understanding that all things are of the same element. You can see the APT generated by living things just as you do APT for alchemical purposes.

## MYSTIK ALCHEMY [ALCHEMIST]

**Prerequisite:** Specialist, Syncretism, Dweomer [Ceremony]

You have trained to merge the alchemical creation process with mysticism, blending magik into formulation. When you manufacture an alchemical product, you are considered to be imbuing it with magik as well, as outlined in Design and Manufacture and the Ceremony secret Dweomer. The requirements for both must be met as far as resources go, but only the longest time requirement and highest TD of the 2 is utilized.

## SACRED CRAFT [ALCHEMIST]

**Prerequisite:** Expert, Uncertainty Principles [Engineer], Mystik Alchemy, Materia Prima  
Sacred Craft is the base requirement to make a homunculus, or other living or pseudo living being.

## NINEFOLD WORD [ALCHEMIST]

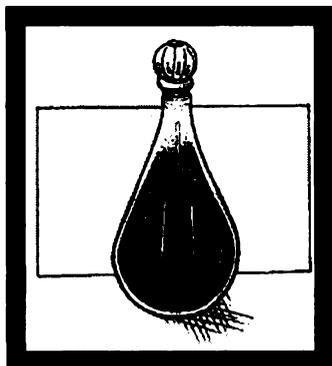
**Prerequisite:** Genius, Continuum Law [Engineer], Materia Prima, Convergence [Manufacture], Insight [Know]

You have achieved unmatched mastery in your craft and add a +30 skill advancement bonus to each core skill.

## EN TO PAN [ALCHEMIST]

**Prerequisite:** Legendary, Dimensionless Qualities [Engineer], Great Ritual [Ceremony], Ninefold Word, Masterpiece [Manufacture]

You can eschew the need for any single ingredient (regardless of quantity) or a single requirement within an alchemical design by using En To Pan in its place without affecting the alchemy in any way.



## ASSASSIN

Assassins are shadowy individuals who exist to eliminate others, either through contractual obligations or by obligation to a guild.

### PREREQUISITES

You must have the Bard, Courtesan, Mage, Priest, Psychic, Sage, Techno, Thief, Trader, or Warrior Profession to take this path.

### PATH OPTION

When you become an Assassin you must select 1 of the following Profession options that define you in this path.

### GUILD [ASSASSIN OPTION]

You are part of a guild that contracts for assassination. The guild has brought you up into the business and has a powerful vested interest in you, including controlling several aspects of your life, such as the following:

- You must abide by Guild Law (see your GM).
- Must fulfill services for the Guild on a monthly basis.
- Never break your cover (see below).

### Guild Path Bonus

- Access to 100 Silver Wealth of services/goods from any category (Street, Underworld, Business, etc.) every month in the area controlled by your Guild.
- A full Deep Cover (see Clandestine skill; Deep Cover secret) whose setup is paid for by the guild and has a TD 300 rating to break. You are responsible for the maintenance.
- Access to information. You are considered to automatically make and succeed at a TD 50 or less Intel skill checks to discover or verify general information on a daily basis in the area controlled by your Guild without expending time or resources.

### Guild Path Penalty

- If your cover is blown, the guild will consider you a liability and eliminate you via internal contract.
- If you violate guild law, they will take appropriate action as outlined (see GM).

### KILLER [ASSASSIN OPTION]

You kill for ideological, political or religious reasons.

**Path Bonus:** You approach assassination with near holy zeal. Pick a single weapon that is your choice of dealing death. With this weapon you are +20 to attack and add +3 to critical success chances. You have a +30 bonus to Fear and PD and add a +15 bonus to DEF

### MERCENARY [ASSASSIN OPTION]

You kill for a living; whoever has the money buys your ability to eliminate others.

**Path Bonus:** Start with 5 random Contacts at 5d10+50 Trust and 1 Underworld, Crime or Street Connection at 3d10+20 Trust.

#### CORE SKILLS

Clandestine, Underworld, Weapon\*

#### PATH NOTES

You must declare a single Weapon, Weapons Class or Weapons Group to define your Core skill.

#### PATH SKILL

Your path skill is an average of your core skills.

#### Proficient:

Arrange Accident, Deadly Ways, Naturalize Kill, Obstruct Identification

#### Trained:

Hidden Strike, Mark a Kill, Shadow's Refuge

#### Experienced:

Covert Strike, I Never Miss

#### Specialist:

Cloak, Decoys

#### Expert:

I am What I Seem

#### Genius:

Overwhelming

#### Legendary:

Unseen Hand

### ARRANGE ACCIDENT [ASSASSIN]

**Prerequisite:** Proficient

You can setup an accident for a target, making it appear as some normal event in an individual's life. Examples are a work related death, choking on food or catching a deadly disease. The GM sets the TD of the scene generally using Scene TD Modifier chart 1: You make a Path skill check against the scene TD to setup the arranged accident. If you succeed, the scene is setup for 1 day for every Path skill rank. The scene requires an amount of Wealth equal to the TD to setup and 2d20 days. The chance for any arranged

accident to occur as planned is 75% + 1% for every 10 Path skill ranks. If someone investigates the accident, they must beat your in an opposed Path skill check versus their Intel skill to find any traces of your work.

SCENE TD MODIFIERS CHART 1			
Accident Factors	Low	Medium	High
Chance of the accident happening	+100	+50	0
Relevance to the victim	+100	+50	0
Complexity of the accident	+25	+50	+100
Activity Level at the scene	0	+50	+100
Scene area conducive to accident	+100	+50	0
Chance the accident would be lethal	+100	+50	+25

### DEADLY WAYS [ASSASSIN]

**Prerequisite:** Proficient

Bludgeoning, strangling and stabbing are not the only ways to eliminate someone. Deadly Ways deals with other means of killing such as Explosives, Toxic Substances, Traps, and so on. When you take Deadly Ways, you identify 1 Deadly Way. With this form of death, you gain a +20 bonus on all skill rolls to manufacture, prepare and deliver it.

*For example, you select Toxic Substances. When you make or derive such things you get a +20 bonus on the Manufacture roll to make it. If you are creating a new substance, you would have a +20 bonus to the Engineer roll to design it. If you used it in battle, you would have +20 to the deliver it.*

### NATURALIZE KILL [ASSASSIN]

**Prerequisite:** Proficient

The secret to making a violent death appear to have been due to "natural causes," such as by the attack of a wild animal, a back alley mugging, suicide or other events typical for the time and place. Naturalize Kill focuses on obliterating the traces of attack or violent death of a victim after the fact (i.e. you have killed him and need to cover it up). The GM sets the scene TD based on Scene TD Modifier chart 2:

\*Includes such variables as multiple victims, a long running assassination spread out geographically, etc.

\*\* Does not apply.

If someone investigates the accident, they must beat your in an opposed Path skill check versus their Intel skill to find any traces of your work.

SCENE TD MODIFIERS CHART 2				
Naturalize Factors	N/A	Low	Med	High
Chance of natural cause occurring	**	+100	+50	+10
Physical damage to victim	0	+25	+50	+100
Traces of murder at the scene	0	+25	+50	+100
Breadth of the killing*	**	+25	+50	+100
Scene area conducive to accident	**	+100	+50	+25

### OBSTRUCT IDENTIFICATION [ASSASSIN]

**Prerequisite:** Proficient

Everything from masking odors to eliminating evidence, such as removing fingerprints, footprints or other trace clues. This includes properties of weapons, implements or just evidence from a scene. Obstruct Identification adds +20 bonus to Arrange Accident and Naturalize Kill skill checks.

### HIDDEN STRIKE [ASSASSIN]

**Prerequisite:** Trained

When striking from an ambush you mask your location and attacks from observers.

- Add +50 to the TD for an observer to notice the ambush.
- You get a +60 attack bonus during the Ambush CF Action Count instead of the normal +30 bonus.

### MARK A KILL [ASSASSIN]

**Prerequisite:** Trained

You mark the object of your assassination. You can only mark 1 kill at a time and Mark a Kill requires an (1) hour of preparation. After this point, you gain a +30 ATK and + 5 CRIT bonus against them.

### SHADOW'S REFUGE [ASSASSIN]

**Prerequisite:** Trained

You can disengage (see Battle and Melee section) from an opponent without expending an action or movement and without prompting any counter action from your opponent as provided for in other secrets.

### COVERT STRIKE [ASSASSIN]

**Prerequisite:** Experienced, Hidden Strike

The know how to attack from ambush while leaving

the audience and the target unaware the attack happened. Covert Strike requires you to have setup an ambush beforehand. When you attack from ambush, as long as you don't miss with your attack or compromise the ambush, the target and the audience is completely unaware of your attack for 1 CF Action Count per 25 Path skill ranks. However, if you or anyone else in the ambush misses or does something to compromise the ambush, it blows the Covert Strike. The target and audience is immediately aware of the attack and normal ambush rules apply. So, if a skill rank 75 Assassin used Covert Strike, he could make 3 CF Actions of attacks from ambush before anyone even noticed.

### I NEVER MISS [ASSASSIN]

**Prerequisite:** Experienced, Precision [Weap]

Select a specific weapon. With the chosen weapon, if you miss because your opponent Dodged, Parried or otherwise eluded the attack, you can give up a quickened action to make a second attack.

### CLOAK [ASSASSIN]

**Prerequisite:** Specialist, Covert Strike, I Never Miss

A good assassin is never seen, heard or felt. In the area defined by Streetwise, you can blend in with the environment, even in active battle with opponents, to have Complete Concealment against opponents you are not directly engaged in battle. Even with engaged opponents, if you are outside of their ER, you gain Complete Concealment.

*Example – You attack a mark on the docks. The first CF Action Count you engage in melee, stabbing them with an envenomed dagger. The mark can see you normally but his 2 companions cannot as you have complete concealment against them. The next CF Action Count you disengage and slip into the water. Now you have Complete Concealment against everyone.*



## DECOYS [ASSASSIN]

**Prerequisite:** Specialist, Shadow's Refuge, Intuitive Combatant [Combat]

You can designate other beings within 5 foot radius to act as decoys, soaking attacks normally directed at you. You can redirect 1 attack for every 45 skill ranks normally directed at you to a decoy instead and you can designate 1 decoy for every 20 skill ranks.

## I AM WHAT I SEEM [ASSASSIN]

**Prerequisite:** Expert, Circle of Influence [Underworld], Authority [Urban], Acumen [Social]

In the areas defined by Authority and Circle of Influence, you gain the following:

- Add +30 bonus to Naturalize Kill and Arrange Accident
- Add +50 to the TD for others to discover your ambushes
- Contact and Connection upkeep is reduced 20%
- +50 Wealth useable in the Underworld, Crime, Law, Information, and Street categories

## OVERWHELMING [ASSASSIN]

**Prerequisite:** Genius, Pinpoint Attacks [Combat], Mark a Kill, I Never Miss, Covert Strike

With the weapon specialization chosen for I Never Miss and using the Covert Strike secret, you make a special attack against a target you have used Mark a Kill upon. Against this opponent in the situation defined by Covert Strike, all attacks you make against the target are at a +15 bonus CRIT chance. If you successfully roll a critical, the attack is automatically a lethal one to your opponent.

## UNSEEN HAND [ASSASSIN]

**Prerequisite:** Legendary, Overwhelming, Urban Legend [Urban], Underworld Prince [Underworld], Invisible Hand [Intel], Without a Shadow [Clandestine]

You gain the following benefits:

- When you arrange an accident, it occurs 100% of the time within a time frame of 1 week for every Path skill rank.
- You gain give up an Associate Contact with 50 Trust or higher if investigation into an assassination leads back to you to pin it on them instead. This is the minimum type of Contact you can burn in this manner. You can give up any Contact of higher level as well.
- 300 Silver standard Wealth in services from all categories at your disposal in an area defined by Streetwise (Urban skill).
- Gain Elite, Feared, Respected, and Well Known Social Motifs.

## BEAST MASTER

A rare and frequently misunderstood character type, the Beast Master uses a mixture of latent psychic power, skill and force of will to control, befriend and become family with 1 or more beasts. A Beast Master's bond, once formed is unbreakable by any means short of death.

### PREREQUISITES

You must have the Medicine Man or Savage Profession to take this path.

### LEAVING THE PATH

A Beast Master who abandons their Path converts their family's previously unbreakable bond into one with 150 Trust, subject to all the normal whims and changes of fate. A Beast Master can maintain an unbreakable bond if they spend (1) EPS per bonded beast (and maintain any prerequisite secrets as well) when they abandon the Beast Master Path only.

### PATH OPTION

When you become a Beast Master you must select 1 of the following Profession options that define you in this path.

#### ONE WITH BEASTS [BEAST MASTER OPTION]

You are one with the beasts in your family and you understand them. You see your place in the world like one of them. Your view is from their eyes, their cycle of life; you speak their language and social dynamics.

**Path Bonus:** You can speak the language of any beast you take into your family (via Befriend Beast secret) and can apply any Interpersonal skill (perform, social, info gather, etc.) with beasts of the same type. You begin with 2 beasts in your family.

#### ONE WITH THE HUNT [BEAST MASTER OPTION]

You see beasts as companions in one great hunt, where you lead them towards chosen prey. Life is one great hunt with ever changing prey and little matters other than the pursuit and savage celebration following the consummation of the hunt.

**Path Bonus:** You begin with the secret of Track and double the interval between tracking checks (see Recon skill). You have a +10 bonus with all Recon skill checks. You begin with 2 beasts in your family.

### ONE WITH HUNGER [BEAST MASTER OPTION]

You are filled with the furious, bestial desire that fills all carnivores and you glory in the kill, the spilling of blood and the feasting on the slain.

**Path Bonus:** You add +3 to the critical range of any weapon or attack and to the critical range of your beasts. You begin with 2 beasts in your family.

### ONE IN THE PACK [BEAST MASTER OPTION]

The pack is everything; the family unit dominates your thoughts and your family's unity is everything. This sense of belonging is a powerful union.

**Path Bonus:** Every beast you bring into your family (via Befriend Beast) is welded to you powerfully. The bond you create is not severed by death (meaning they will willingly resurrect or return from death if you elect) and no beast in your family will willingly or unwillingly harm you (even if charmed, bewildered or otherwise dominated). You begin with 2 beasts in your family.

### CORE SKILLS

Athletics, Beast Ken, Wilderness

### PATH SKILL

Your path skill is an average of your core skills.

#### Proficient Secrets:

Befriend Beast, Beast Speak, Mind of the Beast

#### Trained Secrets:

Beast Healing, Hone Friend

#### Experienced Secrets:

Speak into the Wind, Wild Advantage

#### Specialist Secrets:

Put on the Skin, Wild Blood

#### Expert Secrets:

Kindred Soul

#### Genius Secrets:

Primal Bond

#### Legendary Secrets:

Unbreakable Friendship

### BEFRIEND BEAST [BEAST MASTER]

**Prerequisite:** Proficient

You create a strong empathic bond with a singular creature, befriending it on a level where you can communicate with it empathically by touch and receive feelings in return.

- Such beasts become part of your family, treating you as if you were one of their same kind of beast.
- For the purposes of the Beast Ken, Medical, Social and Perform skills towards a befriended beast, you automatically succeed at TD 75 or less

skill checks.

- You can add +1 beast into your family for every 10 Path skill ranks. However, regardless of how skilled you become, you can never exceed your LEAD score in the number of beast companions.

### BEAST SPEAK [BEAST MASTER]

**Prerequisite:** Proficient

You learn your LR bonus (from REAS) in beast tongues.

### MIND OF THE BEAST [BEAST MASTER]

**Prerequisite:** Proficient

You understand how to get into the mind and heart of a beast. As a normal action you can use your Path skill opposed by the beast's PD to change a beast's perception in some way. The change can inflict or take away a status (fear, shaken, etc.).

### BEAST HEALING [BEAST MASTER]

**Prerequisite:** Trained

Your empathic bond with your family allows you to take on their wounds with a TD 50 Meditation check, transferring the wound from them to you.

### HONE FRIEND [BEAST MASTER]

**Prerequisite:** Trained

You can work with 1 beast in your family to the point where they can also increase their skills like a character. You can take this secret more than once to apply its benefits to different beast in your family.

### SPEAK INTO THE WIND [BEAST MASTER]

**Prerequisite:** Experienced, Befriend Beast

Your ability to speak to and communicate with your beast family attains full telepathic bond within 1 mile per Path skill rank.

### WILD ADVANTAGE [BEAST MASTER]

**Prerequisite:** Experienced, Canny [Wild]

You are totally at home in the wild. Add an additional +10 skill advancement skill bonus with CORE skills.

### PUT ON THE SKIN [BEAST MASTER]

**Prerequisite:** Specialist, Speak into the Wind, Mind of the Beast

You can subsume your mind into that of 1 of your beast family, sensing what they see, feeling what they feel and communicating telepathically. While in this state, you are blind to your own body's senses while your body slips into a meditative state.

### WILD BLOOD [BEAST MASTER]

**Prerequisite:** Specialist, Put on the Skin, Wild Advantage

Every Path secret you learn provides a +5 bonus to any Athletics, Beast Ken or Wilderness rolls.

### KINDRED SOUL [BEAST MASTER]

**Prerequisite:** Expert, Wild Blood, Mind of the Beast, Speak into the Wind

In a reverse of Put on the Skin, you can take the senses or abilities of your beast family into yourself. Unlike Put on the Skin however, you must declare which 1 of your beast family applies for this ability. This choice is permanent unless you expend an EPS to change it. Please note you must have the potential for the ability to work, such as the ability to scent to take on a bloodhound's keen nose or a leopard's leap. Adding extra limbs, growing claws and such things are NOT a part of this secret and don't work. You can take this secret more than once, applying its benefits toward another member of your beast family.

### PRIMAL BOND [BEAST MASTER]

**Prerequisite:** Genius, Kindred Soul, Unbounded [Athletics], Symbiosis [Beast Ken], Put on the Skin

You can take on the shape of 1 of your beast family. You must designate the beast whose shape you can assume when you take this secret and can maintain the shape shifting indefinitely. However, every day adds +1 bonus to a d100 roll against your PD to resist permanently becoming the beast in question. You can take this secret more than once, applying its benefits toward another member of your beast family.



### UNBREAKABLE FRIENDSHIP [BEAST MASTER]

**Prerequisite:** Legendary, Kindred Soul, Symbiosis [Beast Ken], Instill Loyalty [Beast Ken], Primal Bond

The bond with your beast family is unbreakable, even in death. In the short time after the death of 1 of your family, you can make a TD 200 Path skill check to recall the spirit of your family member back to their body. This action is a full action and takes your entire attention as you ignore your surrounds to plead and psychically strain to pull their spirit back into their body. If you succeed, they return to their body with zero HP but alive. If you fail, you can try 1 more time at a TD 250 skill check. You have 1 minute after they perish to attempt this or their spirit passes on.

## FORRESTER

A Forrester is someone who elects to live away from cities and towns and frequently prefers a solitary life. A Forrester tends to patrol the forests and other wild places, keeping them as safe as possible in the face of encroaching civilization. Forresters also act as guides, scouts and hunters as well.

### PREREQUISITES

You must have the Bard, Medicine Man, Savage, Thief, or Warrior Profession to take this path.

### PATH OPTION

When you become a Forrester you **must** select 1 of the following Profession options that define you in this path.

#### RANGER [FORRESTER OPTION]

Tending toward a solitary existence, you have lived on the frontier and edges of civilization, a watch ward pointed towards conflicted lands or dangers. You are one of the few beacons that keep the borders of a country safe and secure. Generally your training was with a noble, royal or kingdom paramilitary or military unit.

**Path Bonus:** In any wilds or wilderness area you always have Partial Concealment against enemies, using the environment to your advantage.

#### HUNTER [FORRESTER OPTION]

You tended the preserve of a noble or king; hunted for yourself or your tribe or village. Your pact is with nature and the movement of its beasts and you have tied the rhythm of your life to the movement of the world.

**Path Bonus:** You begin with the secret of Track [Recon skill secret] and a +30 bonus to PER. Add a +20 advancement bonus to Recon.

#### GUIDE [FORRESTER OPTION]

You get enjoyment out of keeping others safe while moving them from one point to another.

**Path Bonus:** You can find your way in land you have Terrain Familiarity, automatically succeeding at TD 100 skill checks. You count all paths, trails or roads as one step better for the purpose of travel and encounters.

### SCOUT [FORRESTER OPTION]

You have worked for a paramilitary or military unit to scout the border or unknown lands.

**Path Bonus:** You have a +10 bonus to PER, a +10 skill advancement bonus to Recon. You also begin with 1 skill rank 2 Weapons, 1 Lorica specialization and Shield.

#### CORE SKILLS

Athletics, Recon, Wilderness

#### PATH SKILL

Your path skill is an average of your core skills.

#### Proficient:

Animal Grace, Beast Ally, Born Tracker, Wild Born

#### Trained:

Great Pull, Move and Fight, Wild Bred

#### Experienced:

Hunting Instincts, Surreptitious Assault

#### Specialist:

Elude, Hunter's Shot

#### Expert:

Reactionary Disposition

#### Genius:

Seeking Strike

#### Legendary:

Any Terrain

### ANIMAL GRACE [FORRESTER]

**Prerequisite:** Proficient

You move with animal grace and agility. Add +3 to DEF and +1 to Dodge for every 10 Path skill ranks.

### BEAST ALLY [FORRESTER]

**Prerequisite:** Proficient

A beast of the wild calls you friend. You begin with a beast or creature as a companion and it has 100 Trust.

### BORN TRACKER [FORRESTER]

**Prerequisite:** Proficient

You are a consummate tracker and can track your prey at normal and forced speeds without skill penalty.

### WILD BORN [FORRESTER]

**Prerequisite:** Proficient

You have a wild heart and primal soul and are at home in the wilderness as any other creature. You do not make Wilderness checks for survival, prompt encounters outside of the normal for a beast in the ecology, or become disorientated when alone.

### GREAT PULL [FORRESTER]

**Prerequisite:** Trained

Select a bow or another missile weapon. With this

weapon, you add +1 bonus to damage for every 10 Path skill ranks.

### MOVE AND FIGHT [FORRESTER]

**Prerequisite:** Trained

As a quickened action you can move half your normal move and still preserve your normal action.

### WILD BRED [FORRESTER]

**Prerequisite:** Trained

Add +10 to movement and add your CON as a mileage bonus to overland movement

### HUNTING INSTINCTS [FORRESTER]

**Prerequisite:** Experienced, Wild Born

You can add your Path skill as a bonus to all Clandestine skill checks in areas you have Wildswise.

### SURREPTITIOUS ASSAULT [FORRESTER]

**Prerequisite:** Experienced, Guile [Clandestine]

In ambush situations:

- You can make a single Parry or Dodge but still suffer other effects of the ambush.
- You can elect to negate the ambush bonus to ATK against you but still lose your actions during the Ambush Action Count.
- Add your Path skill as a bonus when making ambushes.

### ELUDE [FORRESTER]

**Prerequisite:** Specialist, Move and Fight, Animal Grace

You can elude or dodge nearly anything. Once per melee round when you Dodge, add your Path skill as a bonus to elude an attack.

### HUNTER'S SHOT [FORRESTER]

**Prerequisite:** Specialist, Eye for the Hidden [Recon], Crippling Shot [Missilery]

Select a single Weapon. With this weapon, as a normal action, you can make an attack that attempts to kill an opponent in 1 shot. Make an ATK like normal. If you succeed, compare the HP damage you inflict against their BODY. If you meet or exceed their BODY, they die.

### REACTIONARY DISPOSITION [FORRESTER]

**Prerequisite:** Expert, Hunting Instincts, Observation [Recon], Elastic Mind [Combat]

Sometimes being quick is not enough. Simple speed will not allow enough time to respond. No, true mastery lies in the knowing not swift action but *swifter* action decides the fight. Add a +5 bonus to CF.

### SEEKING SHOT [FORRESTER]

**Prerequisite:** Genius, Hunters Shot, Reactionary Disposition, Korai Eye [Missilery], Great Pull  
 With the weapon defined in Hunter's Shot (also the weapon defined with Second Attack and Great Pull), you can use a normal action to make a single attack against 1 opponent that they cannot Dodge, Parry or elude in a way without physically disappearing or incorporating.

### ALL TERRAIN [FORRESTER]

**Prerequisite:** Legendary, Wilds Ghost [Wild], Elude, Intuitive Awareness [Recon], Boundless [Athletics], Shadow Slide [Clandestine]  
 You are extremely adept at adapting to different terrains. You can climb like a cat, swim like a fish, make your way through swamps like a Saurig and up cliff faces like a spider. You suffer zero environmental penalties except for those of the TD 300 or higher. You could run across the tree tops of a forest, dance on the tops of waving tips of wheat in a field or perform acrobatics in the deep water of a lake, but a sea of liquid fire would burn you, storms of acid would sear your bones and a lightning bolt will electrify your flesh.



## GLADIATOR

Your womb was the gladiatorial pits and life has been a hard one, filled with triumph over your enemies, the cries of the fallen and the roar of the crowd.

#### PREREQUISITES

You must have the Priest, Savage, or Warrior Profession to take this Path.

#### PATH OPTION

When you become a Gladiator you must select 1 of the following Profession options that define you in this path.

### HOUSE GLADIATOR [GLADIATOR OPTION]

You were released from your gladiatorial house early but your training and fighting skill in the arena has not left you.

**Path Bonus:** Begin a Weapons Group of 4 weapons and the Shield skill, both at 10 skill ranks and a +10 skill advancement bonus with the weapons group. The weapons are of your choice.

### CRIMINAL GLADIATOR [GLADIATOR OPTION]

Fairly or unfairly, you were branded as a criminal and sentenced to the arenas to fight or die. A survivor of the "100 Fights in 100 days" rule, you are tough as a booru.

**Path Bonus:** To stay alive you have learned to act fast and act with deadly intent. Add +2 CF and your CON as a bonus to HP.

#### CORE SKILLS

Athletics, Combat, Perform [Entertainment]

#### PATH SKILL

Your path skill is an average of your core skills.

#### Proficient Secrets:

Blood on the Sand, Grim Expertise

#### Trained Secrets:

Fiery Hands, Flash Engager

#### Experienced Secrets:

Lightning Parry

#### Specialist Secrets:

Guile of the Pits

#### Expert Secrets:

Plumed Avider

#### Genius Secrets:

Gladiator Walk

#### Legendary Secrets:

Machichrondahr's Blessing

### BLOOD ON THE SAND [GLADIATOR]

**Prerequisite:** Proficient

A true and blooded gladiator, you have faced death and poor odds to triumph. This change has sharpened your wits, providing a +2 to CF and +30 to PER.

### GRIM EXPERTISE [GLADIATOR]

**Prerequisite:** Proficient

You have earned your edge the hard way, in the pits and the horror of battle. Add a +20 skill advancement bonus to any 1 of your Favored or Core skills.

### FIERY HANDS [GLADIATOR]

**Prerequisite:** Trained

You reduce the penalty to COORD for using 2 weapons by 30 and only suffer the worst CF penalty of the two, not a combination of both.

### FLASH ENGAGER [GLADIATOR]

**Prerequisite:** Trained

You can make a Charge action in as little space as 1 ft.

### LIGHTNING PARRY [GLADIATOR]

**Prerequisite:** Experienced, Blood on the Sand

Once per melee round when you Parry you may add your Path skill ranks.

### GUILF OF THE PITS [GLADIATOR]

**Prerequisite:** Specialist, Proprioception [Athletics], Blood on the Sand

You have learned the arts of death in the bloody sands of arenas and pits. You have a +5 bonus to critical hits with any weapon, weapon group or weapons class you have trained to at least Experienced.

### PLUMED AVOIDER [GLADIATOR]

**Prerequisite:** Expert, Guile of the Pits, Elastic Mind [Combat], Lightning Reactions [Athletics]

Where you lack in the ordinary skills of a military man, you have made up in showmanship and exquisite dexterity. You are truly talented at dodging and avoiding attacks and can dodge an additional time, treating the extra dodge as a quickened action. Add one extra dodge for every 15 Path skill ranks or fraction thereof.

### GLADIATOR WALK [GLADIATOR]

**Prerequisite:** Genius, Plumed Avoider, Intuitive Combatant [Combat], Crisis [Guard], Combat Maneuvering [Athletics]

You have earned your stripes in the hardest battlefield that exists. Once engaged in combat (after the first CF Action Count), any CF Action Count you use to move on the battlefield without engaging the enemy provides you with a +1 bonus for every 5 Path skill ranks to all ATK rolls in the CF Action Count you do engage in battle. After this single CF Action Count, you lose the bonuses. You can do this as many times as you like.

### MACHICHRONDAHR'S BLESSING [GLADIATOR]

**Prerequisite:** Legendary, Gladiator Walk, Spin Attack [Weap], Boundless [Athletics], Crisis [Guard], Incite [Perform]

You are favored by the god of the pits.

- For every 50 skill ranks, once per CF Action Count you can Parry an attack, even if a quickened action is not available.
- Once per CF Action Count as a quickened action, make a Path skill check against a single opponent's Combat skill check. If you win, their DEF drops to zero against you that CF Action

Count.

- You always inflict B-level criticals with the weapon you selected with the Spin Attack secret.



## HERBALIST

An herbalist is a naturalist, part gardener, part wild crafter, and life-long student. Some herbalists are mystic and mysterious communicators while others seek to heal and nurture or just pursue herbal lore.

### PREREQUISITES

You must have the Courtesan, Druid, Mage, Medicine Man, Priest, Psychic, Sage, or Trader Profession to take this path.

### CORE SKILLS

Botany [Know], Medical, Wilderness

### PATH OPTION

When you become an Herbalist you must select 1 of the following Profession options that define you in this path.

#### APOTHECARY [HERBALIST OPTION]

The making and use of herbs is the mystery and you've followed it with all your heart.

**Path Bonus:** Herbs grown in a garden or similar habitat suffer do not suffer a penalty to APT or Quality rolls.

#### HEALER [HERBALIST OPTION]

You revel in the knowledge of herbs, the healing properties of plants and using them to treat ailments.

**Path Bonus:** Add a +10 bonus to Medical skill checks and a +10 Medical skill advancement bonus.

#### NATURALIST [HERBALIST OPTION]

Knowing herbs and their limitless variations is an integral part of your life. Not using this knowledge is as foreign as not breathing.

**Path Bonus:** Add a +10 bonus to Wilderness skill checks and Wild Gathering (see Wilderness).

### PATH SKILL

Your path skill is an average of your core skills.

#### Proficient

Gardener, Green Signature, Preparation, Preservation, Wisdom of the Green

#### Trained:

Awaken Herb, Cross Types, Imprint, Living Workshop

#### Experienced:

Herbal Synergy, Living Lab, World's Bounty

#### Specialist:

Embolden Herb, Living Craft, Pharmacognosy

#### Expert:

Find True Essence

#### Genius:

Green Haven

#### Legendary:

Blessed Pharmacopoeia

### GARDENER [HERBALIST]

**Prerequisite:** Proficient

You are a master at using the Wilderness skill to grow, nurture, harvest, or work with herbs you know well.

- When working with herbs, add a +20 bonus to Wilderness rolls.
- Always gather or harvest +10% beyond what the Wilderness roll may indicate.
- Add a +10 bonus to determine the Quality of the harvest or gathering.

### GREEN SIGNATURE [HERBALIST]

**Prerequisite:** Proficient

If you succeed at a Botany skill check to divine the effect of a plant or plant based product, you learn the rare effect (if any) as well as any hidden effects (if any).

### PREPARATION [HERBALIST]

**Prerequisite:** Proficient

You understand how to prepare and pack batches of raw goods so they keep their potency longer without losing effect or strength. You can extend the shelf life of such goods +100% for every 10 Path skill ranks.

### PRESERVATION [HERBALIST]

**Prerequisite:** Proficient

The secret to preserving the shelf life of worked or manufactured goods so they don't lose potency or strength. You can extend the shelf life for such goods by +100% for every 10 Path skill ranks.

### WISDOM OF THE GREEN [HERBALIST]

**Prerequisite:** Proficient

Add a +30 bonus from any Terrain Familiarity [Wild] secrets you take instead of the normal +20 bonus.

### AWAKEN HERB [HERBALIST]

**Prerequisite:** Trained

You are skilled at bringing an herb or plant to its greatest quality.

- Add a +20 bonus (added to Gardener bonuses) to Quality checks when harvesting or gathering.
- For Very Good or Superb herbs that you directly harvest, you can make a TD 100 Path skill check to attempt to awaken their Rare effects (if any exist). If you fail, however, you ruin the herbs.

### CROSS TYPES [HERBALIST]

**Prerequisite:** Trained

You understand how to cross types of flora to make hybrids or even new creations altogether. You add a +20 bonus to skill checks to succeed at breeding plants and a +20 bonus to Quality and Drawback rolls.

### IMPRINT [HERBALIST]

**Prerequisite:** Trained

Imprint is the ability to imprint herbs with life energy in order to boost their effectiveness. To imprint an herb costs an amount of APT equal to the APT of the herb and takes 1 minute per APT required. The imprint is short lived, only lasting 1 hour for every 10 Path skill ranks but is potent, enhancing an herb's normal effectiveness by +100%. The APT provided by the Herbalist is APT impairment and recovers normally.

### LIVING WORKSHOP [HERBALIST]

**Prerequisite:** Trained

When working in any environment for which you have Terrain Familiarity [Wild], it counts as the workshop requirement for any herbal recipes.

### HERBAL SYNERGY [HERBALIST]

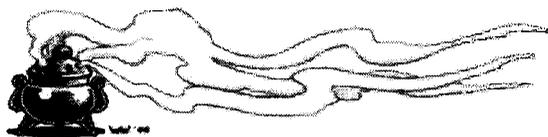
**Prerequisite:** Experienced, Gardener

You have achieved vast understanding of the synergy and interactions of herbs. When manufacturing herbal recipes, you add a +20 bonus on all Manufacture rolls and +2 bonus to Manufacture skill critical success chances when working with herbal recipes.

### LIVING LAB [HERBALIST]

**Prerequisite:** Experienced, Terrain Familiarity [Wild]

When working in any environment for which you have Terrain Familiarity [Wild], it counts as the laboratory requirement for any herbal recipes.



### WORLD'S BOUNTY [HERBALIST]

**Prerequisite:** Experienced, Wild Gathering [Wild]

When working in any environment for which you have Terrain Familiarity [Wild], any herbs you attain with Wild Gathering are automatically upgraded to the next quality level (if one exists). Add a +2 bonus on dice rolls to determine quality. You gain these same benefits if you are gathering from a garden or cultivated plot as well.

### EMBOLDEN HERB [HERBALIST]

**Prerequisite:** Specialist, Living Lab, Imprint

Embolden Herb is the ability to give some of your life force to an herb in order to unlock rare or hidden potential (regardless of herb quality). To Embolden Herb costs an amount of APT equal to the APT of the herb and takes 1 minute per APT. When you are done, the herb's Hidden or Rare (one but not both; it would take two uses of Embolden Herb to unlock both qualities) effects are permanently unlocked. The APT provided by the Herbalist is APT impairment and recovers normally.

### LIVING CRAFT [HERBALIST]

**Prerequisite:** Specialist, Imprint, Living Lab

Living Craft duplicates Imprint except any APT impairment incurred using this secret only impairs for 1 day and you can boost a Rare or Hidden effect (if present) by +25% when you use it in place of the +100% to the normal effect.

### PHARMOCOGNOSY [HERBALIST]

**Prerequisite:** Specialist, Specialist Botany [Know], Specialist Herbology [Know]

The study of plants and their products has led you to vast understanding of their uses, interactions and side effects. You gain a +20 skill advancement bonus to Manufacture recipes (all) and a +50 bonus towards determining the quality of manufactured recipes.

### FIND TRUE ESSENCE [HERBALIST]

**Prerequisite:** Expert, Embolden Herb, Living Craft, Awaken Herb

Find True Essence duplicates Embolden Herb except any APT impairment incurred using this secret only impairs for 1 day and it unlocks Hidden and Rare potential (if it exists) with 1 application of APT.

### ESSENCE UNFOLDED [HERBALIST]

**Prerequisite:** Genius, World's Bounty, Find True Essence, Perfect [Manufacture], Pharmacognosy

You give some of your life force to an herb in order to unlock all its potential (regardless of herb quality). This costs an amount of APT equal to the APT of the herb and takes 1 minute per APT. The herb can then

apply its Normal, Rare or Hidden effects (any or all at your choice when used).

### BLESSED PHARMACOPOEIA [HERBALIST]

**Prerequisite:** Legendary, Essence Unfolded, Herbal Synergy, Cross Types, Masterpiece [Manufacture]

You automatically bump Manufacture quality results of recipes by +1 step and apply the benefits of 1 Manufacture skill critical to every recipe you make.

## HIGHWAYMAN

In every society there are those willing to prey upon the weak. Highwaymen are outlaws from society, lawless individuals who make their living off the sweat of others. They travel the roads of civilization, living off the pickings of robbery, banditry and theft.

### PREREQUISITES

You must have the Bard, Courtesan, Mage, Priest, Psychic, Sage, Techno, Thief, Trader, or Warrior Profession to take this path.

### PATH OPTION

When you become a Highwayman you must select 1 of the following Profession options that define you in this path.

#### OUTLAW [HIGHWAYMAN OPTION]

You crossed the law and it crossed you off from the list of "good" people.

**Path Bonus:** You begin with 1 Crime skill secret you can qualify for and begin with 5 skill ranks in the Street Fighting Style (see Martial Arts in the index).

#### OPPORTUNIST [HIGHWAYMAN OPTION]

Falling into banditry seemed the best path to get where you were going.

**Path Bonus:** You begin with the secret of Guile (see Clandestine skill; Guile secret) and add a +10 bonus to Crime skill checks.

#### NO OTHER OPTION [HIGHWAYMAN OPTION]

It was become a highwayman and bandit or starve. Looking at the choice between death and a less moral life, you took the path necessity demanded.

**Path Bonus:** Add an additional +20 skill advancement bonus to Crime and Clandestine skills.

## CORE SKILLS

Clandestine, Crime, Recon

## PATH SKILL

Your path skill is an average of your core skills.

### Proficient:

Bushwhacker, Geographical Awareness, Retreat Awareness

### Trained:

Ambush Confusion, Bandit's Peace, Criminal Intuition

### Experienced:

Disorder, Even His Pants, Flashy Moves

### Specialist:

Better Part of Valor

### Expert:

Band of Thieves

### Genius:

Expeditious Left

### Legendary:

Bandit Lord

## BUSHWHACKER [HIGHWAYMAN]

### Prerequisite: Proficient

You know how to setup and launch a good ambush. All the benefits below pertain to all individuals that are a part of the ambush.

- Add +30 to the TD for your victims to discover the ambush
- If you elect to attack from an ambush, your victims are -20 CF after the ambush instead of -10 CF.

## GEOGRAPHICAL AWARENESS [HIGHWAYMAN]

### Prerequisite: Proficient

You are in tune with the pulse of an area and considered to make the equivalent of TD 75 Intel skill checks against events or rumors that occur in the area. The region you define is a 5 mile by 5 mile area per Path skill rank and can encompass both urban and rural areas.

## RETREAT AWARENESS [HIGHWAYMAN]

### Prerequisite: Proficient

You are really good at keeping an eye out for when the odds are not in your favor.

- Add +30 bonus to checks to discover ambushes, hidden, covert or stealthy actions in a 60 ft area.
- When you retreat you get a +20 bonus to Escape and Evade.

## AMBUSH CONFUSION [HIGHWAYMAN]

### Prerequisite: Trained

When you launch an ambush against 2 or more

victims you wreak havoc and confusion. All the benefits below pertain to all individuals that are a part of the ambush. Ambush Confusion stacks with Bushwhacker.

- You can forgo the normal ATK bonus gained from ambush for the melee round in order to adjust your CF Action Counts for the ambush melee round, gaining a CF Action Count on CF 40, CF 38 and then progressing normally (31, 24, 17, 10, and 3).
- Alternately, you can set the ambush so that any successful attack during the ambush (by anyone part of your ambush) disorients and shakes up the victim, forcing them to make a TD 75 Fear check or be Outmaneuvered. Once disorientated, they must continue to make this Fear check or they stay Outmaneuvered until they do.

## BANDIT'S PEACE [HIGHWAYMAN]

### Prerequisite: Trained

Bandit's Peace acts as passive rank I Transportation, Law and Street Connections that constantly but illegally influence events pertaining to your banditry protectively and aggressively on your behalf. To maintain this benefit you must expend 1% of the total worth of your banditry on a monthly basis or lose its benefits.

## CRIMINAL INTUITION [HIGHWAYMAN]

### Prerequisite: Trained

You have built an intuitive sense for crime. Add a +10 skill advancement bonus to Crime.

## DISORDER [HIGHWAYMAN]

### Prerequisite: Experienced, Ambush Confusion

When you ambush victims you cause widespread chaos. The benefits of Disorder replace those of Ambush Confusion.

- The normal ATK bonus gained from ambush for the melee round is halved but you adjust your CF Action Counts for the ambush melee round, gaining a CF Action Count on CF 40, CF 38 and then progressing normally (31, 24, 17, 10, and 3).
- When the ambush is launched, all victims must make an immediate TD 100 Fear check or they are Outmaneuvered for their first CF Action Count.
- Any successful attack or intimidation (See Social skill) during the ambush disorients and shakes up the victim, forcing them to make a TD 100 Fear check or be Outmaneuvered. Once disorientated, they must continue to make this Fear check or they stay Outmaneuvered until they do.

- A victim that is Outmaneuvered and is struck will be Unsettled when they are not longer Outmaneuvered. If struck 2 times, they will be Staggered and if 3 times or more they will be Flattened when they are no longer Outmaneuvered. This effect will last for 3d10+10 CF Counts, regardless of the final condition.

*Example – A Highwayman and his crew launching an ambush against a small party of 4 would force all the victims to make an immediate Fear check when they attacked. If they failed their Fear check, they would be Outmaneuvered during the ambush. If the highwayman crew successfully attacked or intimidated the victims, they would stay Outmaneuvered and stay in that status until they recovered.*

#### **EVEN HIS PANTS [HIGHWAYMAN]**

**Prerequisite:** Experienced, Criminal Intuition  
When you rob victims, you get everything including the very pants they were wearing! You always get an additional d6+4 more Wealth in miscellaneous items that your victims did not hardly know they had. While not coin, it still is sellable.

#### **FLASHY MOVES [HIGHWAYMAN]**

**Prerequisite:** Experienced, Magnify Presence [Social]  
If you succeed at the Magnify Presence Social skill check, you can intimidate a max amount of people equal to your LEAD into not resisting your act of banditry or trying to be a hero.

#### **BETTER PART OF VALOR [HIGHWAYMAN]**

**Prerequisite:** Specialist, Evade [Recon], Retreat Awareness

Sometimes showing your heels is the best maneuver to make. Better Part of Valor is NOT skill in slipping bonds or escape artistry but talent in using information, the environment and situations to shake off and lose pursuers.

- Add your Path skill ranks as a bonus to Escape and Evasion.
- Add your Path skill ranks to the TD for someone to follow, track, or pursue you.
- You can apply this skill to one additional person for every 5 skill ranks.

#### **BAND OF THIEVES [HIGHWAYMAN]**

**Prerequisite:** Expert, Thug Boss [Crime], Gutter Rook [Crime], Network [Intel]

On your home turf, you can make a TD 125 Path skill check to drum a number of Experienced (been in the business for a while, knocked a few heads together) footpads, outlaws, thieves and similar illicit individuals

seeking to link their fortune with yours. Depending on the area (GM sets the area statistics), you can drum up 1 bandit for every 2 skill ranks, to a maximum of your LEAD score. The thieves slowly drift to your location over a d10 day period. If you are not available for them to find, they disperse a few hours (d4) after showing up.

#### **BANDIT CHIEF [HIGHWAYMAN]**

**Prerequisite:** Genius, Band of Thieves, Authority [Urban], Covert Influence [Underworld], Flashy Moves

- Add a +5 critical success bonus with the Intel and Crime skills used on your turf.
- Like Band of Thieves, you can attract bandits and outlaws to your cause but can drum up double your LEAD score. The limit of 1 bandit for every 2 skill ranks still applies.
- You can set up 2 Hideouts (see Clandestine skill; Hideout secret), as if you had the Hideout secret, using your Path skill for skill checks
- Passive rank II Transportation, Law and Street Connections that constantly but illegally influence events pertaining to your banditry protectively and aggressively without cost.

#### **BANDIT LORD [HIGHWAYMAN]**

**Prerequisite:** Legendary, Geographical Awareness, Bandit Chief, Bandit's Peace, Unleash Tongue [Intel], Notoriety [Underworld]

- Passive rank III Transportation, Law and Street Connections that constantly but illegally influence events pertaining to your banditry protectively and aggressively without cost.
- You automatically gain 1 of the following social motifs when you take the secret: Known, Made, Feared, or Influential.
- Like Bandit Chief, you attract bandits and highwaymen. In addition to those listed under Bandit Chief, you draw 3d4 Specialist level bandits to you over a 2d8 day period. The limit of 1 bandit for every 2 skill ranks still applies.
- In your area of Geographical Awareness, you have a +10 situational bonus to Business, Intel, Military, Perform, Social, Underworld, Urban, Wilderness, and Crime.



## MARTIAL ARTIST

Martial Artists are those in pursuit of martial mastery and perfection. They seek to go beyond the thought and motion inherent in learning to fight and have codified practices and traditions into training. They pursue self-cultivation, mental discipline, and character development as well as melee skills.

### PREREQUISITES

You must have the Bard, Courtesan, Mage, Priest, Psychic, Sage, Techno, Thief, Trader, or Warrior Profession to take this path.

### PATH OPTION

When you become a Martial Artist you **must** select 1 of the following philosophical options that define you in this path:

#### WEAPONS FOCUS [MARTIAL ARTIST OPTION]

Studying the way is done via an inner and outer focus manifested through the medium of weapons.

**Path Core Skills:** Athletics, Style, Combat

**Path Bonus:** Select a weapon from the weapons taught by your primary art [see **Martial Arts** Section]. You can use any primary Style secret or Path secret with this weapon in addition to the normal secrets allowed for a weapon. However, you must use the lowest skill plateau of Style and Weapon to determine what secrets you can use in this manner.

*Example – Krystal, who has 27 skill ranks in the Style Hndyn-Kcor and 49 in Staff, one of the weapons of Hndyn-Kcor. Even though she knows Speed Strike, a Specialist level Weapon secret with the Staff, she cannot use it with Primordial Vengeance, an Hndyn-Kcor Style secret. She is constrained to Experienced tier secrets and lower because she must use the lower skill tier of the two.*

#### EXTERNAL FOCUS [MARTIAL ARTIST OPTION]

Studying the way means meeting force with force, either head-on or by moving through another's power with one's own explosive energy.

**Path Core Skills:** Athletics, Style, Acrobatics

**Path Bonus:** Add a +2 bonus to CF.

#### INTERNAL FOCUS [MARTIAL ARTIST OPTION]

Studying the way means looking within, using the mind to coordinate the leverage of the body, internally developing power and learning to express it

externally within movement.

**Path Core Skills:** Athletics, Style, Meditation

**Path Bonus:** When you learn the Martial Artist secret of Life as Power, add a +10 bonus to its power. You automatically move in sync with opponents in melee and gain a bonus equal to your WITS to ATK and DEF when using your primary martial art.

### PATH NOTES

You must select 1 Style specialization, the “primary martial art” that defines your Path skill. Every Martial Artist defines a “primary martial art” at character creation. Your first martial art is always considered your “primary” martial art and you can only have 1 primary martial art. When taking martial arts, the Martial Artist must still meet any prerequisites to learn a martial art **except** when they take their “primary martial art” at character creation.

### PATH SKILL

Your path skill is an average of your core skills. You must expend 1 EPS to gain any of these secrets, as well as qualify for any requirements.

#### Proficient:

Celerity, Life as Power, One Rules them All, Stance, Stricture, Style as Weapon

#### Trained:

Doctrinal Secrets, Driving Force, Motion, Style Axioms

#### Experienced:

Applied Strength, Armatura, Credo

#### Specialist:

Body as Mind, Life Pool

#### Expert:

Empty Strike

#### Genius:

Empty Technique

#### Legendary:

Universal Principle

### CELERITY [MARTIAL ARTIST]

**Prerequisite:** Proficient

You are quick and add a +2 bonus to CF. Also, you can use a quickened action on any CF Action Count to speed the next CF Action Count you have in the melee round by +2. While this quickens the next CF Action Count, it does not affect any other CF Action Counts you may have remaining.

*Example – You go on CF 35 and again on CF 28, 21, 14, and 7. On your CF Action Count at 35 you expend a quickened action to have your next CF Action Count moved up to CF 30. Even though you moved up your CF Action Count in the cycle, your next CF Action Count is still on CF 21 unless you expend another quickened action to speed it also.*

### LIFE AS POWER [MARTIAL ARTIST]

#### Prerequisite: Proficient

You learn to use your life force (ESS) as a source of power. You can add this power to a roll with a quickened action. Any character action requiring a dice roll except skill advancement can be affected and allows you to add a bonus or penalty to the dice roll equal to +1/-1 for every 5 Path skill ranks. The effect lasts 1 minute and impairs your ESS by -1.

### ONE RULES THEM ALL [MARTIAL ARTIST]

#### Prerequisite: Proficient

You can integrate 1 secret from a non-primary martial art into your primary art. This allows you to apply the secrets from the second art while staying within your primary one. This does not change any prerequisites defined for the secret in any way. You can take this secret more than once but it applies to a different secret from a non-primary art each time. You can integrate secrets from more than 1 non-primary art into your primary art.

### STANCE [MARTIAL ARTIST]

#### Prerequisite: Proficient

You know how to position yourself cannily to face combatants to provide the best advantage. As a quickened action, you may select a position that provides a benefit of +1 bonus for every 5 Path skill ranks to any one of DEF, Parry, Dodge, ATK, to resist movement, to resist Knockdown, or to resist an Overrun. Only 1 stance can provide a benefit at any given time. You can leave a stance without expending an action.

### STRICTURE [MARTIAL ARTIST]

#### Prerequisite: Proficient

Your style defines some stricture as an integral part within its art. It can be healing, such as the Medical skill, or the skill of the sword, such as the Weapon skill, philosophy, such as with the Knowledge skill or any other combination. This skill and your martial art have a special synergy with one another and when you spend an EPS within the skill or your martial art, the other makes an immediate check for skill advancement. You can only take this secret with a style once.

*Example – Chaeryn learned Tionicca from an old Elven master and with it learned the understanding of healing (Medicine skill) as well. If he knew the Stricture secret, anytime he spent an EPS in the Tionicca Style skill he would get an immediate check for advancement for his Medical skill. If he spent EPS in his Medical skill, he would do the same for the Tionicca Style skill.*

### STYLE AS WEAPON [MARTIAL ARTIST]

#### Prerequisite: Proficient

You have honed your martial arts into a true weapon and do not make the check to see if you taken damage from striking a 10 DR or higher creature with any martial arts style where you have at least 1 skill rank.

### DOCTRINAL SECRETS [MARTIAL ARTIST]

#### Prerequisite: Trained

Select a single style. Your art defines internal enigmatic doctrine that allows you to bolster and redefine the guiding attribute for this style. For the purpose of the bonuses it provides to modify game elements, add a +1 bonus to the attribute total for every 5 Path skill ranks to a maximum of double the attribute.

*Example – Lougren knows Amak Gorgas. If he was a Martial Artist and took Doctrinal Secrets, he could apply its benefits to STR, which is the style's attribute. Each +1 he added would add +1 to skills that use the STR attribute, to movement which relies on STR and to determining BODY damage, which uses STR as well.*

### DRIVING FORCE [MARTIAL ARTIST]

#### Prerequisite: Trained

You understand how to put heat, power and explosive energy behind your movements. Select a single martial art. Add a +1 bonus to ATK for every 5 Path skill ranks and a +1 bonus to CRIT and DME for every 10 Path skill ranks. You may take this secret more than once but each additional time it applies to a different martial art.

### MOTION [MARTIAL ARTIST]

#### Prerequisite: Trained

You understand how to move, stand motionless, turn, twist, or otherwise move or not move to take the best advantage. Select a single martial art. Add a +1 bonus to DEF, Dodge and Parry for every 5 Path skill ranks. You may take this secret more than once but each additional time it applies to a different martial art.



### STYLE AXIOMS [MARTIAL ARTIST]

**Prerequisite:** Trained

Internalizing a martial art for its philosophy and merit is but 1 step along the path to mastering it. Select a single martial art. You epitomize the basic concepts of the martial art you select when you take this secret.

- If the style basics or any of its secrets provides a bonus to ATK, DEF, CF, CRIT, you gain an additional benefit of a +1 bonus to that bonus for every 15 Path skill ranks.
- If the style basics or any of its secrets penalizes you in these areas, reduce the penalty by 1 for every 15 Path skill ranks.
- If the style basics or any of its secrets provides a bonus to DME, you add a bonus base dice of damage to the bonus provided.

You may take this secret more than once but each additional time it applies to a different martial art.

### APPLIED STRENGTH [MARTIAL ARTIST]

**Prerequisite:** Experienced, Style Axioms

Applying true strength is more a matter of technique than raw power. Select a single martial art. When using this martial art, you can expend a quickened action to use your Path skill ranks in place of your BODY to determine your bonus to damage. You may take this secret more than once but each additional time it applies to a different martial art.

### ARMATURA [MARTIAL ARTIST]

**Prerequisite:** Experienced, One Rules them All

All Styles and arts have certain rote moves and maneuvers used for training and teaching. Armatura allows you to define up to 2 martial arts you know into a special group. If 1 martial art in the group advances in skill ranks, the other martial art advances by +1 skill ranks as well. You can add an additional martial art to your Armatura at any time for the cost of 3 EPS.

### CREDO [MARTIAL ARTIST]

**Prerequisite:** Experienced, Stricture

You have a bold and broad comprehension of multiple dimensions of stricture and dogma taught in a single Style. Select a single martial Style. Credo allows you to take a Stricture defined by the martial art. You can do so as many times as desired if they exist.

### BODY AS MIND [MARTIAL ARTIST]

**Prerequisite:** Specialist, Intuitive Combatant [Combat], Anticipation [Recon]

You can elude or dodge nearly anything. Once per melee round you can add your Path skill ranks as a

bonus to Dodge. Outside of combat, you can add your Path skill ranks as a bonus to Escape and Evasion rolls.

### LIFE POOL [MARTIAL ARTIST]

**Prerequisite:** Specialist, Life as Power, Discipline [Self Control]

Use BODY in place of ESS for the secret Life is Power.

### EMPTY STRIKE [MARTIAL ARTIST]

**Prerequisite:** Expert, Life Pool, Elastic Mind [Combat], Trance [Meditation]

As a normal action, you can make an attack against a living opponent that does not damage but instead uses your life force to temporarily impair theirs. You can cause an opponent you successfully strike (only a successful roll against their DEF is required) to take a penalty equal to -1 for every 15 Path skill ranks to all character actions requiring a dice roll. You even reduce Save or Resistance checks. The weakening effect last 1 minute and impairs your ESS by -1 per successful maneuver. Multiple Empty Strikes stack their penalties.

### EMPTY TECHNIQUE [MARTIAL ARTIST]

**Prerequisite:** Genius, Transcendent Will [Meditation], Observation [Recon], Empty Strike, Body as Mind

You make it nearly impossible for opponents to read your moves. They do not get the benefit of a dice roll (d100) when attacking or performing maneuvers against your DEF, even magik, spirit or psychic ones that oppose your DEF.

### UNIVERSAL PRINCIPLE [MARTIAL ARTIST]

**Prerequisite:** Legendary, Empty Technique, Intuitive Awareness [Recon], Insight [Know], Boundless [Athletics]

You completely understand the basic underlying principles that are universal to the martial arts.

- Treat all martial arts that you have at least 1 skill rank in as a part of your primary martial art for the purposes of secrets.
- Apply the best values from all the martial arts where you have at least 1 skill rank to determine your martial art basics.
- All martial arts use your Path skill ranks instead of their own skill ranks (or their own if higher) for all purposes except skill advancement. For skill advancement they progress normally but at a +30 skill advancement bonus.

## RUNE SINGER

Rune Singers were among the first to step away from Runeweaving, seeking a different path. They found a way in song and timber of voice to speak with the power of Eldarin instead of weave it by symbol and rune.

### PREREQUISITES

You must have the Runeweaver Profession to take this path.

### PATH BONUS

- Specialization in songs of all types and Rune Singers can learn any song, regardless of language comprehension.
- Unlike the normal limitations on songs, Rune Singers can learn any number of songs to add to their repertoire.
- Determine mana by adding their Path skill to their APT score.
- Begin with 5 secrets they qualify for in the Eldarin skill.
- When defending against the effects of the Perform skill or against Sonic or general sound effects, Rune Singers add a +30 bonus to the appropriate skill or defense. For instance, if countering a Perform skill targeting your PD, you add +30 to your PD. If you are defending against a Perform skill use and making an opposed skill check, add a +30 bonus to Perform.

### CORE SKILLS

Channel, Eldarin, Perform [Song]

### PATH SKILL

Your path skill is an average of your core skills. You must expend 1 EPS to gain any of these secrets, as well as qualify for any requirements.

### Proficient:

Cheironomy, Eldarin Attunement, Keen Voice, Resonant Eldarin, Runic Tongue

### Trained:

Isicathamiya, Grace Note, Melisma, Sprechgesang, Solfege

### Experienced:

Attacca, Circular Breathing, Parlando, Tremolo

### Specialist:

Faubourdon, Gymel, Hemiola

### Expert:

Organum, Sostenuto

### Genius:

Ghost Note

### Legendary:

Inexorable Tongue

### CHEIRONOMY [RUNE SINGER]

#### Prerequisite: Proficient

The first rune singers learned their art from the rune weavers and learned rune song from the direction of weaving and its hand movement to describe the esoteric symbols of Eldarin. Cheironomy is the primer of those ancient hand signals. With Cheironomy, a Runesinger and Runeweaver or Runesinger and a Runesinger can work together, using both persons' skill to shape a rune. Cheironomy requires a TD 75 Eldarin skill check every minute of the rune. The lead Runesinger powers the rune, pays the mana and uses their APT for the rune but each melee round the 2 work in unison completes the rune by +2 melee rounds of Eldarin weaving / singing.

### ELDARIN ATTUNEMENT [RUNE SINGER]

#### Prerequisite: Proficient

Name an Eldarin secret. When you use this secret in rune singing, you gain a +20 bonus to Eldarin skill checks. If you weave multiple runes where you have this secret for each, the bonuses stack together.

### KEEN VOICE [RUNE SINGER]

#### Prerequisite: Proficient

Your voice can cut steel like butter. You add a +10 bonus to your APT to determine damage with rune songs. The +10 APT bonus from Keen Voice only affects damage and not the other effects of runes.

### RESONANT ELDARIN [RUNE SINGER]

#### Prerequisite: Proficient

You use resonance to fine tune your control over runes. When using a rune that takes a quickened action to maintain it, you use your voice instead, ignoring quickened action requirement.

*Example – If applying the Control secret to Shape and Fire to form a burning blade, you could make it move without using a quickened action.*

### RUNIC TONGUE [RUNE SINGER]

#### Prerequisite: Proficient

Every Eldarin secret adds +5 bonus mana to your personal power pool.

### ISICATHAMIYA [RUNE SINGER]

**Prerequisite:** Trained

You can harmoniously blend your rune songs with other songs. After you start the rune song, the following melee round you can make a Path skill check to enhance your performance as you combine vocals with your rune song. You can use the Path skill check to affect your Rune Song in the following ways:

- Make a TD 125 skill check to speed the rune song by +1 melee round for every 10 skill ranks or portion thereof, reducing the rune singing time.
- Make a TD 150 skill check to empower the rune song – considering your APT +20 higher.
- Make a TD 150 skill check to make the effects of the rune song linger +1 additional melee round per 10 skill ranks.

Isicathamiya is not without its side effects. If you fail the Path skill check the rune song takes twice as long to and operates at half power (half damage, duration, distance and effect). You can only apply 1 use of Isicathamiya on a rune song at any given time.

### GRACE NOTE [RUNE SINGER]

**Prerequisite:** Trained

When you use 1 of the foundational secrets of Eldarin within a rune, you reduce the total time cost for the rune by –1 melee round for each foundational secret. The foundational secrets are Control, Damage, Measure, Range, Self, Shape, Delay, Logic, Persist, Shape, Sculpt, Destruction, Mobility, Puppetry, Target Other, Sustain, Endure, Hostile or Eternal.

*Example – If you used Range and Self on a rune of cold, you would reduce the total time by –2 melee rounds.*

### MELISMA [RUNE SINGER]

**Prerequisite:** Trained

You speed the time to rune sing by –1 melee round for every 10 skill ranks or portion thereof you have in the Song specialization of Perform.

### SOLFEGE [RUNE SINGER]

**Prerequisite:** Trained

You empower your songs and add +1 bonus to APT to determine the effects of your rune songs for every 10 skill ranks or portion thereof you have in the Song specialization of Perform.

### SPRECHGESANG [RUNE SINGER]

**Prerequisite:** Trained

Your rune songs are almost like speech, in their utter clarity and precision. Sprechgesang allows you to use a Path skill check to affect your Rune Song:

- Make a TD 150 skill check to empower the rune song, effectively raising your APT by +2 for every Eldarin secret involved. The APT gained is a bonus and applies only to the effect of the rune song.
- Make a TD 150 skill check to double the effect of a foundational Eldarin secret on the rune.

You can only apply 1 use of Sprechgesang on a rune song at any given time. Sprechgesang does not stack with Isicathamiya or other secrets that allow the Path or Perform skill to modify a rune song.

### ATTACCA [RUNE SINGER]

**Prerequisite:** Experienced, Melisma

You understand how to build on previous works. Attacca speeds the execution of any consecutive runes you sing by –2 melee rounds for each rune song.

*Example – Sing a rune song, and then follow it with another, the second consecutive rune song would be –2 melee rounds faster, a third consecutive rune song would be –4 melee rounds faster, etc.*

### CIRCULAR BREATHING [RUNE SINGER]

**Prerequisite:** Experienced, Runic Tongue

Each Eldarin, Perform, or Path secret you attain adds a permanent +1 bonus to APT.

### PARLANDO [RUNE SINGER]

**Prerequisite:** Experienced, Sprechgesang

Parlando is a method of approximating song to specific combinations of Eldarin speech and other tongues, borrowing upon the diversity of other languages to build on Eldarin. Select a specific combination of Eldarin secrets that define a rune. You can involve a max of 1 language you know for each secret. Parlando requires a TD 100 Path skill check and each language beyond the first adds +25 to this TD. A Parlando of 4 languages would require a TD of 175. Every language you Parlando into the rune will provide the following:

- A +3 bonus to APT.
- Reduce the time cost by –2 melee rounds.
- Add a +10 bonus to the Eldarin skill check.
- Parlando does not shorthand or cut corners to create this effect but instead uses certain Eldarin words and phraseology with key terms from other languages instead.

### TREMOLO [RUNE SINGER]

**Prerequisite:** Experienced, Eldarin Attunement

Use of the Eldarin secret you defined in Eldarin Attunement, reduces the time by half.

### FAUXBOURDON [RUNE SINGER]

**Prerequisite:** Specialist, Attacca, Parlando  
Select a specific rune song. When you do so, this particular combination of runes becomes a Fauxbourdon. When you use the Fauxbourdon, add up the total time cost for all the Eldarin secrets and divide the sum in half. The new total is the time required to use your Fauxbourdon.

*Example – You favor a particular combination of Sculpt, Ice, Measure, Self and Persist that forms an icy suit of armor around your body. You form this rune song into a Fauxbourdon, allowing you to call forth the Fauxbourdon rune song in half the time.*

### GYMEL [RUNE SINGER]

**Prerequisite:** Specialist, Cheironomy, Medium [Channel]

You can rune sing in accompaniment with another (1) rune singer. When you do so, you harmonize completely, adding your APT and Eldarin skill ranks together to determine the power of your combined rune singing.

### HEMIOLA [RUNE SINGER]

**Prerequisite:** Specialist, Circular Breathing, Grace Note

When you use 1 of the power secrets of Eldarin within a rune, you enhance your APT with a +5 bonus for each power secret used. The bonus APT applies only to determine the effects of the rune song. The power secrets are Air, Cold, Fire, Light, Heat, Mist, Vibration, Water, Dark, Earth, Electricity, Gravity, Ice, Metal, Mold, Wood, Energy, Magnetism, Storm, Beast, Cerebral, Chaos, Death, Illusion, Law, Somatic, and Life.

### ORGANUM [RUNE SINGER]

**Prerequisite:** Expert, Fauxbourdon, Sprechgesang, Power Trap [Channel]

Select 1 Fauxbourdon whose time requirement cannot exceed 10 melee rounds (after modifying for Fauxbourdon and other secrets). With this Fauxbourdon, you can rune sing it into being with a normal action. You pay double the normal mana cost for the Organum. So, using the Fauxbourdon that normally takes 10 melee rounds or less, you could rune sing it in a single melee round.

### SOSTENUTO [RUNE SINGER]

**Prerequisite:** Expert, Tremolo, Energy Feast [Channel], Sustain [Eldarin]

When you create a rune song with Sustain Eldarin secret you can continue the effect of the rune song after it would normally end as long as you use a

normal action to do so. Sostenuato is tiring and long term use requires a TD 150 Path skill check per hour used or you lose the effects of Sostenuato.

### GHOST NOTE [RUNE SINGER]

**Prerequisite:** Genius, Program [Eldarin], Sostenuato, Organum, Power Web [Channel]

Choose 1 Expert or lower Eldarin secret. This secret applies no time or mana cost to any runes. Thus, if you chose Sustain, neither its time requirement (10 minutes) nor its mana cost (9) would count for the rune.

### INEXORABLE TONGUE [RUNE SINGER]

**Prerequisite:** Legendary, Ghost Note, Eternal [Eldarin], Unfettered [Channel], Performance to Phantasm [Perform],

Select 1 Fauxbourdon or Organum. When you use the Fauxbourdon you ignore the MD, PD or DEF of anyone or anything caught in the effect of the rune.

*Example – With a rune of fiery meteors, you could carpet an area of with burning meteors and no one would get a MD against your rune song, though MR would still apply like normal.*

## SAINT

The Saint is the epitome of a priest, but eschews the normal path of the clergy for a higher one, due to total and utter belief in his deity. In return for unshakable and unswerving dedication, the saint's divinity bestows vast power upon the saint.

### PREREQUISITES

You must have the Priest or Paladin Profession to take this path.

### LEAVING THE PATH

You cannot leave the path voluntarily. Once you take this step, it is irreversible.

### PATH BENEFITS

- Total and absolute immunity to ESS related effects (drain, blast, destroy, etc.). You can voluntarily lower your ESS to power a ritual, act or faith, or secret but can never be compelled to do so.
- Any compulsion, accidental or purposeful, that would lead the saint to corruption of his or her religious path causes 1-APT damage instead.

- Saints start with d6+15 Faith and use this power as described in the Priest Profession write-up.
- Saints are utterly and totally fearless in their dedication and are immune to Fear (unless inspired by their own deity). They also gain +25 on all other Saves as well.

### PATH PENALTIES

Saints must uphold the tenets of their religion at all times. Transgressions are severe and always inflict quests to repent. See **Religion and Power** section for details on Faith Transgressions.

- Maintain positive Faith at all times. A saint falling 1 point below zero is smote by their divinity (as appropriate for divinity) in a minor way. Failing to correct it in a timely manner or falling farther away will have the deity speaking to its Saint directly (i.e., you're dead and having a face-to-face to explain your lack of piety...).
- Saints begin with the secret Vow and must take 1 Vow of their religion at Profession creation. Unlike the normal listed benefits, the vow taken at creation is the guiding vow of the saint for his path of sainthood. See the saint's religion and the Vow secret for full details.
- Progression to a new plateau of Path skill (Trained, Experienced, Specialist, etc.) requires the Saint to take 1 new Vow (or the secrets for that plateau do not become open to the saint).

### PATH NOTES:

Saints exist only through the favor of their divine patrons. As such, Faith is an attribute for Saints and they pay great attention to ensure they always stay within favor. Every Saint Path, Ceremony, Pneuma or Entreaty secret they learn automatically adds +2 to Faith and adds +2 to all Faith Growth rolls (**Religion and Power** section). You can also raise Faith during game play and through other situations such as quests or religious trials. See the **Religion and Power** Section for more details.

### PERSONAL POWER AND MAGIK

A Saint's powers are granted from divine authority and not generated by the Saint as an individual. Each religion dictates how a Saint communes with his deity and the breadth of the divine dominion.

### CORE SKILLS

Channel, Pneuma, Social

### DOGMA

Saints follow the dogma of their religion. Dogma for prevalent religions is outlined following the Priest Profession. Not all religions support Saints. Those

religions that support Saints may outline a specific set of tenets solely for Saints.

### PATH SKILL

Your path skill is an average of your core skills.

#### Proficient Secrets:

Divine Command, Hesychasm, Sacred Charge, Tonsure, Touch of the Incarnate

#### Trained Secrets:

Paradigm Weapon, Sacred Wounds, Torments of the Damned

#### Experienced Secrets:

Counter Curse, Incorruptible, Voice of Doom

#### Specialist Secrets:

Revelations, Wisdom's Lesson

#### Expert Secrets:

Heavenly Splendor

#### Genius Secrets:

Part of the Plan

#### Legendary Secrets:

Thoesis

### DIVINE COMMAND [SAINT]

#### Prerequisite: Proficient

As a normal action, the Saint can speak with divine authority and command a being to listen and obey. Divine Command requires 1 Faith for use. Make a Path skill check versus the target's PD. If you succeed the target must obey your (simple) command. Commands utterly opposite the target's nature or that put it directly in peril of dying requires you to overcome its PD again to succeed. Divine Command lasts 1 melee round per 5 Path skill ranks.

### HESYCHASM [SAINT]

#### Prerequisite: Proficient

The Saint understands the value of internal stillness and unceasing defense and prayer. The saint can expend 1-Faith to add his Path skill ranks to DEF, PD, and MD for the day.

### SACRED CHARGE [SAINT]

#### Prerequisite: Proficient

The saint can assume the divine mandate given to the other followers of his deity and take on a Profession or Path secret from Paladin, Priest or Witch Hunter. The saint must qualify for the same Profession or Path tier (Trained, Experienced, and so on). The Sacred Charge requires 1 Faith per tier plus 1 Faith for each prerequisite the Saint does not have. The Sacred Charge lasts for 1 day. Afterwards, a Saint must pay the Faith again to maintain the secret. When a Saint takes this secret they declare what secret is bound to it. This secret may be taken more than once but each time it applies to a different Profession or

Path secret from Paladin, Priest or Witch Hunter.

*Example – A Saint of Megalon uses the Sacred Charge secret to take on the Divine Radiance Paladin secret. Divine Radiance is an Experienced level secret with Holy Radiance as a prerequisite. The Saint must have his Path skill to at least Experienced level and will need to spend 3-Faith (Experienced) plus 1 additional Faith for the Holy Radiance prerequisite for the Sacred Charge. Thus for the day and 4-Faith, the Saint can use this secret.*

### TONSURE [SAINT]

**Prerequisite:** Proficient

The saint marks his body in some fashion to demonstrate physically their dedication and reverence. This symbolic act can be as simple as the removal of all hair, spiraling tattoos or whatever is appropriate for the religion. The physical symbology becomes a mystical representation of 1 selected quality, empowering it with divine significance. If the tonsure is removed, broken or otherwise removed or disturbed, the saint loses its benefit. Tonsure provides a +10 bonus to APT, +4 to all checks to gain Faith and +2 to Faith Growth.

### TOUCH OF THE INCARNATE [SAINT]

**Prerequisite:** Proficient

Touched by the power of the divine, you may take on a +20 skill advancement bonus to any skill of your choice. This secret is taken only once but the bonus can be changed by the Saint at any time to apply to any skill.

*Example – Having taken Touch of the Incarnate, Apogre applies it to Combat for one game session and then switches it to Pneuma on another. Apogre can continue to move this bonus around as he see fit but can only apply it to single skill each time.*

### PARADIGM WEAPON [SAINT]

**Prerequisite:** Trained

As a quickened action, the Saint can conjure forth a representation of the weapon his deity wields, using his Pneuma skill to ATK with the weapon. Regardless of the weapon conjured, it will add +20 to DEF, have a zero CF penalty, a CRIT of 90, and DME of 2d6+20. A Paradigm Weapon requires 2 Faith and lasts for 1 melee round per Path skill ranks. Weapons that require ammunition effectively have unlimited ammunition, though said items disappear after use.

### SACRED WOUNDS [SAINT]

**Prerequisite:** Trained

Every blow, attack, spell or wound you suffer adds its damage or a +10 bonus if it doesn't cause damage to

all DEFs and Saves for 1 minute after they are inflicted.

### TORMENTS OF THE DAMNED [SAINT]

**Prerequisite:** Trained

As a normal action, the saint lays a damning curse on 1 being. The curse requires 1 Faith. Make a Pneuma skill check versus the target's PD. If you succeed, the target is wracked with 2d4 HP damage immediately. This torment will continue, based on a time cycle the saint sets (melee rounds, minutes, days, weeks, etc) for as many times as the saint has Path skill ranks or the being dies.

### COUNTER CURSE [SAINT]

**Prerequisite:** Experienced, Avoid Curse [Pneuma]

When curses land upon you, your faith rejects them instinctively. You immediately oppose any curses, regardless of source, with your Pneuma skill. If you succeed, the curse is negated.

### INCORRUPTIBLE [SAINT]

**Prerequisite:** Experienced, Sacred Wounds

Invested with divine power and favored in the eyes of your deity, should death come (due to 0 or less HP, BODY damage, or other causes) you can use divine power to avert the killing blow, expending half your Faith pool to do so. You can only use this ability once per melee round.

### VOICE OF DOOM [SAINT]

**Prerequisite:** Experienced, Divine Command

As a normal action, the Saint speaks with divine authority and inveigles a targeted being, haranguing it with divine elocution. Voice of Doom requires 3 Faith. Make a Pneuma skill check versus the target's MD. If you succeed, the target loses half its current HP in sacred damage and must succeed at a TD 150 Shock save or is stunned for 2–5 melee rounds.

### REVELATIONS [SAINT]

**Prerequisite:** Specialist, Unearthly Wisdom [Pneuma], Logos [Pneuma]

You can expend d3 Faith to appeal to your divinity for knowledge within the realm of their influence. The revelation occurs within a time frame and in a manner dictated by deity. Megalon, for instance, answers quickly but always frames revelations in military terms. Borsala, however, loves riddles and tends to introduce them over time to those who call.



### WISDOM'S LESSON [SAINT]

**Prerequisite:** Specialist, Unearthly Wisdom [Pneuma], Uncommon Faith [Pneuma]  
Add a +20 skill advancement bonus to all CORE skills.

### HEAVENLY SPLENDOR [SAINT]

**Prerequisite:** Expert, Uncommon Faith [Pneuma], Revelations, Wisdom's Lesson

The saint undergoes a grand Ceremony (specific to deity) that initiates the saint to the echelons of the deity. A physical manifestation appears in relation to the will of the deity (a silver circle of the moon softly shining behind a saint to the Silver Lady, the clashing of blades and the din of combat around the saint of Megalon and so forth). Disguise is impossible in most cases and the manifestation serves to convince onlookers of the Saint's validity and to mark him with the divinity's power. The heavenly splendor provides a +50 bonus to Social checks and also a +20 bonus to the resistance (DR, MR or PR) of the saint's choice.

### PART OF THE PLAN [SAINT]

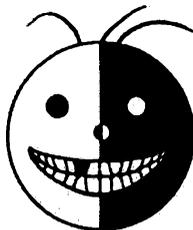
**Prerequisite:** Genius, Mysticism [Pneuma], Power Web [Channel], Heavenly Splendor, Sacred Wounds  
You have become a part of the hierarchy of your deity.

- Gain +10 Faith immediately.
- Gain access to all rituals or prayers in the divine dominion, regardless of prerequisites.
- When you check for Faith Growth, you roll a d6+4 for Faith gained as long as you succeed in the check.

### THEOSIS [SAINT]

**Prerequisite:** Legendary, Part of the Plan, Untrammled Faith [Pneuma], Unfettered [Channel], Incarnate [Ceremony], Great Ceremony [Ceremony]  
You have become a close to your deity as possible.

- You no longer expend Faith for secrets, rituals or prayers that require 3 or less Faith to power.
- You emanate a demesne of power consecrated to your deity equal in strength to a shrine. See the *Faith and Religion* section for more details.



## STAR POWERED MAGE

Star Powered Mages were born in the great wars following the descent of the Kthoi and the rule of the Runweavers. Their heritage is a dark and murky one as Star Power Mage's sided with the Titans in the Great Night War of ages past. In return they were nearly hunted to extinction afterward.

### PREREQUISITES

You must have the Mage Profession to take this path.

### LEAVING THE PATH

You cannot leave the path. The change is irreversible.

### PATH BONUS

Star Power Mages have a special crystal embedded in their forehead in the shape of a star. Its color mimics that of the wielder's soul.

- This matrix gem allows its symbiotic user to funnel cosmic power using it as a medium. However, this ability is limited in strange ways and only works at night under direct starlight. Indoors, cloudy nights or other phenomena will block this power. When a clear night is overhead, however, you treat your connection to the cosmos as a vast conduit with access to an unlimited source. You can use your Channel skill to access direct starlight like you would channel from any other source. When starlight is not available, you can ONLY draw upon your personal power and the power provided by your crystal. Drawing upon any other source or channel except that of the star, your personal pool, or cosmic power will surge, flux and backlash, forcing a D-level Channel fumble automatically.
- The crystal is semi-sentient, operating at an emotional level. You can apply the benefits of the Ceremony secrets from the Ceremony skill to the crystal, treating it as a familiar.
- The crystal shares the secret of Incarnate with you (see Ceremony skill and Incarnate secret).
- The crystal stores an amount of mana equal to the sum of the Star Power Mage's attribute values (REF, ADROIT, STR, SIZE, MASS, CON, WITS, REAS, ESS, EGO, CHAR)
- When dealing with power drawn from starlight, you add +30 to the amount of mana you can safely handle in a melee round.
- The crystal imprints upon its matrix, from

microsecond to microsecond, the totality of the being to which it is tuned. Thus, under direct starlight, it will repair, restore and regenerate its host. The reconstitution is instant and total regeneration equal to 1 HP per minute or 1 attribute per hour. The crystal heals the most life threatening damage first.

- HP damage of a value equal to double the Star Power Mage's BODY within a daylong period causes the crystal to form a wild, unstable channel. The percent chance to control this wild unstable channel is equal to your Path skill ranks, to a maximum of 99%. If you fail to control the channel it has a base 100 – Path skill chance of turning you into cosmic dust instantly. A minimum of 1% exists no matter how skilled you become. You can attempt to control an unstable channel once per melee round.

#### PATH PENALTY

- Rituals or other effects to rejuvenate mana or provide power automatically fail, regardless of the roll or source.
- Star Power Mages sided with the Titans in the Great Night War of ages past. So terrible and fell were the acts of the ancient war that all Khaasian races instinctively feel repulsed by a Star Power Mage. Star Power Mages suffer a –50 Social skill penalty and social motifs of Feared (–20 trust), Treacherous (–20 trust), Untrustworthy (–50 trust) and Well-Known (+50 for First Impression checks). These social motifs are permanent and can not be lost.
- Star Powered Mages reduce their PD to zero at character creation. This includes any modifications from attributes, racial benefits, culture or other sources. They can increase it normally thereafter but have a –30 advancement penalty.
- Star Power Mages cannot channel from sources outside of starlight, their personal power or their star crystal without automatically suffering a D-level Channel fumble.

#### CORE SKILLS

Arcanalogy, Channel, Self Control

#### PERSONAL POWER AND MAGIK

For the purposes of determining mana, use the sum of your attributes instead. This value equals your beginning mana pool and never changes: no matter what secret or bonus is given from another source. Note: the crystal provides additional mana as stated earlier.

- Star Powered Mages must take one of the following elections for starting magik:
- Begin with a school of magik and a +10 skill advancement bonus in the school of magik.
- Or, begin with d4+4 individual magik spells and 1 skill rank in each.

#### PATH SKILL

Your path skill is an average of your core skills.

##### Proficient Secrets:

Crystal Empathy, Overcast

##### Trained Secrets:

Crystal Telepathy, Walk in the House

##### Experienced Secrets:

Channel Constellation

##### Specialist Secrets:

Raise Channel

##### Expert Secrets:

Celestial Conduit

##### Genius Secrets:

Precession

##### Legendary Secrets:

Manse of Stars

#### CRYSTAL EMPATHY [STAR POWERED MAGE]

##### Prerequisite: Proficient

The crystal provides limited psychic empathy with any single target you select (within line of sight) but lowers your PD to zero while you use this power.

#### OVERCAST [STAR POWERED MAGE]

##### Prerequisite: Proficient

Discipline and hardship have given you the ability to pierce the veil thrown on the stars by overcast nights, clouds, mist, fog and other atmosphere activity. You no longer suffer the penalty of such effects on your channeling in anything less than 50% obscurement (moderately cloudy/equivalent or less). However, this cuts your Channeling skill ranks effectively in half due to the interference.

#### CRYSTAL TELEPATHY [STAR POWERED MAGE]

##### Prerequisite: Trained

The crystal provides limited psychic telepathy with any single target you select (within line of sight) but lowers your PD to zero while you use this power.

#### WALK IN THE HOUSE [STAR POWERED MAGE]

##### Prerequisite: Trained

You can find the dimmest glimmers of starlight, even those reflected off planets in the distant night sky. You no longer suffer the penalty of obscurement on your channeling regardless of what obscurement exists (as long as its night). However, this cuts your Channel skill ranks effectively in half due to the

interference.

### CHANNEL CONSTELLATION [STAR POWERED MAGE]

**Prerequisite:** Experienced, Walk in the House

You are drawn to 1 constellation. Whenever you can find it in the night sky, you add a +30 bonus to Channel skill checks and +30 to the max amount of mana you can channel in a CF Action Count.

### RAISE CHANNEL [STAR POWERED MAGE]

**Prerequisite:** Specialist, Power Trap [Channel], Walk in the House

You can raise a channel to the stars though buildings, coverings, or the depths of the ground (as long as its night). However, this cuts your Channel skill ranks effectively in half due to the interference.

### CELESTIAL CONDUIT [STAR POWERED MAGE]

**Prerequisite:** Expert, Raise Channel, Channel Constellation, Bond [Ceremony]

You can use your Ceremony skill to create a bond with any single star in the sky, treating it like a Spirit of Mana with an APT equal to your Path skill ranks multiplied by 10. You can channel this Mana at any time as long as you are in the same world, dimension or plane as this star (day or night). You are still subject to normal penalties.

### PRECESSION [STAR POWERED MAGE]

**Prerequisite:** Genius, Celestial Conduit, Power Web [Channel], Ego Grip [Self Control], Undying Link [Ceremony]

As long as stars burn in the night sky above, you can find a path to starlight, piercing the blocks of Channel maneuvers, special abilities or any location as long as it is nighttime and the stars exist to draw power.

### MANSE OF THE STARS [STAR POWERED MAGE]

**Prerequisite:** Legendary, Precession, Unfettered [Channel], Implacable Resolve [Self Control], Great Ritual [Ceremony]

Like Raise Channel, you can channel anywhere, anytime regardless of distance from the stars. As long as they exist somewhere in the world's sky, you can reach them. Unlike Raise Channel, you can do so without penalty.



## WITCH HUNTER

The witch hunter is consumed by fanaticism to obliterate the evils (defined by their religion) in all its forms. Where the paladin brings conflict and war, the witch hunter brings unflinching annihilation of anything "opposed" and "evil" to his religion.

### PREREQUISITES

You must have the Priest or Paladin Profession to take this path.

### PATH BONUS

- Witch Hunters hone their senses to detect the foes and "evils" of their religion. They can sense such things within 90 ft using their PER against the being's MD. The detection is irrespective of barriers and does NOT require pre-existing knowledge that the "evil" or "foe" is there either. Thus, it can be used blindly to find enemies (and often is!)
- Witch Hunters are highly resistant to Fear, especially when confronted with the foes of their religion! Witch Hunters have a +100 bonus to Fear saves and if they should lose heart or be afraid, they re-roll the Fear save every CF Count until it is regained! They don't stay scared for very long!
- Fanatical in belief, Witch Hunters have a hard edged righteous fury they can invoke at will (and happens automatically when in battle against foes of their religion). This righteous fury provides them a +30 ATK bonus and +5 CRIT with weapons (any). Of course, they are -30 DEF, Dodge, and Parry while in this state, forgetful of their own protection in pursuit of the destruction of hated foes.

### PATH PENALTIES

- Witch Hunters absolutely cannot retreat from anything their religion considers "evil" or "opposed". A Witch Hunter must try to destroy and cleanse it or die in the attempt! Not to say Witch Hunters cannot use tactics or devious ploys to get to the greater "evil" or to cut down "evil" or "opposed" beings in a larger way. Witch Hunters can and do hide their true feelings in order to do such things and to cast down "pagan" alters or destroy said's artifacts. Witch Hunters are cunning and sly in their fanaticism and calling to religious fervor! In their view, the

ends always justify the means and a Witch Hunter will do whatever it takes to meet the objective of his religion, even befriend or pretend to be an unbeliever to do so!

- Due to their narrow-mindedness, a Witch Hunter loses the bonus of CHAR to their Social skill except when dealing with members of their own religion.

### PATH NOTES

Witch Hunters exist only through the favor of their divine patrons. As such, Faith is an attribute for Witch Hunters and they pay great attention to ensure they always stay within favor. A Witch Hunter begins with d4+7 Faith and every Witch Hunter Profession, Pneuma or Entreaty secret they learn automatically adds +1 to Faith and adds +1 to all Faith Growth rolls (see pg.203, Faith and Religion section). You can also raise Faith during game play and through other situations such as quests or religious trials.

### CORE SKILLS

Combat, Intel, Pneuma

### FAITH AND MAGIK

Start with 1 skill rank in the divine dominion and access to 1 prayer or ritual for every 3 Path skill ranks.

### PATH SKILL

Your path skill is an average of your core skills.

#### Proficient Secrets:

Dauntless, Damn the Enemy, Divine Channel

#### Trained Secrets:

Fanatic's Blessing, Purification, Shackle Power

#### Experienced Secrets:

Bane of the Damned, Hex Breaker

#### Specialist Secrets:

Death Voice, Fanatic's Prayer

#### Expert Secrets:

Blight of the Damned, Heavenly Strength

#### Genius Secrets:

Judgment

#### Legendary Secrets:

Cast Down Gates & Portals

### DAUNTLESS [WITCH HUNTER]

#### Prerequisite: Proficient

The Witch Hunter is resolute in his faith and fanaticism and resists the powers that may sway him from this course with undeniable will. Witch Hunters add a +30 bonus to PD and MD.

### DAMN THE ENEMY [WITCH HUNTER]

#### Prerequisite: Proficient

The Witch Hunter lays a powerful curse upon a foe.

Damn the Enemy requires 1 Faith. Use of this power takes a normal action and uses the Witch Hunter's Pneuma skill check versus an opponent's MD. The Witch Hunter points out 1 foe and invokes this curse, bringing down the power of his divinity on them. This special attack marks the foe invisibly to all but the Witch Hunter, who can see them regardless how they hide, magically, mentally or otherwise. The Witch Hunter also gains a +30 ATK, +7 DME and +2 CRIT bonuses against the foe as well.

### DIVINE CHANNEL [WITCH HUNTER]

#### Prerequisite: Proficient

The Witch Hunter expresses divine power from his body, suppurating divine energy from every pore and crevice until an aura covers his body and pushes out in a 5 ft radius (this effect is nearly instantaneous). The color of the aura is like daylight, twilight, or darkness depending on the outlook of the divinity. Any "evil" or opposed foe of the Witch Hunter must overcome a TD 100 ESS check to physically enter this aura. Divine Channel requires 1 Faith. To call on this takes a normal action and once called lasts 1 minute per Path skill rank.

### FANATIC'S BLESSING [WITCH HUNTER]

#### Prerequisite: Trained

Fanatic's Blessing requires 1 Faith. Use of this power takes a normal action. The Witch Hunter can bless 1 individual with the same righteous fury they hold (as outlined in their Path bonus) and a +30 bonus to Fear saves. This blessing lasts for 1 minute per Path skill rank.

### PURIFICATION [WITCH HUNTER]

#### Prerequisite: Trained

The Witch Hunter lays a powerful curse upon a foe. Purification requires 1 Faith and only works on sentient beings that have at least 1 point of REAS. Use of this power takes a normal action and uses the Witch Hunter's Pneuma skill check versus an opponent's PD. The Witch Hunter points out 1 foe and invokes this curse, bringing down the power of his divinity on them. The special attack seeks to destroy the delusions a foe holds by wracking their mind and ego. Those affected suffer d3 REAS impairment and if they are reduced to zero or less REAS, they must make a TD 125 Shock save or perish for their lack of purity.

### SHACKLE POWER [WITCH HUNTER]

#### Prerequisite: Trained

The Witch Hunter lays a powerful curse upon a foe. Shackle Power requires 1 Faith. Use of this power takes a normal action and applies the Witch Hunter's

Pneuma skill check versus an opponent's PD. This special attack seeks to shackle an opponent's ability to Channel and if it succeeds, prevents the foe from using the Channel skill for 1 CF Count for each Path skill rank.

#### **BANE OF THE DAMNED [WITCH HUNTER]**

**Prerequisite:** Experienced, Damn the Enemy

This secret requires an enemy to be marked with Damn the Enemy to work. Unlike that secret, however, Bane of the Damned is a special act that takes 1 hour and lasts for 25 hours afterwards. Bane of the Damned requires 2 Faith. When in effect, it enhances the bonuses against enemies marked with the Damn the Enemy secret to the following levels, replacing the stated bonuses under that secret to +60 ATK, +15 DME and +6 CRIT.

#### **HEX BREAKER [WITCH HUNTER]**

**Prerequisite:** Experienced, Avoid Curse [Pneuma]

You can shatter and sunder hexes and curses with a touch of your hand. Hex Breaker requires 1 Faith and you must handle or otherwise touch the cursed object, person or place for this to work. Use of this power takes a normal action and uses the Witch Hunter's Pneuma skill check against the power of the curse, negating it completely if you succeed.

#### **DEATH VOICE [WITCH HUNTER]**

**Prerequisite:** Specialist, Dauntless, Unearthly Wisdom [Pneuma]

You can speak to the dead. Death Voice requires 1 Faith. No time limit exists but substantial physical remains must be present. Those who answer are not obliged to speak the truth or do much at all if they choose. A Witch Hunter can converse for as many dead as present for 1 minute per Path skill ranks.

#### **FANATIC'S PRAYER [WITCH HUNTER]**

**Prerequisite:** Specialist, Fanatic's Blessing, Unearthly Wisdom [Pneuma]

Fanatic's Prayer requires 1 Faith and takes a normal action. This power provides all the benefits of a Fanatic's Blessing to a number of beings equal to the Witch Hunter's Path skill that the Witch Hunter designates, as long as they are within a 60 ft radius.

#### **BLIGHT OF THE DAMNED [WITCH HUNTER]**

**Prerequisite:** Expert, Bane of the Damned, Uncommon Faith [Pneuma], Fanatic's Prayer

Blight of the Damned requires an enemy to be marked with Damn the Enemy to work and for the Witch Hunter to have invoked Bane of the Damned for the day as well. Blight of the Damned is invoked only for a short time, however, lasting only 1 melee

round per 10 Path skill ranks. Blight of the Damn requires 2 Faith points. When in effect, attacks against enemies marked with the Damn the Enemy have a special power. Make a Path skill check versus an opponent's MD in addition to damage and other normal affects you inflict. If you succeed, the enemy suffers a debilitating curse that drains -1 point of CON per melee round until they die or a time limit equal to 1 melee round per Path skill rank expires. You can inflict this curse on a single foe multiple times, each strike adding its CON drain to the curse.

#### **HEAVENLY STRENGTH [WITCH HUNTER]**

**Prerequisite:** Expert, Dauntless, Fanatic's Prayer, Uncommon Faith [Pneuma]

The Witch Hunter is filled with an overflow of power that infuses and strengthens his body to titanic proportions. Heavenly Strength requires 3 Faith and takes a normal action. It lasts for 1 melee round per 10 Path skill ranks. The Witch Hunter gains a +75 ATK, +15 DME and +10 CRIT against all foes.

#### **JUDGMENT [WITCH HUNTER]**

**Prerequisite:** Genius, Uncommon Faith [Pneuma], Damn the Enemy, Blight of the Damned, Dauntless

This secret requires an enemy to be marked with Damn the Enemy to work and for the Witch Hunter to have invoked Bane of the Damned for the day as well. Unlike that maneuver, however, Judgment is invoked only for a short time, lasting only 1 melee round per 20 Path skill ranks. Judgment requires 5 Faith. When in effect, attacks against enemies marked with the Damn the Enemy have a special power. An opponent must make a Shock save using your Path skill check as the TD in addition to damage and other normal affects you inflict. If they fail the Shock save, the enemy instantly dies.

#### **CAST DOWN GATES & PORTALS [WITCH HUNTER]**

**Prerequisite:** Legendary, Untrammelled Faith [Pneuma], Unfettered [Channel], Judgment, Heavenly Strength

The Witch Hunter becomes a physical conduit for the wrath of his deity and pours it out against a mystic gate, nexus gate, portal or other dimensional artifact. The range is 30 ft and the effect accompanied by corresponding visual, audible and other effects as dictated by the divinity the Witch Hunter follows. The move takes a normal action but has 3 results: Outright 75% chance of destroying the gate or portal in question (adjusted at GM's discretion); total collapse of the Witch Hunter into a comatose state for d100 minutes; and, if the gate is destroyed, a resultant magikal explosion as the powers of the gate or portal are released violently into the area where it once stood.

# SKILLS - CHAPTER FIVE



**SKILLS**

**SKILLS**

Characters created in Arduin Eternal have areas of expertise and knowledge just like people in real life. A skill is simply defined as something learned. Some skills are useful in combat situations, while others are useful in role-playing or interaction areas. For instance, an Arduinian trader might know about Nexus Trade but probably nothing about the Ghandamahli black market that trades with the restless spirits that inhabit their land.

Skills allow the character to do things that the player might not be able to do. A character fluent in Combat could plan masterful ambushes, detect weakness and other related items. Another character fluent in the Perform could lie, act or woo another, even if the player does not have those talents.

### SKILLS AND SKILL SECRETS

Skills in Arduin Eternal range from the untrained at zero to the loft heights of legendary at 150 skill ranks and beyond. A crucial component of skills are the skill plateaus. These represent plateaus of learning you achieve as you rise in mastery with a skill. The skill plateaus and skill rank equivalents are listed below:

At each of these levels of achievement are secrets; bundles of knowledge, application, and experience that comes when you have achieved the specific skill plateau.

While achieving a plateau of skill unlocks access to secrets, you still must meet any requirements a secret lists. These are usually other levels of skill and skill secrets as well. Regardless, you will need 1 EPS to take the skill secret.

PLATEAUS	RANK	RANGE
Untrained	[0]	0
Proficient	[1+]	1 - 9
Trained	[10+]	10 - 24
Experienced	[25+]	25 - 44
Specialist	[45+]	45 - 74
Expert	[75+]	75 - 109
Genius	[110+]	110 - 149
Legendary	[150+]	150 and higher

### SPECIALIZATION SKILLS

Some skills are specialization skills. These skills are an umbrella for numerous sub skills whose skill ranks are tracked separately but together have a core set of secrets available to all. When you take a secret in a specialization skill, that secret applies to all other

specializations that also meet the same requirements. A good example is the *Light Fighter* secret in the Loric skill. Proficient in an armor type is the only requirement and it would apply to all armor categories that you had this level of proficiency. Conversely, the weapon secret *Second Attack* has many more requirements and any weapon would need to meet all these requirements to gain its benefits.

### UNTRAINED USE OF SKILL

Any skills you do not purchase at character creation start at zero skill ranks and do not gain in skill, regardless of amount of use in game play. This does not change until you place at least 1 skill rank in the skill. Still, even with zero skill ranks, a skill gains any bonus from the attribute that defines it (if one exists). Attribute bonuses do not count when determining skill advancement.

### NORMAL USE OF SKILLS

Skills checks are made whenever the skill is used in a situation where risk of failure exists or when a skill is contested. Not every situation will warrant a skill check but many will. Skills are not a substitute for role-play but flexibility is required in this area. Game mechanics exist to support and facilitate role-play. Certain skills and their uses support role-play but also provide a way for the GM to measure role-play and its effects on the game without solely alienating players who choose to not role-play or cannot role-play as adeptly as others.

### GAME HINTS

Skill uses and secrets often provide bonuses to a roll or the outcome of some action. Frequently the bonus is based a fraction or division of skill ranks, such as a bonus of 1 for every 10 skill ranks. Arduin Eternal is optimistic when calculating bonuses, so any fraction is rounded up. Using our previously example of 1:10 with a skill rank of 33, you would divided 33 by 10, ending with 3.3, which rounded up is a bonus of +4.



### MODIFYING ATTRIBUTE

Most skills have an attribute that directly affects and provides a bonus to the skill. If a skill is modified by an attribute, it will indicate it in the skill write up next to the skill name in brackets. Add the attribute value as a bonus to skill checks with the skill.



## HOW TO MAKE SKILL CHECKS

A normal skill check is made against a Target Difficulty (TD). The GM sets the TD based on the type of skill check made. In a situation where a skill is opposed by another, the opposing skill becomes the TD you must overcome to succeed. Partial successes or failures do not exist for Arduin Eternal skills unless otherwise specified.

Skill checks are made by rolling d100 and adding your skill ranks plus any bonuses you have. Many skills gain a bonus from attributes such as REAS, CON or EGO and are counted as skill bonuses as well. The formula to make a skill check is outlined below.

### D100 + SKILL RANKS + SKILL BONUS

This skill check is compared to the TD and if you meet or exceed the TD then you succeed.

### OPPOSED SKILL CHECKS

When someone opposes your use of skill, both of you roll skill checks. Complete a skill check like normal while your opponent does the same. The higher result of the two of you is the winner. Opposing skill checks can be made with the same skill or in differing skills, such as Recon versus Clandestine. If you match skill checks, the person with the highest skill ranks wins.

### USING YOUR SKILL CHECK AS A TD

Sometimes you will roll a skill check and maintain its value as a TD for others. Make a skill check like normal and record the result. An opposing person's skill check must meet or exceed your skill check to succeed.

### KNOWING WHEN TO MAKE SKILL CHECKS

Knowing when to make skill checks is just as important as knowing how to make them. Skill checks aren't always required. If a task is a straightforward one, no check is needed. For example, an Athletics check is not needed to climb a ladder. Now, if the ladder was broken and someone at the bottom is attacking you, a skill check would definitely be required! As always, the GM decides when a skill check is required.

### SECOND OR ADDITIONAL SKILL CHECKS

At the GM's discretion, a skill check may be attempted again, especially when role-playing supports the possibility of a second chance. If you fall flat on your face while attempting an acrobatic display of excellence, you can try to get to your feet and do it again. Not all skills support this fact, though. If you swing a sword at someone and miss, no second chance exists except through the normal mechanics of

combat.

## SKILL CHECKS OR ATTRIBUTE CHECKS

Depending on the action an attribute check might be more relevant than a skill check. Athletics covers general physical application but a player attempting to bend a metal bar is more appropriately making a feat of strength. The GM might declare a STR check in this case, requiring a TD 75 to succeed or more if the bar is made of especially tough metal, made well etc.

## SKILL AUDIENCE

Some skills, especially interpersonal ones will define an "audience" that they play to. An audience is the people you are using your skill against, such as a crowd on the street, a group of people or two thugs trying to find you in a dark alley. If you are using your Clandestine skill to draw attention away from your companion stealing jewels off a table, your audience is the merchant, his guards and everyone within eyesight. If you are performing for a crowd with your dance skills, the audience is the crowd. If you pinpoint a person to woo with your Social skill, the audience is them.

## CONVERTING EPS INTO SKILL RANKS

One use of EPS is to gain skill ranks in new or old skills. Each race has a LR that defines how quickly they learn from the experiences of life and circumstance. A player can convert EPS into skill ranks at this learning rate and apply the skill ranks to any number of new or existing skills. Good role-playing maps such skill gains to game experience and the GM is always the final arbitrator on whether you can take a new skill or advance an old one.



**SKILLS**

**SKILLS**

## SKILL CATEGORIES

Skills are broken down into categories as indicated below. When you achieve a critical success or failure with a skill use the appropriate skill category critical or fumble chart located in the appendix to determine what occurred. The Undefined category does not roll for critical success or failure. Each skill in the Power category has its own chart.

### POWER

Skill Name	Modifying Attribute
Cast	REAS
Channel	—
Entreaty	ESS
Mind	EGO

### GENERAL

Skill Name	Modifying Attribute
Arcanology	REAS
Knowledge	REAS
Meditation	EGO
Medical	REAS
Noetics	EGO
Recon	WITS
Self Control	EGO
Wilderness	WITS

### INTERPERSONAL

Skill Name	Modifying Attribute
Beast Ken	CHAR
Business	WITS
Culture	CHAR
Gnosis	ESS
Intel	CHAR
Military	WITS
Perform	CHAR
Pneuma	ESS
Social	CHAR
Underworld	WITS
Urban	CHAR

### MANEUVER

Skill Name	Modifying Attribute
Acrobatics	ADROIT
Athletics	STR
Clandestine	REF
Combat	WITS
Crime	REF
Guard	REF

Lorica	—
Missilery	ADROIT
Pilot	REF
Ride	ADROIT
Shield	REF
Style	Varies
Weapon*	—

### MECHANICAL

Skill Name	Modifying Attribute
Ceremony	ESS
Engineer	REAS
Manufacture	REAS
Mechanic	REF

\*A weapon will list its damage type as slashing, bashing or piercing. Use the appropriate critical hit or fumble chart for the weapon.

### UNDEFINED

Skill Name	Modifying Attribute
Eldarin	—

### FIGURING SKILL CRITICALS AND FUMBLES

Every skill has a base chance for critical success and absolute failure. A critical success occurs when you roll equal to or above the listed number on an unmodified roll of d100. For example, a critical success of 88 means on a roll of 88 or higher you have a critical success. An absolute failure occurs when you roll equal to or under the listed number on an unmodified roll of d100. Thus, a failure of 9 means rolling 9 or less on the dice.

### SKILL CRITICAL CHANCES

- Each skill plateau, including Proficient adds a +1 bonus (Proficient, Trained, Experienced, Specialist, Expert, Genius, and Legendary)
- Add any bonuses to critical success to this number
- Subtract the number from 100 or from the listed critical success chance of the tool, weapon or item

*Example – If Experienced in a weapon with a critical of 97, you would use the following  $97 - (+3) = 94$  critical success chance.*

### SKILL FUMBLE CHANCES

- Add bonuses that reduce your Fumble to this number



- Each skill plateau including Proficient reduces your fumble chances by +1 (Proficient, Trained, Experienced, Specialist, Expert, Genius, and Legendary)
- Subtract the number from 11 or from the listed fumble chance if you are using a tool, weapon or item.

*Example - If you were Experienced in a weapon with a Fumble of 7 and had the same bonuses as noted above, you would use the following  $7 - (+3) = 4$  Fumble chance.*

ACTION	DISTANCE	TD
Standing High Jump	+1/4 increment	+ 25
Standing Broad Jump	+1/2 increment	+ 50
Running Jump	+1 increment	+ 75

## ACROBATICS [ADROIT]

Acrobatics is skill in tumbling, twisting, somersaults, jumping and gymnastics, where great muscular control and balance are emphasized.

**Acrobatic Dodge.** As a normal action, you can make an acrobatic maneuver to avoid an attack by making an opposed Acrobatics skill check against the attack. Handle this maneuver mechanically like Parry.

**Balance.** Use Acrobatics to make balance skill checks. Unless a GM or the rules indicate otherwise, balance checks are a free action.

**Control Fall.** Use Acrobatics to attempt to control a fall. Unless a GM or the rules indicate otherwise, checks to control a fall are quickened actions. Use a base TD 100 plus the distance fell in feet; you either control the fall or you don't.

**Enhanced Jump.** Make enhanced jump movements. Jump basics were detailed when you determined your attributes. To jump higher or farther, you can use your Acrobatic skill. A basic jump movement is referenced as an "increment" of normal distance in the table below. The TD column value is added to a base TD 50 to determine the difficulty involved in extending your jump or acrobatic maneuver.

*Example - You attempt to enhance your jump to cross a 25 ft wide ravine. Your normal movement with a running long jump is 12 ft. The distance across the ravine is will require +2 increments and add 150 to the base TD 50 for a total of TD 200 to jump across the ravine.*

**Stilt Walk.** Work with stilts or other contraptions that increase height. Use requires a skill check versus a TD of 10 per additional ft of height every 10 minutes. Active movement such as combat requires this skill check every CF Action Count.

### Proficient:

Inverted Ease, Kip, Leap Attack, Vault

### Trained:

Breakfall, Stilt Walking, Tinsica, Unorthodox Movement

### Experienced:

Running Jump Attack, Team Acrobatics, Untamed Step, Voltige

### Specialist:

Aerial Rigging, Tigerhawk's Dance, Tumbling, Unleashed Spring

### Expert:

Additional Dodge, Dodging Strike

### Genius:

Aerial Moves

### Legendary:

Dizzying Dance

## INVERTED EASE [ACROBATICS]

### Prerequisite: Proficient

You can perform any normal action you can make standing up (but limited to what you can physical perform upside down) while inverted from your normal upright position.

*Example - Walking on your hands at the same movement you can walk on your legs or making leaps, jumps, juggling with your feet or other actions.*

## KIP [ACROBATICS]

### Prerequisite: Proficient

You can get to your feet immediately after being knocked down or to your feet from a prone position with a quickened action instead of a normal action.

## LEAP ATTACK [ACROBATICS]

### Prerequisite: Proficient

As a normal action, you can propel yourself in a specified direction, body leaving the ground to deliver a powerful blow to a target. Leap Attack encompasses dives, thrusting press, flying elbow, back flips, cartwheels and the myriad other maneuvers whose goal is to inflict increased damage. Regardless of the maneuver, you count the distance traveled like a jump, subject to your normal jump capability. You can expend a quickened action to attempt to extend this jump distance with your skill if you elect (see

**Enhanced Jump** under the Acrobatics description above).

Leap Attack extends your ER by the distance you jump and adds one-half your MASS in HP damage as a bonus to determining damage. You must leap at least half your SIZE in distance to gain this benefit. If you miss the target you must make a TD 100 Acrobatics check or you fall prone in the location where your opponent was standing.

Leap Attacks are risky and you cannot Dodge while making a Leap Attack. If you miss, the defender (if there is one) can choose to make a free Knock Down attempt.

### **VAULT [ACROBATICS]**

**Prerequisite:** Proficient

When you make an **Enhanced Jump** under the Acrobatics description you treat the distance increased as +1 increment farther for the purposes of distance. So, Standing High Jump is +½ increment, Standing Broad Jump is +1 increment and Running Jump is +1½ increment instead of the listed norms. If you normally complete a 8 ft Running Jump, Vault enhances the jump to 20 ft if you make the skill check.

### **BREAKFALL [ACROBATICS]**

**Prerequisite:** Trained

You can fall 1 ft per skill rank without making a skill check or expending an action. If you fall farther, you subtract this amount from the distance before determining damage taken and the chance of suffer a critical bash attack or before attempting a Control Fall. If thrown, knocked down or otherwise dismounted or knocked from your normal standing position you can make an Acrobatics skill check opposed by your opponent's skill check to land without harm.

Breakfall works synergistically with Leap Attack and other jumping/vaulting actions, allowing you to ignore the TD 100 Acrobatics check required if you miss your target. However, if the target opposes you with a knockdown, you must still make the opposed skill check.

### **STILT WALKING [ACROBATICS]**

**Prerequisite:** Trained

You are a master at walking with stilts, ladders or any other contraption that boosts your height equal to or less than your Acrobatic skill ranks in feet. You do not suffer the normal penalties or the requirement to make periodic skill checks to keep your balance.

### **TINSICA [ACROBATICS]**

**Prerequisite:** Trained

When you move in combat, Tinsica allows you to cartwheel, use a series of flips, rolls or other maneuvers while in battle. Moving in this manner adds significantly to your defense and to dodge chances but impacts your attack ability at the same time. With Tinsica, you move your normal movement in a CF Action Count but gain a +30 DEF and a +10 Dodge bonus when doing so. Attacks, however, suffer a penalty of -50 for the CF Action Count and for 6 CF Counts or until your next CF Action Count, whichever is first.

### **UNORTHODOX MOVEMENT [ACROBATICS]**

**Prerequisite:** Trained

You have learned to move in unusual or bizarre ways for your physiology. This unorthodox physical fluidity provides a +5 bonus on Maneuver category skill checks.

### **RUNNING JUMP ATTACK [ACROBATICS]**

**Prerequisite:** Experienced, Leap Attack

Running Jump Attack takes a normal action and is handled like Leap Attack except you add your full MASS in HP to damage. You must cover at least your SIZE in distance to make the attack. Otherwise as Leap Attack.

### **TEAM ACROBATICS [ACROBATICS]**

**Prerequisite:** Experienced, Inverted Ease

Team Acrobatics involves multiple people, though not all of them have to be volunteers. Hostile or unwilling "members" can apply an opposed Acrobatics skill check to prevent their participation. For team acrobatics, the lead person implementing the maneuver makes the skill checks and expends the action.

The simplest team action is a stack maneuver. A stack is where you leap on the shoulders, back or other solid appendage of another being. If the other member of your stack also has Team Acrobatics, a TD 50 skill check is required and you can mount this position with a quickened action. Otherwise, or if they are hostile or unwilling, it requires a normal action and a TD 100 skill check. Hostile or unwilling stackers can make an opposed Acrobatics skill check to resist this maneuver. You can stack as high as you desire but each additional member boosts the TD by +25. Unwilling or hostile stackers boost the TD by +50 for each added stacker.

Another common maneuver is a multi-person acrobatic maneuver, such as tossing a person to another, assisted rolls, flips, breakfalls, and so on.



Again, if the members involved all have Team Acrobatics, a TD 50 skill check is required and it can be done as a quickened action. Otherwise, TD 100 skill checks are required and it takes a normal action. Unwilling or hostile participants require a TD 150 skill check.

The two above actions are only examples; many other actions are possible using this secret. Feel free to explore and consult with your GM on possibilities.

### UNTAMED STEP [ACROBATICS]

**Prerequisite:** Experienced, Vault

When you use a normal action for movement, you can somersault, jump, spring, roll as you move, effectively decreasing the penalty of MASS to movement by -1 for every 3 Acrobatics skill ranks. You also add +10 to Dodge while you make this movement. The bonus lasts for 6 CF Counts or until your next CF Action Count, whichever is first.

Also, at any time you successfully Dodge while performing a different action, including Untamed Step but usually such things as dodging an attack while climbing a tree or dodging attacks in melee, you can elect to move one-third your normal movement in a direction of your choice. You cannot move further than your full normal movement in a CF Action Count using this maneuver, regardless of how many times you Dodge.

*Example – Three thugs jump Chaeryn while he is taking a shortcut through a rough side of Talismondé. They manage to inflict good damage on Chaeryn before he goes on CF 28. Chaeryn chooses to use his normal action to make an Untamed Step to ensure they don't continue to surround him. His Acrobatics is 47, MASS 8, Dodge 28, and move 18. Untamed Step allows him to remove the effect of MASS on his movement ( $47/3 = 16$ ); he only has a MASS of 8 so all of it is removed and his movement using Untamed Step is 26 and he has a +10 Dodge bonus, raising it to 38. Two of the thugs take a shot at him when he moves, one missing but other succeeding. Chaeryn rolls a successful dodge and but since he had already declared he was moving his full movement, gains no additional movement benefit. Later on, when he is meleeing with just one thug and dodges an attack, he chooses to move backwards 6 ft (one-third his normal 18 movement) to gain more favorable ground.*

### VOLTIGE [ACROBATICS]

**Prerequisite:** Experienced, Experienced Athletics  
Voltige is a specialized form of acrobatics that is done while mounted on or working from a moving object, animal or other being. You can use Acrobatics skills uses and secrets without the attendant penalties for operating from the back of a moving object that

ordinarily accrue.

*Example – Balancing on the back of a racing horse is a TD 100 skill check due to the moving horse. You ignore the penalty for the moving object (in this case the horse) and treat it as stationary balance check, requiring a TD 25 skill check instead.*

### AERIAL RIGGING [ACROBATICS]

**Prerequisite:** Specialist, Team Acrobatics, Voltige  
You can make any action you normally can make from rigging (lines, trapeze, ship netting, tight ropes, high walks, dangling chains, you name it) without the attendant penalties ordinarily applied, treating the rigging as a stationary solid object. Thus, you could swing from a chandelier execute a flip off the ceiling, pirouette in mid-air and roll down the opposite wall if you desired.

### TIGERHAWK'S DANCE [ACROBATICS]

**Prerequisite:** Specialist, Voltige, Running Jump Attack  
When making a Running Jump Attack or Leap Attack, opponents do not gain the free Knock Down attempt if you miss. You can use your Acrobatics skill check as a quickened action (resolved as a Parry) against 1 attack while making the Running Jump Attack or Leap Attack.



### TUMBLING [ACROBATICS]

**Prerequisite:** Specialist, Proprioception [Athletics]  
Untamed Step  
When you Dodge, regardless of success or failure, you can elect to move one-third your movement in a direction of your choice. You cannot move farther than your full normal movement, regardless of how many times you Dodge.

Equally, as a normal action, you can use your Acrobatics skill ranks in place of your normal Dodge bonus to succeed at the TD 100. Outside of this

change you roll Dodge chances like normal.

You can also convert a normal attack into a tumbling attack. Tumbling attacks require a normal action; you replace your normal chances to attack with an Acrobatics skill check (including all normal bonuses) but must add the Fumble chances of any weapon or item you use in the Tumbling attack to your Acrobatic Fumble chances. If you fumble, its 50/50 which fumble chart is used. Tumbling attacks add a +10 Dodge bonus for 6 CF Counts or until your next CF Action Count, whichever comes first.

You can elect to tumble for the CF Action Count, giving up all actions to move defensively. This maneuver provides the ability to Dodge one additional time for every 20 skill ranks. These additional Dodges are used in all ways like a normal Dodge action and can be used for 6 CF Counts or the next CF Action Count, whichever comes first.

*Example – Chaeryn is working on fighting tactics with several of his friends. One of them attacks successfully but Chaeryn attempts to dodge, Tumbling allowing him to use his 47 Acrobatics skill ranks instead of his normal 28 dodge bonus. He fails and gets hit but still rolls 6 ft away since Tumbling allows him to move one-third movement even if he fails the dodge. Chaeryn goes on the offensive with a pair of daggers, using his Acrobatics skill check to attack so that his 47 skill ranks and +29 bonuses give him a total of +76 to hit. He also adds +4 to his 8 Fumble for a total of 12 Fumble. His tumbling attack rolls are very good and he lands two solid blows, one with each dagger. When two of them gang up on him, he uses Tumbling to defend, gaining 3 extra dodge actions ( $47/20 = 3$ ) against their attacks.*

### UNLEASHED SPRING [ACROBATICS]

**Prerequisite:** Specialist, Untamed Step, Proprioception [Athletics]

You can ignore some or the entire penalty of native MASS to movement and Dodge. You decrease the amount your native MASS impacts movement and Dodge by -1 for every 5 skill ranks including derivative actions based on it, like jumping, swimming, climbing. You cannot reduce the effect of your MASS below zero.

*Example – Chaeryn's Acrobatics is 47, MASS 8, Dodge 28, and move 18. He reduces the penalty of MASS to Dodge and movement by  $48/5 = 10$  MASS. As he only has 8 MASS, he removes it all, adding 8 points back into dodge, making it 36 and move 26. If he were to use Untamed Step, his movement would not change but he would gain the +10 Dodge bonus while moving.*

### ADDITIONAL DODGE [ACROBATICS]

**Prerequisite:** Expert, Tumbling, Unleashed Spring, Combat Maneuvering [Athletics]

Training and dedication has honed your nimbleness and evasion capabilities. Each CF Action Count you gain an added quickened action that can only be used to Dodge.

### DODGING STRIKE [ACROBATICS]

**Prerequisite:** Expert, Tumbling, Leap Attack, Combat Maneuvering [Athletics]

When you Dodge and succeed you may elect to counterattack your attacker. The attack is launched immediately after the Dodge and resolved like a single normal attack. You must have sufficient ER on an opponent to counterattack or the maneuver fails. You can use Dodging Strike with a missile or techno weapon. However, the ammunition use must be loaded or otherwise "readied" for this to work.

*Example – Chaeryn is engaged in melee with a Death Ogre, using a short bow. He dodges a stone it throws and releases an arrow as a reponse.*

### AERIAL MOVES [ACROBATICS]

**Prerequisite:** Genius, Tumbling, Additional Dodge, Running Jump Attack, Combat Maneuvering, [Athletics] Tigerhawk's Dance

When using an Acrobatic secret or base use of skill that requires a normal action, you can combine the maneuver that requires the normal action with another, separate, maneuver that uses a normal or quickened action as well.

*Example – Chaeryn makes an attack (normal action) while making a Running Jump Attack (normal action), striking someone along the way towards kicking his target.*

Also, you do not suffer the penalty to COORD or Dodge when making a Running Jump or Leap Attack. You also do not suffer the Knock Down attempt by your opponent if you miss with a Leap or Running Jump attack. You can use a quickened action to Dodge when making acrobatic maneuvers, even if normally restricted.

### DIZZYING DANCE [ACROBATICS]

**Prerequisite:** Legendary, Legendary Athletics, Aerial Moves, Dodging Strike, Unleashed Spring

You can give up a normal action to make an unlimited amount of Dodge maneuvers on that CF Action Count and for 6 CF Counts or until your next CF Action Count, whichever occurs first. You can combine this with Dodging Strike, Tumbling and so forth.



## ARCANALOGY [REAS]

Arcanalog is the general study and application of the body of lore surrounding magik. This skill includes information about arcane theory, magik traditions, arcane canon, ancient mysteries, deciphering of wizardry codes, cryptic phrases and other adjacent fields of study.

**Analyze Magik.** Identify magik spells, formulae, techniques and other affiliated arcane subjects. This process of examination takes 1 minute of careful inspection and requires TD 50 skill check. In combat, this act takes a normal action and a TD 100 skill check. In either case, if you are opposed by another's skill, you make an opposed Arcanalog skill check. Magik deception or other factors may dictate a different TD.

**Codes.** Decipher or scribe a wizardry code or use Arcanagraphy (burying spells in written language, symbols or concepts while obscuring the fact a spell exists) to embed spells in otherwise unrelated text or discourse to make it invisible and untraceable unless reverse engineered or examined with the right tools. TD to create a wizardry code is TD 125 though only TD 50 is needed to scribe one already known. Use of Arcanagraphy is TD 50 but determining whether Arcanagraphy is present in a document is at a minimum TD 150 if not more difficult (GM adjudicates).

**Determine Accuracy.** Analyze a body of information concerning arcane subjects and determine fact from fiction or superstition from arcane theory or tradition. The TD to succeed is based on the document or information examined (GM sets the TD).

**Intensify.** You can apply your store of arcane knowledge to spell casting to intensify the effects of a spell. You can only intensify 1 aspect of a spell, such as range, critical, fumble, duration, area or effect. Intensify increases the selected spell aspect by +10% but will require you to spend an extra CF Action Count working on casting the spell.

### Proficient:

Arcane Affinity, Arcane Memory, Determine Powers, Magik Deflection

### Trained:

Distill Components, Magik Tolerance, Spell Group, Well of Power

### Experienced:

Arcane Focus, Hang Spell, Mana Cauldron,

Quick Mastery, Vector

### Specialist:

Hardened Focus, Retort of Power, Spell Conundrum

### Expert:

Life Boost, Life Link, Spell Rack

### Genius:

Persist Magik

### Legendary:

Lore Mastery

## ARCANE AFFINITY [ARCANALOGY]

### Prerequisite: Proficient

You have a built in affinity for magik, its handling and the conduits of power. Add +5 to your APT.

## ARCANE MEMORY [ARCANALOGY]

### Prerequisite: Proficient

You have trained your mind to remember and perceive the small and large arcane details others miss. You have a +20 bonus to researching and learning new magik spells. Also, when you learn a new spell or School of Magik, you add +2 skill ranks to demonstrate your ability.

## DETERMINE POWERS [ARCANALOGY]

### Prerequisite: Proficient

You can use your skill to attempt to puzzle out the workings of an item enchanted with magik. This takes a full day but allows you to make a TD 100 skill check to determine a single fundamental or basic power of an object. If the object has multiple powers in this category you must make a skill check against each power. You may only attempt to determine the powers of an object once; if you fail, you cannot try again until your skill increases. Some items are more difficult to identify in this manner and some cannot be done so at all.

## MAGIK DEFLECTION [ARCANALOGY]

### Prerequisite: Proficient

You understand how to deflect and mitigate hostile magik, runes, prayers and other forms of magik. Add a +1 bonus to your MD for every 2 Arcanalog skill ranks.

## DISTILL COMPONENTS [ARCANALOGY]

### Prerequisite: Trained

A composite understanding that encompasses the recognition and analysis of matter to determine whether an object, material, mineral, substance, etc. is distillable into components usable to a particular field of study, such as Alchemy, Herbalism, Magik, or Runes. While Distill Components provides the understanding of how something could be, or used as

a component, it does not provide the process to gather, or refine the component in question. With Distill Components, you can make a TD 100 skill check to determine the APT of an object, its effect, or whether your subject has a hidden, rare or synergistic effect (if any apply) as well. Each of the above requires a separate skill check, and takes at least one minute of active examination and handling. To determine by observation only is a TD 150 skill check and takes 1 hour.

### MAGIK TOLERANCE [ARCANALOGY]

**Prerequisite:** Trained

Understanding magik gives you the ability to deter or mitigate its effects. Add a +1 bonus to MR for every 10 Arcanalog skill ranks.

### SPELL GROUP [ARCANALOGY]

**Prerequisite:** Trained

You have specialized and practiced with a group of magik spells. With the Spell Group secret, you place a set number of spells with at least 10 Cast skill ranks in a special category. You can designate 1 spell for every 5 Arcanalog skill ranks. You designate what spells are in the Spell Group when you take the secret; if you do not know enough spells to put in the Spell Group the excess spell slots in the group are unallocated. Spells in a Spell Group gain a +20 bonus to Cast skill checks, reduce fumble chances by +2, add a +1 critical chance, and gain the benefit of **Intensify** (see base use of skill) in one aspect of the spell without expending the extra CF Action Count.

You can redefine a Spell Group at any time and add, but not take out, spells. However, this takes a full day and you must make a TD 125 skill check for each new spell you put into the group. If you fail, the only time is lost. You can have multiple Spell Groups but each Spell Group requires the expenditure of 1 EPS. You cannot group Spell Groups within other groups. The benefits of different Spell Groups do not stack with one another. This means you cannot place the same spell in two different Spell Groups and gain double the benefit. Spell Groups represent a plateau of skill and understanding; duplicating this level in a different way (e.g. with another Spell Group) adds no skill benefit.

*Example – Wildren has 13 skill ranks and takes Spell Group. He places Felrik's Fiery Cone, Fafinghar's Fiery Flash, and Moshaera's Mystik Dart into a Spell Group. After the next game session his skill went up to 16 skill ranks. He can now add another spell into his skill group if he desires but must succeed at a TD 125 to do so. He tries and fails to add Mulaid's Shield but luckily only loses a day's worth of*

*time. The next game session he chooses Spell Group again, investing another EPS to make a new one. This new Spell Group can have upto 4 spells as well and Wildren chooses Mulaid's Shield, Hands of Serundjin, Morden's Hawk Flight, Xarf's Highlifter for his spells.*

### WELL OF POWER [ARCANALOGY]

**Prerequisite:** Trained

From the fruits of arcane knowledge you gain a +1 bonus to APT for every 5 Arcanalog skill ranks but are limited to a total bonus value equal to your BODY score. This power is directly tied to your BODY and any effect, attack, sickness or other circumstance that damages or impairs your APT, also affects your BODY in the same fashion. The opposite applies as well to BODY affecting your APT.

### ARCANES FOCUS [ARCANALOGY]

**Prerequisite:** Experienced, Spell Group

With practice comes a strong internal and external focus of power that allows greater control and use of magik. Select 1 Spell Group you have formed. When you cast magik spells from this group, you expend -1 less mana for every 10 skill ranks, with a minimum cost of 1 regardless of skill.

Note that when determining the effects of secrets like Mana Cauldron or similar secrets, do not calculate this reduction of mana for purpose of determining the total mana expended but instead use the full total you normally would have used.

### HANG SPELL [ARCANALOGY]

**Prerequisite:** Experienced, Spell Group

You understand the cryptic and obscure ways to freeze magik in the final gesture and hold it fast until you release it. To hang a spell, you must succeed in a TD 100 plus TD value required to cast the spell. If the spell has no TD defined, multiply its OP times 25 to determine the amount to add. You actually cast the spell when using this secret so if you fail, the mana and any components required to cast it are lost too. If you succeed, the spell is hanged and melds into your body, waiting to be activated. Activating the spell takes a quickened action. If the spell has a target requirement, you provide it when you activate the spell.

A hanged spell will last for 1 week for every 15 skill ranks. You can renew the hanged spell when its time duration is up by providing the doubled mana requirement and making a TD 75 skill check. You can only maintain 1 hanged spell for every 10 APT.

Hanged spells are vulnerable to Channel skill attacks and are detectable on individuals using the Channel skill. A hanged spell is associated with you. It cannot be placed on another person, place or object.



*Example – Wildren chooses to use this secret on the Moshæra's Mystik Shield spell he knows. The spell has a TD 75, so his TD to succeed is 175. He rolls and succeeds. He also wants to hange the Ajæ's Fire Burst spell he knows as well. It has no listed TD so he multiplies its OP (2) times 25, requiring a TD 150.*

### MANA CAULDRON [ARCANALOGY]

**Prerequisite:** Experienced, Well of Power  
Superior knowledge and vast skill are the keys to handling large amounts of power. When channeling power into spell, you gain a synergistic effect that adds +1 mana for every 4 mana you place within the spell. Thus, you would only use 8 mana points to power a 10-mana spell. You must however, place a full 4-mana or some division of 4 into the spell to gain the effect. You could not use 6-mana to power an 8-mana spell but you could use 4-mana to power a 5-mana spell.

### QUICK MASTERY [ARCANALOGY]

**Prerequisite:** Experienced, Arcane Memory  
Understanding and application of magik alongside heuristic and empirical techniques allow you to master magik faster and more thoroughly. Select a single spell or School of Magik you have and add a +20 skill advancement bonus. You can take Quick Mastery more than once but each time it applies to a different spell or School of Magik.

### VECTOR [ARCANALOGY]

**Prerequisite:** Experienced, Distill Components  
You use a physical item to provide a powerful focus for magik. A physical vector can boost any aspect of a magik spell. How powerfully it affects the magik depends the APT of the material component used and its relevance as an empowering component. The component's APT is converted into an efficiency percentage, enhancing the magik. Thus, a 50 APT piece of meteor would enhance the damage of a Sunburst spell by 50%. Regardless, each vector utilized applies an equal penalty to the Cast skill check when using it. Thus, the same meteor fragment would levy a -50 penalty to the Cast skill check.

### HARDENED FOCUS [ARCANALOGY]

**Prerequisite:** Specialist, Magik Tolerance, Power Ward [Channel]  
You have learned to instinctively protect your personal power pool and arcane focus, hardening it against attacks and maneuvers. You apply your MR against any drain, attack or maneuvers, reducing the loss or damage ordinarily inflicted by the value of your MR.

### RETORT OF POWER [ARCANALOGY]

**Prerequisite:** Specialist, Arcane Focus, Power Trap [Channel]  
You can turn a Spell Group you have defined into an inanimate source (see **Magik and Psychic**). The Spell Group provides an amount of mana equal to 3 times the total number of spells in the Spell Group. Like all inanimate sources, the Spell Group is only a container, one you must fill for it to have power and once depleted, you must channel magik back into them; they do not replenish otherwise. When you take the Retort of Power secret, it applies only to 1 Spell Group. However, you can take this secret multiple times, applying it to a different Spell Groups each time.

A Retort of Power is as vulnerable as any other source to attacks but is considered Closed and Attuned to the mage. Combine the Cast skill ranks of all the spells in the Spell Group to determine channel reduction (see **Magik and Psychic**). The mage is considered the physical container of the Retort of Power.

### SPELL CONUNDRUM [ARCANALOGY]

**Prerequisite:** Specialist, Power Efficiency [Channel], Magik Tolerance  
You have the understanding and techniques to twist and turn magik. With a normal action, you can weave, adjust, and change your aura, spirit and life force. This maneuver impairs your APT by -5 for an hour but allows you to add the results of an Arcanalog skill check to Magik DEF for 1 minute.

### LIFE BOOST [ARCANALOGY]

**Prerequisite:** Expert, ESS 11+, CON 11+, Energy Depletion [Channel], Mana Cauldron  
You understand how to draw explosive amounts of energy from your life force. As a quickened action, you can impair your CON and ESS by -2 points for a full day in return for an immediate d10+10 in mana points for every 15 skill ranks. You can exceed your normal limitations by drawing on your life force in this manner.

### LIFE LINK [ARCANALOGY]

**Prerequisite:** Expert, ESS 12+, CON 12+, Mana Cauldron, Retort of Power  
You understand how to link the health and wellbeing of your body to magik. You add your CON score directly to APT for all purposes but the link is directly tied to your CON and any effect, attack, sickness or other event that damages or impairs your CON, also equally affects your APT, reducing or modifying it as well. And vice versa. Also, if you ever deplete



(voluntarily or otherwise) all your mana, you must make a TD 100 CON check or lose d3 CON permanently.

### SPELL RACK [ARCANALOGY]

**Prerequisite:** Expert, Power Trap [Channel], Hang Spell, Mana Cauldron

You can stack spells like you hang clothes on a rack, organizing them so a number of spells are set to fire in a sequence, spaced no more than a melee round apart, CF Count, simultaneously, or any combination thereof. You must state the sequencing of the spells when you set up the Spell Rack. The amount of spells you can place in a Spell Rack depends on your skill. To Spell Rack 2 spells requires you to have a combined total of 75 skill ranks when adding the spells together. You can Spell Rack +1 additional spell but must add +50 skill ranks to the requirement. The rules for Hang Spell apply towards setting up each spell except there is no base 100 TD. Instead add +10 to the TD for each spell set to put Spell Rack. When you make the check for success, you use the combined skill ranks of the spells to make the check, making a single roll for all the spells. You can only maintain 1 Spell Rack on your person for every 20 APT.

*Example – Wildren decides to create a Spell Rack. He wants to use Mystik Dart 90, Hraag's Hellfire 60, and Crimson Bands 60. To place all 3 spells in the Spell Rack would require 125 skill ranks. He has 210 skill ranks between the 3 spells and can put them in a Spell Rack. He has to make a TD 280 using his d100 + 210 skill check to succeed at creating the Spell Rack.*

### PERSIST MAGIK [ARCANALOGY]

**Prerequisite:** Genius, Power Trap [Channel], Retort of Power, Constant Dweomer [Ceremony]

You know how to passively allow magik to endure after its normal duration without attention. When you cast a spell you can elect to connect it to your Retort of Power or any other source you designate with a quickened action. If the source requires a skill check to access, you must use a normal action to connect it. When the duration of the spell normally ends, enough mana is automatically and without action on your part drawn from the source to recast the spell. If too little mana exists to power the spell, it fails and the connection terminates. Any spell can be persisted in this fashion.

### LORE MASTERY [ARCANALOGY]

**Prerequisite:** Legendary, Persist Magik, Power Web [Channel], Dweomeric Imbuement [Ceremony]  
All magik spells or Schools of Magik at Proficient skill

or higher gain the same benefits of Spell Group, Arcane Affinity and Quick Mastery as if it were applied to them.

## ATHLETICS [STR]

Athletics encompasses many things such as walking, hiking, running, climbing, swimming and other related actions that use a form of athletic ability as a base. Athletics is also used as a measure of overall endurance when performing movement or physical actions.

**Climb.** Scale surfaces or ascend/descend ropes, ladders, slopes, and other objects. You can climb an object with projections or a rope with knots at normal speed. A skill check is required when ascending and descending. Failure to make a roll means you made no progress; two failures in a row and you fall. You cannot make other actions, such as participate in combat, or any other actions besides climb when doing so without making a skill check to see if you fall. Step the climbing TD up to the next TD tier (Moderate becomes Challenging, Challenging becomes Hard, etc.) in such instances. If you fail any climbing skill check when performing another action, you fall on the first failure.

**Continuous Exercise.** You use this skill under conditions of continuous exercise where you move at moderate to high activity during an hour period or more. The first hour requires a TD 75 skill check. Each additional hour adds +10 to the TD. If you fail the skill check you cannot continue on due to exhaustion. You can attempt to endure fatigue (see next entry) to continue if you have failed this skill check.

**Endure Fatigue.** Use to endure fatigue and go on without suffering negative penalties. To put off sleep, rest or food for 1 day requires a TD 75 skill check. Each additional day after the first adds +50 to the TD. When you fail you suffer the full effects immediately.

**Stay Awake.** Staying awake during a crisis (such as combat) requires no skill check but to stay awake outside during the normal course of events (outside of crisis situations) requires a TD 75 to stay up during normal sleeping hours. Each additional day you do this adds +25 to the TD to stay awake. When you fail, you fall asleep and must rest the equivalent amount of time to recover.

**Swim.** You can swim in calm water. A skill check is required to make any progress. Failure means you



made no progress; two failures in a row and you begin to drown. When drowning, the swim check TD rises to the next level of difficulty each consecutive melee round. A successful skill check stops the drowning process. You can hold your breath to keep from drowning for 1 melee round per CON. You can push this by making a skill check of TD 75 + 5 per melee round afterward.

Use of the **Charge**, **Grab**, **Grapple** or **Knockdown** maneuvers described in the **Battle and Melee** section are uses of the Athletics skill.

**Proficient:**

Brawn, Endurance, Fleet Footed, Hardier than Stone, Liquid Motion, Long Breath, Power Lift

**Trained:**

Fast Mover, Free Climb, Long Carry, Power Throw, Proprioception, Robust

**Experienced:**

Lightning Reactions, Sprint, Synergy, Tempering, Unbounded

**Specialist:**

Fluidity, Hardening, Toughening

**Expert:**

Combat Maneuvering, Heartiness, Kinematics

**Genius:**

Overpower, Soak

**Legendary:**

Boundless

**BRAWN [ATHLETICS]**

**Prerequisite:** Proficient

Your repeated exercise of specific training regimens built a large powerhouse of strength you can apply as needed. Add one-quarter of your STR value to the damage bonus you gain from BODY. When attempting a feat of strength like bending a metal bar, lifting a heavy rock and similar actions, add a +10 bonus to the STR check.

**ENDURANCE [ATHLETICS]**

**Prerequisite:** Proficient

A hardy regimen over time and care builds powerful endurance. You use BODY in place of CON to determine length of exertion.

**FLEET FOOTED [ATHLETICS]**

**Prerequisite:** Proficient

Training and experience have made you fast and fleet on your feet. Add one-half ADROIT (1/2) to movement. This adjustment in movement affects all derivative values (climbing, jumping, etc.).

**HARDIER THAN STONE [ATHLETICS]**

**Prerequisite:** Proficient

Building your constitution has been a lifelong pursuit that has reaped great rewards. You have a +20 bonus to Shock and Disease saves, a +10 advancement bonus to Shock and Disease, and you add +1 RR to show how you bounce back from hardship.

**LIQUID MOTION [ATHLETICS]**

**Prerequisite:** Proficient

You have trained your body to move with liquid fluidity, blending from one motion into another and add a +1 CF bonus as a result.

**LONG BREATH [ATHLETICS]**

**Prerequisite:** Proficient

Long Breath is the training and discipline to hold your breath for long periods. You can hold your breath for 1 melee round per skill rank to a max of double your CON before you must get more air. If you do not get air on the next melee round after, you drown.

**POWER LIFT [ATHLETICS]**

**Prerequisite:** Proficient

Training, experience and focus have heightened your ability to move heavy loads. For stationary lifts, you can make a skill check in place of BODY to determine the weight you can carry, lift or move. However, if you fail to make the lift using this method, you take 1 point of BODY impairment from the failure.

**FAST MOVER [ATHLETICS]**

**Prerequisite:** Trained

You add +10 to movement. This adjustment affects all derivative values as well. Fast Mover stacks with other movement enhancing secrets.

**FREE CLIMB [ATHLETICS]**

**Prerequisite:** Trained

Can traverse (free climb) any navigable surface unaided, ignoring penalties equal to half your skill ranks or less

**LONG CARRY [ATHLETICS]**

**Prerequisite:** Trained

Training and dedication have improved your ability to move encumbered over long distances. You can carry half the top weight range for BODY without penalty.

**POWER THROW [ATHLETICS]**

**Prerequisite:** Trained

Not only can you lift more, but you can smoothly and efficiently handle the weights you move as well. Power Throw blends raw strength with honed technique. When making a skill check to throw an



object, you roll only against the weight of the object, ignoring the normal skill check requirement. In combat, when you are executing the Throw maneuver, you add +10 to your own BODY to determine distance and damage.

### PROPRIOCEPTION [ATHLETICS]

**Prerequisite:** Trained

The understanding and perception of your body, its positioning and movement and the training to detect changes in minimal or maximal physical placement during movement, positioning, tensioned or forced bodily movement. Proprioception provides a +10 bonus to all ADROIT, REF, COORD, STR, MASS, SIZE and BODY attribute checks. Proprioception also provides for a critical success chance with attribute checks, always treating a 99 or higher as success regardless of the TD required to make the attribute check.

### ROBUST [ATHLETICS]

**Prerequisite:** Trained

Strong athletic training has built a powerful constitution. Add your BODY score as a bonus to Shock.

### LIGHTNING REACTIONS [ATHLETICS]

**Prerequisite:** Experienced, Liquid Motion

You have fine tuned and trained your body and mind to react quicker and add +2 CF and +10 Dodge bonuses.

### SPRINT [ATHLETICS]

**Prerequisite:** Experienced, Fast Mover

Training and technique allow you to cover distance quickly, with control and power. You add +5 to movement; but when running as an action for two or more consecutive CF Action Counts, you move +1 ft for each of the CF Counts in-between as well.

*Example – If you started running on CF 28 and ran 10 ft per CF Action; continued through CF 21, you would be considered to be moving one additional foot on CF Counts 20, 19, 18, 17, 16, and 15 as well. You would have moved a total of 10 + 10 +6 or 26 ft by CF 14.*

### SYNERGY [ATHLETICS]

**Prerequisite:** Experienced, Liquid Motion

Synergy allows you to automatically succeed at TD 50 Athletic skill checks and provides a +1 bonus to Athletic critical skill success.

### TEMPERING [ATHLETICS]

**Prerequisite:** Experienced, Physical Resolve [Self Control]

You have sharpened a physical characteristic of your body. You must choose from STR, REF, or ADROIT when you take Tempering. Add +1 to your chosen attribute for every 25 skill ranks. The benefits only apply to the attribute you choose and you can never exceed more than double your original, unmodified attribute score with Tempering, regardless of skill achieved.

### UNBOUNDED [ATHLETICS]

**Prerequisite:** Experienced, Proprioception

Training, technique, and experience have honed and hastened your skills. You have a +10 bonus to skill checks that are modified by ADROIT, REF, COORD, STR, MASS, SIZE or BODY.

### FLUIDITY [ATHLETICS]

**Prerequisite:** Specialist, Lightning Reactions, Synergy

You blend complex movements into near singular ones with certainty and smoothness. Fluidity provides a +2 bonus to Athletics critical success chances and a +20 Athletics skill advancement bonus.

### HARDENING [ATHLETICS]

**Prerequisite:** Specialist, Physical Resolve [Self Control], Hardier than Stone

You have undertaken and continue to undergo training that works your body by hardening, weathering, and peppering it with the extremes or implements to make it resilient, strong and callous. Hardening provides a +1 bonus to DR for every 35 Athletics skill ranks.

### TOUGHENING [ATHLETICS]

**Prerequisite:** Specialist, Robust, Physical Resolve [Self Control]

You have strengthened, fortified, and firmed up your body. Add a +1 bonus to HP for every 10 Athletics skill ranks. This bonus cannot exceed your BODY.

### COMBAT MANEUVERING [ATHLETICS]

**Prerequisite:** Expert, Fluidity, Unbounded, Intuitive Combatant [Combat]

You can run, swim, climb, balance, jump or other similar actions while engaged in combat, with a quickened action. You still make skill checks for the run, climb, balance, jump or swim action like normal but without the normal modifier levied by engaging in combat.



### HEARTINESS [ATHLETICS]

**Prerequisite:** Expert, Toughening, Stillness [Meditation], Fluidity

Uncompromising devotion to athleticism has honed a deep core of power that infuses all your actions with its energy. This heartiness pervades everything you do, providing a +20 bonus to all Shock, Disease, and Poison/Venom and +20 advancement bonuses to each. Your ability to recover and bounce back from physical adversity is strengthened, allowing you to recover your RR bonus from CON in attribute points and double your normal RR in HP.

### KINEMATICS [ATHLETICS]

**Prerequisite:** Expert, Fluidity, Unbounded, Unleashed Spring [Acrobatics]

You can truly blend one form of motion into another seamlessly, without hesitation or loss of efficiency. This movement efficiency provides you with an additional quickened action.

### OVERPOWER [ATHLETICS]

**Prerequisite:** Genius, Brawn, Fluidity, Unbounded, Elastic Mind [Combat], Combat Maneuvering

Through understanding, application and experience you have learned to use leverage, motion and your physiology to overpower and overcome others. When making Athletic, Acrobatic or Style maneuvers that use BODY (such as Throw or Knock Down, Grapple, etc.) as a measure of success, you can use a quickened action to gain a +1 bonus for every 5 skill ranks. Alternately (or in addition if you have enough quickened actions), with a quickened action, you can add half your MASS to the damage bonus provided by BODY.

### SOAK [ATHLETICS]

**Prerequisite:** Genius, Hardening, Toughening, Combat Maneuvering, Kinematics, Metabolic Control [Self Control]

Practice and experience have taught you how to absorb damage to your body and ablate the impact throughout your physiology. While dangerous and damaging to your wellbeing, you have perfected techniques to suffer horrible attacks and still live. With a quickened action you can make a Block action using your body to absorb the blow and an Athletics skill check for the Block roll. If you succeed, deduct any DR and compare the damage to your BODY score. If the damage is less than your BODY score, you only take one-fifth of the damage as HP damage, ablating the rest of the damage. If higher than your BODY score, you take all of it as BODY damage. You cannot use Soak with physical armor.

*Example – Chaeryn uses Soak to absorb an attack from an Ogre. The Ogre's attack roll is 151 and Chaeryn's Soak roll is 158, enough to succeed. The Ogre hits him for 38 HP damage, which lessened by 7 for Chaeryn's DR is 31. Luckily Chaeryn's BODY is 37 and since 31 is less than 37, Chaeryn only takes one-fifth or 6 HP damage.*

### BOUNDLESS [ATHLETICS]

**Prerequisite:** Legendary, Kinematics, Combat Maneuvering, Only the One [Meditation], Metabolic Control [Self Control]

Unmatched skill and experience has taught you to blend and blur the boundary of motion and maneuvers, allowing you to move and act with seeming tranquility and instant speed. You have an additional quickened action during your CF Action Count. Also you can convert 2 quickened actions into a normal action.

## BEAST KEN [CHAR]

Beast Ken covers the understanding of beasts in and outside of their habitat. A beast, for the use of this skill, refers to a being categorized as an animal, creature, or mutant version of an animal or creature. For more details, see Animals, Beasts and Creatures.

**Assess Beast.** Understand what parts of beasts have potential, such as understanding the pelt of a beast would make a fine coat or that its bones make excellent tools or observe the actions or habitat of beast and interpret what is going on – observing the spoor and behavior of a beast's environment can indicate water or food, migration patterns, predators or dangers. You can also determine overall health and overt signs of sickness, wounds or disability. For any of these applications towards beasts in your Bestiary, make a TD 50 skill check; beasts outside your Bestiary require a TD 100 skill check. A GM may rule an area or being is easier or harder. A successful indicates understanding of the above. A significant failure means misinterpretation.

**Imitate.** Imitate the calls, cries and actions of beasts in your Bestiary, needing only a TD 75 skill check; beasts outside of your Bestiary require a TD 125 skill check to imitate. Reasonable and physical limits exist, of course. If you can't howl like a Kharmar or snarl like a Thorg, you won't suddenly gain the ability. Success means you imitate the beast. If you imitate successfully, your skill check becomes the TD a listener must beat to pierce your fakery.

**Raise Beast.** Care for, raise beasts in your



Bestiary and identify traits, interaction level, and trust. When identifying traits, interaction levels, training ability or trust, you must actively observe and spend 1 day with the beast and make a TD 75 skill check. Success means you have identified one trait or determined the beast's trust, trainability or desired interaction level.

**Tame.** To tame or break a beast to your will. Taming reduces a normally independent creature into a dependent one; especially in environments outside of its normal one. To tame a beast, make an opposed Beast Ken skill check with its PD. If you fail, you cannot try again. Taming is a prerequisite for training any beast.

**Train.** To train a beast. The beast to train must be tamed (see above use of skill). A beast can learn a trick for each point of REAS. The training process takes 2d6 weeks to teach a trick. At the end of this timeframe, make a TD 150 skill check. A list of tricks is found in the Animal, Beasts and Creatures.

**Proficient:**

Bestiary, Capture Beast, Soothe Beast, Savagery

**Trained:**

Brother to Beasts, Rear Beast, Tame, Wild Bond

**Experienced:**

Breed Beast, Instill Devotion, Stay the Beast, Train Beast

**Specialist:**

Beast Healing, Train Purpose

**Expert:**

Bestial Mind, Instill Loyalty

**Genius:**

Crossbreed, Dominate Beast

**Legendary:**

Symbiosis

**BESTIARY [BEAST KEN]**

**Prerequisite:** Proficient

Sometimes reading, studying and conceptualizing a beast is not enough and the only way to truly empirically know it is to live with it, think like it and emulate it. Bestiary captures all this knowledge and experience for one species of beast for each skill rank in Beast Ken. This knowledge covers the outlook, needs, ecology and other details of the selected beast. When working with a beast in your Bestiary, you add a +5 bonus to initial trust.

**CAPTURE BEAST [BEAST KEN]**

**Prerequisite:** Proficient

Anyone can chase down a fox with a pack of dogs and men beating the brush but the true secret to capturing a beast without harm is another thing

entirely. You can apply these techniques towards any beast but not sentient creatures. For beasts, you can make a simple skill check, with a base TD 100, adjusted by the GM for situational modifiers. For beasts in your Bestiary, the skill check is base TD 50, adjusted by the GM as needed.

**SAVAGERY [BEAST KEN]**

**Prerequisite:** Proficient

This secret allows you to turn any beast into a savage, rampaging entity. To start, you must destroy any trust the beast has in you. You can make a TD 75 Beast Ken skill check to reduce the beast's trust by d20 each day. When the beast's trust level is zero, compare your Beast Ken skill ranks to the beast's PD. This is the amount of days you must spend working with the beast to make it savage. At the end of this period, you make a skill check against their PD. If you meet or exceed the PD, you succeed. The savagery lasts one day for every point of difference between their PD and your skill check. A critical success with a skill check makes this outlook permanent. Regardless, the beast is -50 to future attempts to establish any bonds of trust (with anyone).

**SOOTHE BEAST [BEAST KEN]**

**Prerequisite:** Proficient

To soothe the beast is more than the stroke of fur or the offering of treats. Using a normal action you can attempt to sooth a beast, bringing it to a Neutral state. You cannot sooth a beast that is actively hostile or attacking you or another. Make a skill check against the creature's PD. If you win, the creature is Neutral for as long as you continue to spend a normal action keeping it so. Any actions or maneuvers by yourself or other beings that the beast perceives as directly threatening or harmful, snap it immediately out of this state. This applies to situational or environmental threats as well. If you can keep it in a Neutral state for 1 full minute, it will stay in this state without maintenance. At this point, while Neutral the beast is still subject to normal actions that would compel it to change to a hostile or timid state and everything in between. For a beast in your Bestiary, you add a +20 bonus to the skill check to soothe them.

**BROTHER TO BEASTS [BEAST KEN]**

**Prerequisite:** Trained

You know and understand the social bonds and patterns beasts make when they are among their own. You can use your Social skill and Social Motifs to interact with a single beast type from your Bestiary. You can take this secret many times, applying it to a different beast type.



### REAR BEAST [BEAST KEN]

**Prerequisite:** Trained

You can cultivate and nurture any beast type in your Bestiary in captivity and keep them from developing madness, sickness or aberrant behavior caused by growing up outside their native inhabitant. You also know how to keep previously wild animals safe and well in captivity. To safely setup an environment for a beast in your Bestiary requires only a TD 75 skill check. When training or breeding a beast you have raised from birth, you gain a +20 bonus to succeed.

### TAME [BEAST KEN]

**Prerequisite:** Trained

Changing the temperament of a beast is a tough love art fraught with as much disaster as success. Depending on the type of creature, you will have to both break the spirit of the creature and impose your will to force it to act in a specific way or socially bring it to a level of acceptance. Taming also reduces a normally independent creature into a dependent one; especially in environments outside of its normal one. This is a requirement for training a beast. Normally when taming a beast, you only get one attempt to tame it. With the Tame secret, you can attempt to tame a beast as many times as you like. However, like normal, you must overcome the creature's PD to tame it and each time the beast breaks your hold, you suffer a -10 penalty to your ability to tame it.

### WILD BOND [BEAST KEN]

**Prerequisite:** Trained

You create a strong empathic bond with a singular creature type in your Bestiary. You can understand this beast on an empathic level to communicate and receive rudimentary feelings in return. A Wild Bond provides a +20 bonus to any skill checks with this particular beast type. When establishing initial trust with a beast, you add a +10 bonus. This stacks with the bonus provided by Bestiary and other secrets.

### STAY THE BEAST [BEAST KEN]

**Prerequisite:** Experienced, Soothe Beast

You know how to make a hostile, neutral or friendly beast back down or off, quitting the immediate action they are taking. This takes a normal action and you are limited to beasts in your Bestiary. Make a skill check against the beast's PD. If you succeed, they stop the action they are undertaking. This effect only lasts for as long as you maintain control by expending a normal action, but no further skill check is required. Any actions by yourself or other beings that the beast perceives as directly threatening or harmful, will break your control. This applies to situational or

environmental threats too. You have to remake a skill check like normal to reapply control, but each time the beast breaks your hold, you suffer a -10 penalty to your ability to back it down.



### BREED BEAST [BEAST KEN]

**Prerequisite:** Experienced, Rear Beast

You understand deeply the ins and outs of breeding beasts from your Bestiary. You add a +20 bonus to skill checks to succeed at breeding beasts and a +20 bonus to Quality and Drawback rolls. You can introduce controlled modifications into breeding. If you have a Wild Bond with the beasts you are breeding, you can make a TD 125 skill check to check for the potential of drawbacks and rare or hidden traits to show up in the new breed. The potential is expressed as a percent chance of occurrence.

*Example – Solterra breeds avians, especially raptors with which he has a special bond (Wild Bond secret). He has three prime breeding stocks, a Plumed Marauder with a Breed TD 100, an Ebon Brush Claw with Breed TD 125, and a Snowy White Chem with Breed TD 115. The Snowy White Chem is well suited for the cold north where he dwells and its camouflage ability is excellent. The Plumed Marauder is more maneuverable, however, and Solterra wants to breed the two. He hopes to introduce some of the Plumed Marauder's maneuverability [increased aerial agility] into the Snowy White Chem bloodline.*

As the two are within the same species, he uses the base Breed TD from the Snowy White Chem, which is TD 115. Since his target is an increase to a trait the Snowy White Chem already has, its considered a normal breeding, taking 5 generations (out of d6 possible) to bring into his breed line. Not

content with waiting, Solterra chooses to condense the generation gap to 1 instead of 5, taking a +150 TD penalty to do so. This raises the TD he needs to 265. Both breeders are of normal quality so no penalty or bonus is accrued. The Breed Beast secret (TD 125) tells him he has a 100% chance of normal quality breeding and 17% chance of a high or better quality one, including a 3% chance of a rare or hidden trait.

He has a fetish that adds a +30 bonus, 72 skill ranks, a total of +40 in bonuses from secrets, 15 CHAR, and a +50 bonus from an ancestral spirit. His total is +207, meaning he'll need to roll a 58 or higher to succeed. He rolls a 67. He succeeds at the breed but jumping so many generations raised the mortality rate of the parent to 70%. His roll of 67 means a successful breeding but the parent dies in the process. The breed quality is normal but the new avian has a few drawbacks, namely it matures later than normal (30% longer) and allergic to silver (staggered if inhaled/touched).

#### INSTILL DEVOTION [BEAST KEN]

**Prerequisite:** Experienced, Brother to Beasts

You can develop a sense of loyalty in a beast, a willingness to sacrifice for the trainer or another being. This takes a month for each EGO point of the beast and requires a successful skill check against its PD each month for this outlook to take effect. The GM may adjudicate modifiers to cover the differing outlooks and orientation of the beast. This loyalty is permanent unless the beast's trust is reduced to zero.

#### TRAIN BEAST [BEAST KEN]

**Prerequisite:** Experienced, Tame

This is the secret to training a beast to perform tasks or tricks. The amount and sophistication of the training depends on the REAS of the beast. When you train a beast, add the trust of a beast as a bonus to the TD 150 skill check to succeed.

#### BEAST HEALING [BEAST KEN]

**Prerequisite:** Specialist, Bestiary, Experienced Medical

You can apply the Medical skill to any beast in your Bestiary. See Medical skill for full details/description.

#### TRAIN PURPOSE [BEAST KEN]

**Prerequisite:** Specialist, Train Beast, Instill Devotion  
Similar to Train Beast, you can instruct but instead of teaching individual tasks, you train for an overall purpose instead. The purpose represents a fitted set of tasks that follow a common premise, such as combat, protector, sentry or stalker. It must meet all normal requirements.

#### BESTIAL MIND [BEAST KEN]

**Prerequisite:** Expert, Bestiary, Ego Grip [Self Control], Language of the beast

You have come so close to one type of beast from your Bestiary that you can become it mentally, emitting this presence to beasts of the same type. You must also be able to speak this beast's language (see prerequisites). The transformation is short, only 1 full melee round where you can do nothing but focus on this change. Afterwards beasts of this type mentally see you as one of them and treat you accordingly. However, any beast with MA 10 or higher can struggle against this concept when first influenced by your Bestial Mind. If the beast succeeds at the MA check, it no longer sees you as one of its own and is permanently immune to any further attempts at this maneuver in the future.

#### INSTILL LOYALTY [BEAST KEN]

**Prerequisite:** Expert, Instill Devotion, Train Purpose  
You can develop a sense of loyalty in a beast well beyond the strength and speed of normal relations. You build the situations artificially to strengthen the trust bonds between you and a beast. This takes a month for each EGO point of the beast and requires a successful skill check against its PD each month. Any failure ruins the entire process. After the last skill check is made, you and the beast have a 100 trust, regardless of what it was previously. The GM may adjudicate modifiers to cover the differing outlooks and orientation of the beast.

#### GAME HINTS

While some basic guidelines for breeding animals and beasts are provided, individual GMs will need to tailor these mechanics and potentially add more to allow for this in their own games. The basics are there but the nuances that will be necessary to make it more than a numbers game will need to be provided by the individual GMs



#### CROSSBREED [BEAST KEN]

**Prerequisite:** Genius, Breed Beast, Beast Healing, Expert Medical, Flaw Prediction [Engineer]

You understand how to crossbreeding beasts from your Bestiary for given traits or to create new species. You have a +20 bonus (in addition to the Breed Beast



## BUSINESS [WITS]

bonuses) to Quality checks when breeding or crossbreeding beasts. You also gain a +2 bonus on dice rolls when determining inheritance and generational steps required. For Very Good or Superb bloodlines that you directly breed, you can make a TD 200 skill check to force Rare traits (if any exist) to show in this generation. If you fail, however, the generation dies.

### DOMINATE BEAST [BEAST KEN]

**Prerequisite:** Genius, Stay the Beast, Brother to Beasts, Bestial Mind, Expert Social

You know how to take control of a hostile, neutral or friendly beast by command and presence. This takes a normal action and you are limited to beasts in your Bestiary you can communicate with verbally (you must speak the beast's language). Make a skill check against the beast's PD. If you succeed, they stop the action they are undertaking and will listen to your commands. Beasts controlled in this fashion are not automatons, but subservient to your will. They are considered Unsettled (see **Adventuring**) while dominated in this fashion. This effect only lasts for as long as you maintain control by expending a normal action, but no further skill check is required. Any actions or maneuvers by yourself or other beings that the beast perceives as directly harmful enough to result in death require you to use a quickened action and make immediate skill check against its PD. If you cannot use a quickened action or fail the skill check, the domination is broken – the beast is 100% hostile and immune to your domination for an hour. This applies to situational or environmental threats as well.

### SYMBIOSIS [BEAST KEN]

**Prerequisite:** Legendary, Bestial Mind, Discipline [Self Control], Stillness [Meditation], Dominate Beast, Wild Bond

You create a strong empathic bond with a singular creature from the beasts in your bestiary, with which you have taken Brother to Beasts and Wild Bond, befriending it on a level where you can communicate clear empathic concepts by touch and receive feelings in return. Such a beast becomes as close to you as family, treating you as if you were one of their same kind of beast. For the purposes of the Beast Ken, Medical, Social and Perform skills towards this one beast, you gain a +50 bonus for all skill checks.



**SKILLS**

Business deals with all aspects of running a business, from a lowly hawker to a merchant prince running a vast mercantile empire. The skill includes the ability to analyze business trends, appraise individual goods or evaluate a large bulk of cargo, accounting of business books, as well as managing and administering business. This includes an understanding of cargo/customs, advertising, communications, hiring and management, as well as hiring and management practices.

**Appraise.** Figure the quality or value of goods and services. Basic evaluation requires a TD 75 skill check and provides a market value based on the local area with a d8 x 5% error rating. The bulk of the goods you are evaluating determine the time required. Looking over a single object takes only a minute. Consult your GM for larger volumes of goods.

**Haggle.** Look for or get the best deal. A typical haggle takes 100 minus a Business skill check in minutes. When dealing with a merchant or business you can make an opposed skill check to buy goods or services at a 1% discount for every 10 skill ranks. The GM may adjudicate a better or lower discount or circumstantial modifiers as necessary. However, this use of your business skill handles the issues of merchants raising the price and then lowering it as a ploy. The discount is considered a true market value reduction. This use of skill applies the opposite direction too, applying a bonus to the sale transaction for goods you haggle and sell to customers.

**Research Business.** To research a single business entity such as a restaurant, tavern, shop, storefront, bazaar booth, individual hawker and so on to determine its attributes, such as wealth standard, trust, income, worth, and market niches. Full markets (the spectrum goods and services offered in an area); chains of businesses or merchant companies are beyond the scope of this simple evaluation. This research takes time and is nothing more than a rough approximation. See the GM Section for full details on business and their attributes. You determine each attribute singly, with a skill check for each. The research requires a TD 100 skill check and takes 1 week but has an error rating of d20 x 5%. Unlike appraisals, you know if you are off the mark (GM openly provides the error margin).

**Wealth Management.** If you have at least 1 Wealth (any type) to work with it to potentially increase its value. Wealth management of this nature

**SKILLS**

is a full time activity (its all you do). The basic increment of time you can manage and invest wealth is a month. Success is based off a formula of TD 50 + 5 for each Wealth you invest. If you succeed, you earn a d6 x d10 percent of the Wealth you invested in return. If you fail you lose 60% to 100% of the wealth you invested. The GM can add or subtract factors from this formula based on local economic influences.

**Proficient:**

Art of the Deal, Business Contact, Eye for Value, Market Research, Merchandise Familiarity, Pack Mule, Stowing

**Trained:**

Advertising, Business Connection, Business Scout, Facility, Manager, Routing

**Experienced:**

Find Capital, Merchandise Specialist, Predict Market, Trade Secret

**Specialist:**

Large Scale Management, Mass Advertising, Product Testing

**Expert:**

Competitive Intelligence, Corporate Secrets, Industrial Espionage

**Genius:**

Commercial Influence, Decentralize

**Legendary:**

Merchant Prince

**ART OF THE DEAL [BUSINESS]**

**Prerequisite:** Proficient

You have a +5% bonus discount with the base Business skill use of Hagggle. This small percentage comes from your skill in bartering, haggling and mercantile familiarity – not from the profit of either the buyer or seller.

**BUSINESS CONTACT [BUSINESS]**

**Prerequisite:** Proficient

Business is all about knowing who can make a deal and you can cultivate just those people. Business contacts are people who will wheel and deal with you, make deals, either to buy, sell or pass on information about buying or selling. They are exactly like normal contacts with the same levels, except they are always drawn from the Business portion of the chart. A business contact also will have 1 of 3 traits, rolled when taken: 40% (Seed Business), 40% (Dealer), or 20% (Investor). Like other contacts, a business contact can only be used in its local area and you can actively use them as dictated by your Social skill. All contacts have a favored level of interaction, trust and

a difficulty to overcome in order to use and mature. More detailed information is available in the *Social Dimensions* section. If the contact was not gained via role playing or in game, see the charts in *Social Dimensions* section to see what business contact is cultivated. The GM will further expand on the NPC to represent the contact.

**EYE FOR VALUE [BUSINESS]**

**Prerequisite:** Proficient

You can increase the difficulty of an appraisal as outlined in the below chart, in order to get a better accuracy out of the results.

TD	% ERROR
TD 125	d6 x 5%
TD 150	d4 x 3%
TD 175	d10%
TD 200	0%

**MARKET RESEARCH [BUSINESS]**

**Prerequisite:** Proficient

Rudimentary ability to research markets, the availability of certain goods, and even ways to recover damaged, stolen or lost goods. When researching a market, you gain a view of business goods and services and the demand associated with each market niche. Market Research takes 1 week per community size.

COMMUNITY SIZE	SKILL CHECK IS...
Hamlet	TD 50
Village	TD 75
Township	TD 100
Town	TD 125
City	TD 150

**MERCHANDISE FAMILIARITY [BUSINESS]**

**Prerequisite:** Proficient

You have a +20 bonus to Business skill checks with a named type of merchandise or service, such as weapons, silk, textiles, etc.

**PACK MULE [BUSINESS]**

**Prerequisite:** Proficient

Similar to Stowing, Pack Mule is the knack for reducing the burden on a wagon, mule, horse or other means of transportation. Make a skill check to redistribute and adjust a wagon, mule, cart or similar vehicle. Divide the skill check by 5 to figure the percent you reduce the burden. If you use Stowing or similar means of increasing space or volume, use this new amount to determine the weight reduction. You cannot reduce the burden less than 50% of the



original encumbrance.

### STOWING [BUSINESS]

**Prerequisite:** Proficient

You can make a skill check to reshuffle and pack a wagon, mule, cart or like vehicle used to transport goods. Divide the skill check by 10 to determine the additional amount of space in volume you can find cramming, settling and arranging goods. You cannot exceed more than double the original space available.

### ADVERTISING [BUSINESS]

**Prerequisite:** Trained

You have honed your basic ability to reach people and educate them about your products or services. You can apply word of mouth or other "media" to gain advantage when conducting business. Advertising is an active process that requires a skill check to succeed and resources to support the campaign. Advertising also only applies to a single business. Advertising allows you to increase the % coin of income for your business by a +1 percent for every 5 skill ranks. However, you are required to spend 2 coin (business standard sets whether it's copper, silver, gold or sovereign) for each bonus percentage every month to support the campaign. Thus, on a Gold standard, a 5% increase would require 10 GC to support the advertising. The result lasts for a single month. You must continue it the next month or lose the bonus. Advertising requires a TD 100 skill check for townships and smaller and a TD 150 skill check for towns and cities to succeed. If you fail, the money and effort (time) is lost.

A second form of advertising seeks to drive business to your door by expanding your reach. This is handled the same way as above but provides a +1 bonus for every 5 skill ranks to your business's Trust instead. You can run both types of advertising for a business and gain the benefits but multiple versions of the same type of advertising do not stack their benefits with one another.

### BUSINESS CONNECTIONS [BUSINESS]

**Prerequisite:** Trained

Business connections make commerce possible: who to buy from, to sell to, who will transport your goods, who to go to in times of trouble, etc. They are exactly like normal connections (see Social skill for details) with the same range of influence, except they are always drawn from the Business side of the chart. A business connection also will have one of three traits, rolled when taken: 40% (Broker), 40% (Investor), or 20% (Contact Network). Outside of these differences, business connections are handled exactly like contacts (see Social skill for full details). Like other

connections, a business connection is limited by its influence and reach and you can actively use them as dictated by your Social skill. All connections have a favored level of interaction, trust and a difficulty to overcome in order to use. More detailed information is available in the *Social Dimensions*. If the connection was not gained via role playing or in game, see the charts in *Social Dimensions* section to see what business connection is cultivated. The GM may further expand on the NPC to represent the connection.

### BUSINESS SCOUT [BUSINESS]

**Prerequisite:** Trained

Researching a business requires a TD 100 skill check and takes 1 week but has an error rating of  $d20 \times 5\%$ . When researching a business entity (covered in basic skill use), you can step up the difficulty to reduce the error rating. You can increase the difficulty as outlined in the below chart, in order to get a better accuracy.

You can also attempt an all-or-nothing research tactic and make a single skill check to discover all the attributes with one roll. This approach steps the difficulty up one more tier (Challenging to Hard, Hard to Very Hard, etc.). A zero error margin, all-or-nothing research would require a TD 300 skill check.

TD	% ERROR
TD 125	$d10 \times 5\%$
TD 150	$d6 \times 3\%$
TD 200	$d12\%$
TD 250	0%

### FACILITY [BUSINESS]

**Prerequisite:** Trained

You understand how to run a shop, store front or even a bazaar table with great skill. For this business, your Business skill ranks count as a defensive bonus against espionage, burglary, pilfering (snatch and run, distract and grab, etc.), casing and other skills or tricks. Any skill checks to attempt one of these actions or tricks adds your skill ranks to the TD required.

Superb management and practices also drive quality business to your door. Add a +5 bonus to business trust and reduce business maintenance by -2%. To gain these benefits you must directly run the facility.



## MANAGER [BUSINESS]

### Prerequisite: Trained

You are highly skilled in applying managing practices to small and medium business ventures. When attempting Trade Routes, you gain a +20 bonus to Start and Destination skill checks.

When running a business you add a +3 bonus to %coin and reduce business maintenance by -3%. To gain these benefits you must directly manage or be in command.

## ROUTING [BUSINESS]

### Prerequisite: Trained

You have a trained eye for determining what transportation channels are safest in the terms of bodily and market risk. For a Trade Route you personally run, you can choose to reduce the Start skill check, the Destination skill check or lower the risk factor. If you choose either the Start or Destination skill checks, you lower the skill check by 1 difficulty tier (Challenging to Moderate, Moderate to Routine, etc.). If you elect to lower the risk, you do so by -1% for every 10 skill ranks. However, you can never reduce the risk to less than 1%, regardless of skill. You can only apply the benefits of Routing to one of the three areas with a single skill check. You can, however, make three skill checks to affect all three areas. Once you make the skill check, you cannot make another against the same area for the same trade route if you fail. You can, however, try again when you advance in skill or gain a new bonus that modifies your skill check.

*Example - Kerazde the merchant plots his route from Talismondé to Choae in Falohyr. He applies his skill to reduce the risk of running the trade route, but fails the skill check. His effort represents the best he can do and trying again provides no benefit. Later, he learns some key information about bandits and bandit gangs that ply the trade route and the GM gives him a +10 bonus to his skill check. Now, he can try again since he has new information. If he had advanced in skill, he could try again as well.*

## FIND CAPITAL [BUSINESS]

### Prerequisite: Experienced, Business Connections

You are a master at finding capital and add a +1 bonus to personal Wealth for every 5 skill ranks. When working with a contact or connection as the investor, venture capitalist or similar investment traits, you add a +20 bonus to their trust levels to determine how much money they will provide you. The +20 bonus to trust also applies toward determining the skill check required as well.

## MERCHANDISE SPECIALIST [BUSINESS]

### Prerequisite: Experienced, Merchandise Familiarity

Select a niche of goods, the same niche you selected with Merchandise Familiarity. With these goods, you have a +3 critical success chance when making Business skill checks and always add +1 extra dice for Wealth In checks for businesses.

## PREDICT MARKET [BUSINESS]

### Prerequisite: Experienced, Experienced Culture [choose]

Determine which commodities, services or goods will become more or less valuable; how much capital will be available, or what trading opportunities will arise in the near future. How far ahead you want to predict determines the difficulty. Base difficulty is TD 125 + 25 per month in advance and it takes d4 days and d10 Wealth per month in advance to predict. The GM determines the hit or miss (error factor) secretly.

## TRADE SECRET [BUSINESS]

### Prerequisite: Experienced, Experienced Intel

Trade Secret is a composite of legal, social and cultural barriers of protection you put in place to protect your interests. You can designate a formula, practice, process, design, instrument, pattern, or just plain information about your business worth, connections, etc. that you consider a Trade Secret. Your Business skill is used to oppose another's attempt to discover information about a Trade Secret. Against information gathering or research (regardless of the skill used) to discover any information you have designated as a Trade Secret, you add your Business skill ranks to the researchers TD to discover the information. You can protect 1 Trade Secret for every 5 skill ranks.

You can change the information you consider a Trade Secret at any time but it takes a full day for the change to take effect.

## LARGE SCALE MANAGEMENT [BUSINESS]

### Prerequisite: Specialist, Manager, Facility, Charm [Social]

You have the discipline, training and management skill to find qualified persons and delegate work to them. You can delegate management or the running of a shop, business, factory, trade route, etc. to a subordinate and they use your next lowest skill plateau (but not actual skill ranks) when running the business. They are required to have at least skill ranks equal to a skill plateau two less than yours. So, if you have Specialist Business skill, your assistance would need at least Trained Business skill to qualify. Thus, you still need good assistants. You can delegate to 1





manager for every 15 skill ranks.

*Example – Kerazde keeps a shop in Talismonde to trade the goods he brings back on his normal routes to Falohyr and Talafar. His business skill is 77 (Expert) so to convey the benefits of his Large Scale Management secret to the assistants that run his shop, they would need at least Experienced skill to qualify. Luckily his sister is quite skilled (43 skill) and more than qualifies.*

#### MASS ADVERTISING [BUSINESS]

**Prerequisite:** Specialist, Advertising, Ethos [Intel]  
You have greater skill and reach with your advertising campaigns and can apply the benefits of advertising to 1 business for every 15 skill ranks. You pay full costs for the advertising campaign for the first business but are only required to pay half the appropriate costs for each additional business. You only make a single TD 125 skill check to succeed.

#### PRODUCT TESTING [BUSINESS]

**Prerequisite:** Specialist, Merchandise Specialist (select product), Shrewd [Intel]  
If you make a TD 125 and expend d100 wealth worth of product over a d20 month period, you can gain a +100 bonus to break the market with the product and +3d10 initial Trust. You can only gain this benefit once when you enter a market for the first time with a specific product that you have taken Merchandise Specialist.

#### COMPETITIVE INTELLIGENCE [BUSINESS]

**Prerequisite:** Expert, Large Scale Management, Trade Secret, Reputation [Intel]  
The legal and ethical maneuvers you can make against the competition for purposes of defensive and

offensive business moves. More detailed information is available in the *Social Dimensions* section. Competitive Intelligence acts as a passive rank II Business Connection that constantly and legally influences events pertaining to your business interests protectively and aggressively on your behalf. To maintain this benefit you must expend 5% of the total worth of your businesses on a monthly basis or lose its benefits.

#### CORPORATE SECRETS [BUSINESS]

**Prerequisite:** Expert, Trade Secret, Large Scale Management, Ethos [Intel]  
Industrial Secrets are a measure of protection on a different scope than either Trade Secret or Competitive Intelligence. All your business interests and information gain the benefit of Trade Secret. Also, Industrial Secrets simulates (acts like but is not really) a passive rank II Underworld and Crime Connection that constantly acts to protect your business interests against the influence or connections of others. More detailed information is available in the *Social Dimensions* section. To maintain this benefit you must expend 10% of the total worth of your businesses on a monthly basis or lose its benefits.

#### INDUSTRIAL ESPIONAGE [BUSINESS]

**Prerequisite:** Expert, Covert Influence [Underworld], Large Scale Management, Reputation [Intel]  
Industrial Espionage is using illegal and unethical business practices to subvert, damage, or steal from competing businesses by stopping product movement, halting mercantile routes, sabotaging

business concerns, etc. Designate a competitor or business to work against. Set the style of the approach (Criminal or Underworld) you will use and determine the amount of money you are going to expend to fund the campaign.

Crime connections are cheaper but cost three times as much instead of double costs to hide your tracks (covert). They focus on active criminal ventures, such as robbery, beating up the competition, and other means of physical influence.

Underworld connections focus on aggressive political, social and political pressures, such as politically blocking business, revoking licenses, destroying reputation and other non-physical negative influences.

Industrial Espionage is calculated on a monthly basis and requires you to pay each month upfront. You can buy as many different connections as you can afford. You can elect to cover up the evidence of your espionage and prevent others from tracing the espionage back to you but the action costs twice as much. Covering your tracks makes your espionage activity difficult to trace back to you. Attempts to trace espionage require an opposed skill check, using your skill check as the TD. The amount of money you spend determines the breadth and ability of your industrial espionage.

To purchase an aggressive criminal connection, subtract your Business skill ranks from 200. Multiply this times 25 to determine the amount of gold (GC) you pay each month for a Rank I Crime connection. Each successive ranked Crime connection costs the same amount, to a cap of a Rank IV connection.

Underworld connections are the same, except you subtract your skill ranks from 250 and multiply times 35 to determine the amount of gold (GC) you supply each month for a Rank I Underworld connection. Each successive ranked Underworld connection costs the same amount, to a cap of a Rank IV connection.

#### COMMERCIAL INFLUENCE [BUSINESS]

**Prerequisite:** Genius, Network [Intel], Pull [Urban], Competitive Intelligence, Corporate Secrets  
Your business interest and commercial influence is so strong you can use your Business skill for skill checks in place of Social/Intel ones as set by the Pull secret.

#### DECENTRALIZE [BUSINESS]

**Prerequisite:** Genius, Network [Intel], Social Empathy [Social], Competitive Intelligence, Ethos [Intel]

You understand how to empower people close to the source of business and yet maintain strong control of your organization. You can delegate to a subordinate and they use your skill plateau when running the

business, but without the requirement for a two skill plateau difference outlined under Large Scale Management. You can delegate to any number of managers.

#### MERCHANT PRINCE [BUSINESS]

**Prerequisite:** Legendary, Acumen [Social], Unleash Tongue [Intel], Decentralize  
You are a master of your trade.

- Choose a free passive Rank II Connection.
- All your directly owned business ventures have a +25 bonus on income rolls.
- You permanently gain the social motif Merchant.
- Once during a month, you can elect to make a TD 200 skill check to do 1 of the following:
- Boost your Competitive Intelligence to Rank III
- Lower Industrial Espionage costs by -30%
- Boost Industrial Secrets to Rank III

#### CAST [REAS]

The sequence of mnemonics, phrases, gestures or movements to make magik spells work. Cast is an integral part of using magik spells. You use it to handle all the manipulation of a spell except powering one (which is handled by Channel).

**Specialization Skill:** You must declare a spell or school of magik when taking this skill. See the *Magik and Psychic Section* for more details.

#### Proficient:

Adept, Arcane Duelist, Battle Savvy Wizard, Fluid Casting, Hardened Caster, Speed Cast

#### Trained:

Chain Spell, Focused Arcana, Legerdemain, Reduce Burden, Spell Piercing, Uninterruptible Casting

#### Experienced:

Control Failure, Delay Activation, Focused Power, Singularity

#### Specialist:

Fistful of Storms, Unsighted Caster

#### Expert:

Swift Cast, War Caster

#### Genius:

Hundred Handed, Stayed Hand

#### Legendary:

Thousand Tongued



## ADEPT [CAST]

### **Prerequisite:** Proficient

You have a deep understanding of how to manipulate magik symbols, concepts, and movements. You reduce the mana cost required for a spell by 1 for every 20 skill ranks you attain in the spell. Adept also applies to schools of magik and you use the school of magik's skill ranks to determine the Adept secret's bonuses.

If you have skill in an individual spell and skill ranks in a school of magik that contains the same spell, the effects of the Adept secret do not stack.

## ARCANE DUELIST [CAST]

### **Prerequisite:** Proficient

You have concentrated on making precise and economical movements to conserve time, get spells on target and stay defensive. You can use a quickened action to employ these techniques, gaining the following bonuses: +10 to Cast skill checks, +30 MD, and +10 DEF. These bonuses last until your next CF Action Count or 7 CF counts, whichever comes first.

## BATTLE SAVVY WIZARD [CAST]

### **Prerequisite:** Proficient

Time on the battlefield has taught you to duck and dodge when plans go awry and the enemy gets too close while you are casting. You can use a quickened action to employ these skills, gaining the following bonuses: +10 Dodge, +30 DEF, and +10 MD. These bonuses last until your next CF Action Count or 7 CF counts, whichever comes first.

## FLUID CASTING [CAST]

### **Prerequisite:** Proficient

You must declare this secret at the start of your CF Action Count and you cannot use other secrets without disrupting its benefits. If you can successfully cast a spell in a single CF Action Count, you consider your CF to be +1 higher for the rest of the melee round for determining CF Actions and order. If you successfully cast another spell on the next CF Action Count in the melee round, you gain another +1 bonus to CF. This bonus continues to stack and accrue for as long as you continue to cast and succeed on consecutive CF Action Counts. If the chain is broken at any time, all bonuses are lost. A spell that fails or is Eldritch Dodged or otherwise negated is considered not successful. Casting more than once in a CF Action Count does not provide any additional benefit. No matter how many bonuses you accrue or carry over from previous melee rounds, you can only carry over a maximum of a +1 bonus CF to the next melee

round for every 10 skill ranks you attain. Regardless of skill or rolls, you cannot advance your CF beyond the max of 40.

*Example – Wildren declares Fluid Casting on his CF Action Count of 20. He succeeds in casting the spell on himself and bumps his CF to 21. Normally, he goes on CF Counts 20, 13, and 6. Because he temporarily boosted his CF by +1 for the Fluid Casting, he will now go on 14 and 7. If he succeeds at another spell on CF Count 14, he will get another +1 CF and go on CF Counts 8 and 1, effectively gaining a new action!*

*As his skill is 28, he can carry over a +3 bonus to CF into the next melee round, starting on 23 instead of 20 and getting CF Actions on 16, 9, and 2. If he succeeds with a spell on 23 and continues the chain, he would go on 17, 10, and 3. Even if he succeeds on each of these counts, he can only carry over a max of +3 CF to the next melee round.*

## HARDENED CASTER [CAST]

### **Prerequisite:** Proficient

You press on when you endure hardship or pain. You add a +30 bonus to Cast or Channel skill checks when rolling against spell disruption, dispelling or other spell mitigating effects used on you that require a Cast or Channel skill check.

## SPEED CAST [CAST]

### **Prerequisite:** Proficient

You are proficient at getting spells cast quickly. With a quickened action, you can concentrate solely on casting your spell, considering your Channel skill to be +25 skill ranks higher than normal.

## CHAIN SPELL [CAST]

### **Prerequisite:** Trained

When you segue from spell to spell, you build on the power on the preceding spell to cast the next one more powerfully and accurately. Chain Spell requires a quickened action each CF Action Count. After casting a spell, you gain a +5 bonus to your Cast skill (any spell), and the benefits of **Intensify** (Arcanology base use of skill). If you successfully cast another spell on the next CF Action Count in the melee round, you gain another +5 bonus to your Cast skill (any spell) and an additional use of **Intensify** (Arcanology base use of skill) that stacks with the previous values. This bonus continues to stack and accrue for as long as you continue to cast and succeed on consecutive CF Action Counts. If the chain is broken at any time, all bonuses are lost. A spell that fails or is Eldritch Dodged or otherwise negated is considered not successful. Casting more than once in a CF Action Count does not provide any added benefit. You must have 10 skill ranks or more in the spells you use or you lose the benefits as well. If you use Chain Spell with Fluid Casting the bonuses stack together.



### FOCUSED ARCANA [CAST]

**Prerequisite:** Trained

You have great focus with a single spell (not school of magik), compounding your ability to use it. Select a single spell. With this spell, you have a +20 skill advancement bonus.

### LEGERDEMAIN [CAST]

**Prerequisite:** Trained

With a quickened action, you may use your Cast skill to hide your magik casting from observers. They must actively choose to use Recon to pierce your skill, using your skill ranks as the TD to notice.

### REDUCE BURDEN [CAST]

**Prerequisite:** Trained

All spells require some attention and some require more than others. You can reduce the maintenance requirement from a full action to a normal action, a normal action to a quickened action or a quickened action to none. You can only reduce the burden of a single spell during a melee round and you must have at least 10 skill ranks in the spell.

### SPELL PIERCING [CAST]

**Prerequisite:** Trained

Precision is just as good as power in the application of damage to opponents. With any spell you have 10 skill ranks or higher, you add a +1 bonus to the damage it causes for every 10 skill ranks. This applies to all the damaging attacks within a spell. A spell that ordinarily doesn't inflict damage is unaffected.

### UNINTERRUPTIBLE CASTING [CAST]

**Prerequisite:** Trained

When interrupted during spell casting, you can elect to use a quickened action to ignore the disruption and continue casting. If you are disrupted further you must make a Channel skill check like normal to handle it.

### CONTROL FAILURE [CAST]

**Prerequisite:** Experienced, Adept

Your talent and skill with magik allows you to reduce the fumble chances of any spell you know at Proficient skill or higher by -1 for every 20 skill ranks. You cannot reduce the Fumble penalty below one.

### DELAY ACTIVATION [CAST]

**Prerequisite:** Experienced, Reduce Burden

You can delay the activation of magik, holding off on finalizing the last portion of the spell by 1 melee round for every 10 skill ranks in the spell. Delaying magik in this fashion is not without cost, however, and you must passively channel at least 10% of the

spell mana cost each melee round to hold the spell in this reserve status. You can use this secret on any spell you have 25 skill ranks or higher in, but cannot delay a Hanged Spell, Spell Rack or similar grouping of already suspended magik.

### FOCUSED POWER [CAST]

**Prerequisite:** Experienced, Spell Piercing

Keen proficiency and efficient use of techniques allows you to raise the critical chances of any spell you know Proficient skill or higher by +1 for every 20 skill ranks.



### SINGULARITY [CAST]

**Prerequisite:** Experienced, Focus [Meditation]

This secret allows you to align the doorways of power within your body to gain a +50% bonus to the output of your spell. Singularity requires a quickened action every CF Action Count you spend channeling to power a spell. This technique relies heavily on the arcane geometry you form with the positioning of your body. You can maintain its benefit as long as you maintain a static position that movement actions, even quickened actions to Parry or Dodge, would disrupt. If at any time you fail a spell disruption skill check while using Singularity, you automatically suffer a B-level Channel fumble.

### FIST FULL OF STORMS [CAST]

**Prerequisite:** Specialist, Singularity, Power Trap [Channel]

You understand how to manipulate your ability to cast spell to help handle greater amounts of energy but doing so places a harsh burden on your body. You can apply Fist Full of Storms to any spell you have 45 skill ranks or higher in. Fist Full of Storms requires all your actions (quickened and normal) during the CF Action Count you use it. It allows you to add your Cast skill ranks with the spell to your Channeling skill ranks to determine how much power you can move in a CF Action Count. However, this act is very stressful to your body and inflicts 2-CON impairment. You can do this as many times as you like, but if you leech your CON to zero you go into shock and die.

### UNSIGHTED CASTER [CAST]

**Prerequisite:** Specialist, Arcane Memory [Arcanology], Eye for the Hidden [Recon]

You understand how to cast blindly and still stay on target. When denied visibility due to Blindness, Concealment, or like situations, your foe does not get the free Dodge against your attack. When denied visibility due to Cover, you negate the free Dodge against that Complete Cover provides. Against Partial or Substantial Cover, you get a +20 Cast bonus to find your target.

### SWIFT CAST [CAST]

**Prerequisite:** Expert, Fist Full of Storms, Speed Cast You can cast any spell you can completely channel in a single CF Action Count as a quickened action. You are still limited to your normal amount of channeling in a CF Action Count.

### WAR CASTER [CAST]

**Prerequisite:** Expert, Energy Surge [Channel], Arcane Memory [Arcanology], Battle Savvy Wizard

In war, the volume of magikal power you can leverage to attack the enemy is everything. You have learned to cast successive spells with quick and deadly efficiency. When you cast a spell, you can choose to have any remaining Channeling not used automatically applied against the potential channeling requirements of the next CF Action Count. This counts as a withdrawal of mana from its source, held in a special magik jar. Normal APT limits still apply. If you do not cast a spell in the next CF Action Count, this amount of mana is lost. You can elect to carry forward a lesser amount but must designate the amount when you cast your spell. You must cast a spell to begin this cycle. The background channeled mana continues to stack and accrue for as long as you continue to cast spells on consecutive melee rounds. If the sequence is broken at any time, all the mana is lost. Casting more than 1 spell in a CF Action Count does not provide any additional benefit. No minimum spell skill is required to take advantage of this secret.

*Example – If you can channel 50 mana and you only use 10 with your spell, the War Caster secret automatically allows you to withdraw the remaining 40 mana and apply it towards a spell the next CF Action Count. If you cast a 70-mana spell on the next CF Action count round, you would use your normal Channeling (50-mana) and 20 of the previous to power it, carrying forward the remainder 20 Mana.*

### HUNDRED HANDED [CAST]

**Prerequisite:** Genius, Retort of Power [Arcanology], Channel Dexterity [Channel], War Caster, Spell Rack [Arcanology]

You must declare Hundred Handed on your first CF Action Count in the melee round. This special maneuver that will consume all the rest of your actions for the melee round. This maneuver is a masterful series of titanic legerdemain and speed that literally seems to mimic its name. Hundred Handed allows you to cast as many spells on the CF Action Count as you can normally channel mana into during a single melee round, essentially condensing all your CF Action Counts into one giant one. Normal APT limits apply and you cannot exceed the Channel limits that apply to the single CF Action Count. You cannot stagger activation of the spells; they are considered to happen simultaneously. You cannot use any other secret or special ability with Hundred Handed though secrets or abilities that provided passive benefits still apply.

*Example – Wildren uses Hundred Handed at the start of the melee round when he goes on CF 28. He has a channel skill of 100 and has the secret Adept which provides a passive bonus,*



reducing the mana cost of spells. Wildren begins casting and throws *Mystik Dart* spells, which at a mana cost of 1 (reduced by the *Adept* secret) allows him to throw 100 of them!

### STAYED HAND [CAST]

**Prerequisite:** Genius, Retort of Power [Arcanology], Power Web [Channel], War Caster, Singularity  
You can cast a spell and delay its activation, setting a delay of CF Count per skill rank in the spell (or school) between its casting and effect. If you have the ability to cast multiple spells, such as with *Spell Rack* or *Hundred Handed*, you can adjust and stagger the activation of the spells. Thus, at Genius, you could cast a spell and have it “go off” 110 CF Counts later.

### THOUSAND TONGUED [CAST]

**Prerequisite:** Legendary, Unfettered [Channel], Lore Mastery [Arcanology], Hundred Handed, Dimensionless Qualities [Engineer]  
Select a single spell. Instead of casting this spell, you can make a TD 200 skill check instead. If you succeed, the spell forms into a semi living, magikal construct that helps you use magik. A *Thousand Tongued* spell adds a value equal to the mana normally required to cast it to your APT and allows you to *Chain Spell* (see earlier secret) without expending a quickened action.

You must have 150 skill ranks or higher in a spell to utilize it in this fashion. Once brought into existence, a *Thousand Tongued* spell is not usable as a normal spell. You can dismiss it at will without using an action. You can only 1 *Thousand Tongued* spell active for every point of REAS. Once invoked, a *Thousand Tongued* spell immediately impairs your CON -4 and will impair it an additional -4 CON for every 24 hours maintained.

*Example – Wildren is about to perform a very powerful ritual that requires 200 APT. His APT is only 75 but he is Legendary with 3 spells and knows Thousand Tongued. His CON is 25. He calls forth each spell and makes the skill checks required. His CON is impaired by -12, lowering it to 13. One spell normally takes 25-mana, another 50-mana, and the last spell: 70-mana. With Thousand Tongue in effect for all three, his APT rises to 220, more than enough for the ritual.*



## CEREMONY [ESS]

The ceremony skill governs the use of a formalized pattern of actions, events or words. Such things are called rituals. These rituals are the rites to focus and channel raw power or faith. These are separate and private knowledge kept close by the orders and fellowships that conceive them, such as empowering a paladin's sword, the temple altar or even to adorn a person with a special power or particular manifestation of faith. Each of these has specific rules and limitations that are specified in its description.

All uses of Ceremony involve the release or expenditure of life (ESS and APT specifically), either from the ritualist, participants, objects, symbols filled with energy (defined as APT), certain processes and ceremonies, or even a victim as circumstances and use warrants. The basic concept of the Ceremony skill is you drain a portion of energy to fuel something else, be it a skill, a talent, and spell or any other conceivable thing. As long as a willing entity has at least 1 ESS and 1 APT, it can participate in a ritual and add to its effect. Rituals that involve other people, places or things require physical contact.

**Identify rites or rituals.** This process of examination takes 1 minute and requires TD 50 skill check. In combat, this act takes a normal action and a TD 100 skill check. In either case, if you are opposed by another's skill, you make an opposed skill check.

**Ritualize Habit or State.** Create short, non-magikal rituals to help you focus the outcome of habitual actions. You can also create a non-magikal ritual to provide a focus to invoke a state or condition, such as rage, calmness or purity. Simply put, you turn the habit or process of reaching a certain state into a ritual. Habit rituals provide a bonus to a skill or action whose outcome is dependant on a single dice roll. A ritualized habit requires a TD 100 and at least 1 hour but would provide a +1 bonus for every 3 skill ranks toward the outcome. A ritualized state or condition requires a TD 100 skill check and 1 hour as well and lasts as written for the individual condition or state; if no time frame is listed then it lasts for the day. You can speed this process to a minute of preparation with a TD 125 or to 1 melee round with a TD 150. You can have any number of these rituals for actions or states but can only apply one of them at any given time. The bonus from a ritualized habit lasts for a day.

## GAME HINTS

Ritualizing some habit of your character can provide strong benefits in game. For instance, a mental calming ritual you perform before battle to stay calm would provide you with the Calm status at the beginning of battle. The way to tie and adjust your equipment before scaling a cliff could provide a bonus to Athletics skill check to do so. There literally are an infinite number of combinations where you can apply this skill.



### Proficient:

Amplify Power, Bond, Build Power, Convey Power, Focal Link, Pattern, Preparatory Rites

### Trained:

Dweomer, Gift of Power, Magnify Power, Open Ritual, Pause of Time

### Experienced:

Bind, Chain Ritual, Magik Heart, Naturalize, Ritual Relay

### Specialist:

Procession, Renewing Dweomer, Supernatural Bond

### Expert:

Constant Dweomer, Gestalt, On the Fly Ritual, Undying Link

### Genius:

Death Rite, Dweomeric Imbuement, Union of Souls

### Legendary:

Great Ritual, Incarnate

## AMPLIFY POWER [CEREMONY]

### Prerequisite: Proficient

You amplify your APT when working with magik, considering your APT +10 higher for all purposes.

## BOND [CEREMONY]

### Prerequisite: Proficient

This technique allows you to spend ESS to bond to an animal, creature or mutant, similar to the way a beast master accepts such beings into his "family". To form a bond requires the following:

- d8 days spent bonding
- TD 100 skill check
- Friendly animal, creature or mutant that is willing to form a bond

- Sacrifice of 1 ESS; this ESS is shared between you two when the bond is formed. The point of ESS is removed from your total as long as the bond exists.

Once bonded, you and it have the following benefits:

- Both of you gain basic empathy when touching and within 5 ft of each other's position.
- Each of you can sense the other's general health.
- You bind APT values together into 1 shared APT.
- The bonded being can take over the maintenance of any spell, ritual or rune you have already invoked. It can also give the maintenance back to you.

You can Bond as many beings as you desire to the limits of your ESS. The bond is severed at any time wished or if one of the two of you should die. Regardless of why, if the bond is severed for any reason, make a TD 100 EGO check or slip into catatonia for 1d10 days. The ESS used in the bond returns to you d12 days after the bond is severed. If you slip into catatonia the ESS is recovered after your return from this state.

**Medicine Men** can form the same bonds as described above, but with spirits too. Spirits are more difficult to bond but can serve as a source of Mana, Knowledge, or Wisdom. Spirits can also be Internalized and bonded as described above with a beast. Not all spirits can be bonded with to serve in this capacity. To bond with a spirit, Medicine Man do the following:

Locate and gain or force a spirit's acceptance of the bond. A forceful bonding requires the Medicine Man to overcome the spirit before the bond can be established. To overcome a spirit, a Medicine Man must channel it, using his Channel skill to demonstrate mastery over it.

- Spend 2d12 days bonding with the spirit.
- Make a TD 125 skill check.
- Sacrifice 2 ESS to form the bond.

A Medicine Man also has some special rules:

- They can bond with 1 spirit for every 2 ESS and an animal, creature or mutant for 1 ESS. However, the bonds Medicine Men make only temporarily (2d6 days) lower ESS. After this period of adjustment, the ESS returns to normal.
- Regardless, even though a Medicine Man does not lose the ESS, a Medicine Man still cannot have a combination of spirits, animals, creatures or mutants beyond what their ESS can support if the points were expended. For instance, a Medicine Man with 10 ESS could bond with 5 spirits or 4 spirits and 2 animals (both equaling



10 ESS).

- Spirits also do not suffer catatonia if they sever a bond, only the Medicine Man.

### SPIRIT TYPES

- **Mana** – A spirit bonded for mana is a spirit of power, lacking intelligence or intuition. Such spirits are manifestations of emotion or pathos, frequently the echo or embodiment of something past. A bonded spirit of mana will provide its APT in mana.
- **Internalized** – An internalized spirit is non-manifesting, bonded and contained with the medicine man, presenting its virtues and aspects through the medium of the medicine man's body. What powers the internalized spirit provides depends on the spirit; if they can be used depends on the APT of the medicine man. To call on a virtue of an internalized spirit requires an amount of APT equal to 10% of the spirit's APT; to call on an aspect requires 50%. This APT must come from the medicine man and not from an item, object or another person. The APT powers the use of the virtue or aspect; once dismissed the APT returns to the medicine man immediately.

*Example – Cuil bonds with the Zaensalit, a thorg spirit and succeeds at internalizing it. Zaensalit has a 34 APT and the virtues of Quickness (+5 CF) and Speed (+20 movement). It also provides a single aspect, Thorg Form, allow a person to transform into a Thorg. It would cost Cuil 5 APT to take on a virtue and 17 to use an aspect.*

- **Knowledge** – A spirit of knowledge is a living force, sentient and intelligent. Such a bonded spirit provides knowledge in a skill equal to the spirit's APT OR a single secret (use the APT of the spirit to determine what secrets it knows). A forced spirit of knowledge will never provide more than half its APT and will fight its bonds at every opportunity.
- **Wisdom** – A spirit of wisdom is an animate embodiment of perception in some form. Such spirits provide a bonus to an attribute, +1 for every 10 APT it contains. If you bond more than 1 spirit of wisdom to an attribute, the strongest spirit dominates. A forced spirit of wisdom will never provide more than half its APT and will fight its bonds at every opportunity.

Druids can form the bonds like above, except they cannot bond with spirits (other than demiurges). However, they can bond uniquely with flora and

demiurges. Flora is more difficult to bond and demiurges are even more so. To bond with flora, do the following:

- Spend 2d12 days bonding with the flora. The flora must be a recognizable and distinct entity, such as an oak tree, dead fey crown, or other type of flora.
- Make a TD 125 skill check.
- Sacrifice 1 ESS to power the bond.  
Flora, add the same benefits as any animal, creature or mutant.

Demiurges are different from flora, fauna or even spirits. A Druid must locate and force a demiurge to bond. To bond a Demiurge, a Druid must channel it to demonstrate mastery over it, using his Channel skill to do so. However, unlike a spirit, if you fail, the Demiurge will inflict its APT in damage to the Druid. If you succeed, the bond will drain 4 ESS temporarily and the demiurge will come under your control in d4+1 weeks as you interact with it.

A Druid also has some special rules:

- A Druid can bond with 1 Demiurge for every 4 ESS and flora or fauna for 1 ESS. However, the bonds only temporarily (2d6 days) lower ESS. After this period of adjustment, the ESS returns to normal.
- Regardless, even though a Druid does not lose the ESS, a Druid still cannot have a combination of demiurges, flora or fauna beyond what their ESS can support if the points were expended

**Demiurges** are representations of elemental forces, alive and sentient. The common demiurges are Air, Earth, Fire, Mist, Wood, Storm, Water and Metal. Demiurge respect few things, rarer still the living beings that infest the world. They are always forced to bond, but once bonded are resolute and unchallenging of the connection (there are exceptions, such as bonding opposed demiurges). Demiurges provide their APT directly to your APT. They also provide a +20 bonus when working with elements attuned to the Demiurge, a +20 skill advancement bonus with said magik; +10 MR, and +50 Magik DEF against their element's damage type.

### BUILD POWER [CEREMONY]

**Prerequisite:** Proficient

Build Power reduces the amount of APT used to power all rituals by -10%.

### CONVEY POWER [CEREMONY]

**Prerequisite:** Proficient

When you use a summon ritual, you can apply one-tenth of the APT used in the ritual to the summoned being to lengthen their duration in the world, shorten



the time for the gate to mature, or shorten the time needed for the creature to pass through on a 1-APT to 1-minute basis.

### FOCAL LINK [CEREMONY]

**Prerequisite:** Proficient

You can designate a bonded creature as a focus. They automatically count as a participant of any ritual you but do not suffer the normal ESS/APT impairment (if any). Demiurges and Spirits cannot be a Focal Link. Only flora and fauna can do this. Please note that the ritual must allow for participants to function with this secret.

### PATTERN [CEREMONY]

**Prerequisite:** Proficient

You can inscribe a temporary or permanent pattern that can act as a container or boundary against spirits, demons, creatures, magik, etc. Patterns must be placed on or anchored to something material. Every pattern type has a TD that you must overcome with your skill to succeed. Time amounts listed below are for permanent patterns. Temporary patterns take only minutes, not days to complete. Three basic types are outlined below.

- **Containment** – A pattern of containment is used to hold or Bind (see secret) a being of some nature. Make a skill check and subtract it from 200. The result is the amount of mana (minimum 1) and time in days (minimum 1) the ritual takes. When you use it, make a TD 125 skill check. If you succeed, the pattern functions properly. If you fail, the containment fails. A pattern of containment lasts for 1 day per skill level after inscription.
- **Power** – A pattern of power is used to hold mana. The base TD is 50 + 5 for every point of mana you wish to embed in the pattern. It takes one day for every mana point you embed. If you fail, the mana and time is lost. If you succeed, you can channel from the pattern like any other source. A pattern of power lasts for 1 day per skill level after inscribed and must be placed upon something material.
- **Repelling** – A pattern of repelling is used to force away or repel a being of some nature. Make a skill check and subtract it from 200. The result is the amount of mana (minimum 1) and time in days (minimum 1) the ritual takes. When you use it, make a TD 125 skill check. If you succeed, the pattern functions properly. If you fail, the containment fails. A pattern of containment lasts for 1 day per skill level after inscription

### PREPARATORY RITES [CEREMONY]

**Prerequisite:** Proficient

This ritual allows you to prepare an area, object, or being or for a ritual. The ritual need not be named when you conduct the preparation. If you designate an object or being, it must be present and able to be interacted with for the Preparatory Rites. If an area you must be in the area for the rites and the area can be no larger than 1 ft square per skill rank. Preparatory Rites require a full day to setup and a TD 100 skill check to succeed. If you succeed with the TD 100 skill check the prepared being or object can provide up to 10% of their APT towards a ritual for every 10 skill ranks of the person performing the Preparatory Rites. This replaces the normal limit applied by the ritual for Influences. If an area, the benefit is applied towards any creature in the area but only at a rate of 5% of their APT for every 10 skill ranks. Preparatory Rites last for 1 day. Multiple Preparatory Rites do not stack; the most effect one applies instead.

### DWEOMER [CEREMONY]

**Prerequisite:** Trained, Preparatory Rites

Dweomer is the ability to instill magik into objects to create use-based magik items. Any object will work as long as it has at least 1 APT. Also, the amount of magik you can instill is limited to the APT of the object.

Creating a magik item requires a design. You can use an existing one, modify an existing one, or the **Design and Manufacture** section has more details on the steps required to create a new design.

Where normal resources for constructing an item are measured in gold and other physical material, magik items require mana, magik and knowledge. For each amount of mana you expend equal to your Ceremony skill ranks to create the magik item, you will suffer 1-APT impairment. If you impair your APT beyond your current APT score, you die during the ritual. You must be able to satisfy the design to create a magikal item. If you cannot, you will fail. If it calls for 50 mana and you do not have access to mana, you cannot create the item even if you have all the components.

*Example – Kailcad is skill rank 50 and APT 35. He is making a Feather Token of Wondrous Flight. He has all the materials and knowledge required and is ready to begin. The design calls for a 200-mana expenditure to create the item. Kailcad can easily meet this requirement and channels the mana in the feather to make the magik item but suffers a -4 APT impairment during the ritual, lowering his APT to 31.*



## GIFT OF POWER [CEREMONY]

**Prerequisite:** Trained

This secret allows you to make a gift of power to a being you have bonded via the Bond secret. You can only use this secret with flora or fauna. The power can do anything listed on the Gift of Power table.

Gifts of this type do not come without cost or danger. First, subtract your skill ranks from 300. This is the amount of APT and time in days you must spend channeling the power. During this period, you can nothing other than this ritual for eight hours per day. At its end, make the skill check. If you succeed, the benefits are gained. If you fail you take 2d4 APT damage.

GIFT OF POWER TABLE		
Action	TD	Result
Add new extraordinary trait (such as plant traits to an animal)	325	Adds a new trait at the lowest level
Add a new trait	250	random new trait
New attribute (REAS, for example)	200	Adds the attribute at a value of one (1)
New trait within its breed	175	Adds a new trait possible to this species
Enhance attribute or trait (HP, STR, and Speed, for example)	150	Add +1 or step the trait to next level, if possible
Heighten APT	125	Add +d4 APT

## MAGNIFY POWER [CEREMONY]

**Prerequisite:** Trained

Magnify Power allows you to draw upon more APT/APT than ordinarily provided by Influences. You can draw double the normal APT/APT than ordinarily allowed but suffer corresponding double APT/APT impairment (see *Ceremony Magik* rules) for the ritual.

## OPEN RITUAL [CEREMONY]

**Prerequisite:** Trained

You can add to the max number of Influences allowed for a ritual by +1 for every 10 skill ranks. Each additional Influence used, however, adds +10 to the ritual's TD.

## PAUSE OF TIME [CEREMONY]

**Prerequisite:** Trained

You optimize the pass-through time of summoning and decrease the effects of summoning sickness inflicted on creatures by 1 melee round for every 5

skill ranks.

## BIND [CEREMONY]

**Prerequisite:** Experienced, Bond

Bind is similar all ways to Bond except it binds a being to an etched ritualistic pattern of containment (see *Pattern* secret) and the pattern takes the place of the ESS normally supplied. Unlike Bond, however, you spend 1 minute and make a TD 100 Channel skill check to add the trapped being's APT to yours. This effect only lasts 1 minute but can be done an unlimited number of times. You must be able to interact with the pattern holding the creature. Once bound to a pattern, the being cannot leave it willingly. If for some reason it does or the pattern is broken, the binding is destroyed. No requirement exists for willing or friendly participation and the binding process does not provide any form of empathy with the bound being (who likely will become hostile after the binding). You can also bind spirits or demiurges in this fashion as well. Except in a few very rare occasions, these entities are automatically considered at maximum hostility to such bindings.

## ARDUIN LEGEND

### FIRST BORN OF THE DWARVES

While the annals of time have swept away all but vestiges of their traces, legends tell us that the first born of the dwarves were creators unparalleled, and their joy at creation was such that the things they made would come to life at their touch. An envious quality and one their Kthoi masters put to vast use. The Cosmic Network and the Abyss of the Stars are supposedly two things crafted by the First Born for the Kthoi. Both of these things made the Kthoi powerful as one provided instantaneous communication and the other a meeting place in the vast night beyond the world. Each too was used against them in the Wars of Freedom as Dwarven ingenuity to help can hinder as well and the First Born used both against the Kthoi, keeping news of the Runweavers uprising from distant Kthoi hearing and by trapping some of their most powerful allies in the Chambers of the Abyss of the Stars.

### CHAIN RITUAL [CEREMONY]

**Prerequisite:** Experienced, Preparatory Rites

When using consecutive rituals, the participants in the first ritual gain the benefits of Preparatory Rites for the second or succeeding rituals.

### MAGIK HEART [CEREMONY]

**Prerequisite:** Experienced, Gift of Power

Magik Heart is the secret to instill magik within a bonded flora or fauna but not spirits, demiurge and like creatures. First, subtract your skill ranks from 500. This represents the amount of APT and time in days you must spent channeling the power. During this period, you can nothing other than this ritual for eight hours per day. At its end, make a TD 125 skill check. If you succeed, the ritual permanently destroys 1 ESS of the being. In return, the bonded creature generates its own mana [removing its APT from the bond] and can gain proficiency in the Core or Favored Skills of your profession. However, you must seed its initial skill points in any skill with an EPS of your own and it cannot gain secrets. If you fail, the ritual permanently destroys 1 ESS of the being and both of you must make TD 100 Shock Save or suffer d4+1 more ESS damage as well.

### NATURALIZE [CEREMONY]

**Prerequisite:** Experience skill, Pause of Time

You can use this secret to acclimate a summoned creature to your world. They are treated as if they existed on your world and suffer no effects of summoning sickness. This lengthens the pass-through time of the summoned creature by 50%.

### TRITUAL RELAY [CEREMONY]

**Prerequisite:** Experienced, Medium [Channel]

You can conduct a ritual and bestow its benefits to another being that is not present or part of the ritual. They must be within touch distance for this to work. If the ritual is harmful to the being touched, you must defeat their MD like normal to succeed.

### PROCESSION [CEREMONY]

**Prerequisite:** Specialist, Chain Ritual, Power Efficiency [Channel]

You can elect to continue the effects of a ritual you have already conducted. You must make this choice immediately after its effects would dissipate. The act only takes a normal action and a skill check equal to the ritual TD plus 50. The normal impairment (if any) of the ritual applies as if you had just performed it.

### RENEWING DWEOMER [CEREMONY]

**Prerequisite:** Specialist, Dweomer, Power Trap [Channel]

Renewing Dweomer is required to create magik items that have a set amount of uses within a specified time period, such as three times a day or once an hour.

For each amount of mana you expend equal to your Ceremony skill ranks to create the magik item, you suffer 2-APT impairment. If you impair your APT beyond your current APT score, you die during the ritual.

*Example – Kailcad is skill rank 100 and APT 35. He is making a Belt of Wondrous Flight. He has all the materials and knowledge required and is ready to begin. The design calls for a 500-mana expenditure to create the item. Kailcad can easily meet this requirement and channels the mana in the belt to make the magik item but suffers a -10 APT impairment during the ritual, lowering his APT to 25.*

### SUPERNATURAL BOND [CEREMONY]

**Prerequisite:** Specialist, Focal Link, Gift of Power

You form an even more powerful bond with a being, spirit or demiurge. This bond is considered passively hardened against attack or interference and lets you add your Ceremony skill to skill checks defending (only) against Channel skill attacks or maneuvers targeting you, your bonded being, spirit or demiurge, or the bond between you.

### CONSTANT DWEOMER [CEREMONY]

**Prerequisite:** Expert, Renewing Dweomer, Chain Ritual, Seal Source [Channel]

Constant Dweomer is required to create magik items that have a constant effect or are “always on”, such as rings, boots and like items. For each amount of mana you expend equal to your Ceremony skill ranks to create the magik item, you will suffer 4-APT impairment. If you impair your APT beyond your current APT score, you die during the ritual.

*Example – Kailcad is skill rank 100 and APT 35. He is making a Ring of +50 Defensive Aura. He has all the materials and knowledge required and is ready to begin. The design calls for a 1250-mana expenditure to create the item. Kailcad can meet this requirement but if he channels the mana in the belt to make the magik item the APT impairment during the ritual would kill him since it requires 50 APT. Checking the design, Kailcad notes it lists the influences allow as “Any”, meaning he can using objects, people or places of power to assist him in making the magik item. Kailcad procures a ritual item: one that provides +30 APT. Drawing on its store of APT bumps Kailcad to 65 APT, allowing him to perform the ritual.*



## GESTALT [CEREMONY]

**Prerequisite:** Expert, Seal Source [Channel], Chain Ritual, Amplify Power

Gestalt is a special ritualistic instance of power that essentially “freezes a ritual in time”. To Gestalt a ritual, do the following.

- Select 1 ritual
- Conduct the ritual like normal.
- At its conclusion, make a skill check against a TD equal to the ritual’s TD+100. If you succeed, the ritual is a Gestalt ritual.

You can invoke the result of this ritual as a quickened action. A Gestalt ritual “lasts” for 1 day per skill rank. The APT or ESS impairment suffered for the Gestalt ritual does not heal or return until the Gestalt ritual is used or dissipates.

## ON THE FLY RITUAL [CEREMONY]

**Prerequisite:** Expert, Procession, Ritual Relay, Overchannel [Channel]

You reduce the Time required to conduct a ritual by 1 increment of time for every 10 skill ranks. The increment of time for a ritual is the time measurement. A ritual that takes 10 minutes has an increment of a minute. A ritual that takes 20 days has an increment of a day. Regardless of your skill, you cannot reduce the time required for a ritual below one increment of time.

## UNDYING LINK [CEREMONY]

**Prerequisite:** Expert, Seal Source [Channel], Supernatural Bond, Magik Heart

You understand how to forge a bond or connection that cannot be broken. Instances where the bond would be destroyed only separate it for 25 hours. Even death is only a temporary barrier to this link. If killed and brought back before a year elapses, you reinstate your bond immediately. To create an Undying Link, subtract your skill ranks from 700. This is the amount of APT and time in days you must spend channeling the power. During this period, you can nothing other than this ritual for eight hours per day. At its end, make a TD 150 skill check. If you succeed, the Undying Link is created. If you fail, you both take 2d6 ESS damage and both of you must make TD 100 Shock save or die instantly.

## DEATH RITE [CEREMONY]

**Prerequisite:** Genius, Gestalt, Chain Ritual, Transcendent Will [Meditation], Channel Dexterity [Channel]

Death Rite is a special ritual where you focus all your energies into a final action upon the moment of your death. This act takes all your ESS instantly and

dissolves your spirit to its afterlife (i.e., no resurrection). You can do one of the following:

- **Final Act.** You can attempt a single final action no longer than 1 melee round for every 25 skill ranks. Regardless of the state of your death (split in twain, burned to a husk, disintegrated, etc.) you will re-corporate to try to finish your final act. For this last action, you are considered to make a critical success on every roll you make.
- **Death Curse.** You utter a curse and die. The curse can be anything (GM adjudication required).
- **Dying Legacy.** Your death forms a physical object, transforms a place or any number of possible actions (GM adjudicates in this case).

## DWEOMERIC IMBUEMENT [CEREMONY]

**Prerequisite:** Genius, Constant Dweomer, Gestalt, Channel Dexterity [Channel], On the Fly Ritual  
Dweomer Imbuement is required to create magik items that permanently impart something, such as a tome that gives permanent skill ranks or a pill, once swallowed, that improves an attribute.

For each amount of mana you expend equal to your Ceremony skill ranks to create the magik item, you suffer a 10-APT impairment. If the APT impairment exceeds your current APT score, you die.

## UNION OF SOULS [CEREMONY]

**Prerequisite:** Genius, Power Web [Channel], Undying Link, Ritual Relay, Procession, Gestalt  
You know the secret to forging a bond that binds two souls together into one. You cannot bind yourself to a spirit but you can bind your soul to a flora, fauna and demiurges. This bond costs no mana or time beyond a one-hour ritual. However, it does permanently consume 2 ESS points from both beings. In return, you gain a +1 bonus to PD for every 2 Ceremony skill ranks. Life drains or leeches are less effective, draining HP instead of CON. Also, should one of the two of you physically die the soul immediately moves to the other. You become impervious to things which would otherwise destroy or consume the soul unless all linked beings are destroyed. If you are physically touching and a Death Breaker or similar ritual is completed, the chance of resurrection is 100% regardless of elapsed time.

## GREAT RITUAL [CEREMONY]

**Prerequisite:** Legendary, Gestalt, Dweomeric Imbuement, Death Rite, Unfettered [Channel]  
Great Ritual is required for the great rituals, such as the Investment of Sainthood, Servant to the Divine, Rift the World, Draw Down the Stars, and others.



## INCARNATE [CEREMONY]

**Prerequisite:** Legendary, Unfettered [Channel], Union of Souls, Dweomeric Imbuement, Death Rite  
This is the legendary secret to resurrection. Regardless of the state of your body, as long as one bonded being with Undying Link lives, your soul will fly to it and begin resurrection. The being must channel 10,000-mana in order to enact the process. The length of channeling is the amount of time it takes to resurrect. Once 10,000-mana is channeled, the familiar makes a TD 200 skill check. If they succeed, you resurrect. If they fail, the process starts over.

## CHANNEL [—]

The Channel skill is used for creating, detecting and directing energy flows. Its the transmission of Mana or PSI from one source to a recipient, used even when both sources are the same entity.

**GM Note:** Channeling power internally from your personal power pool into a spell, mental power, rune, etc. is considered a part of the Cast, Entreaty, Mind, or Eldarin skill. See each respective skill for more details. Regardless, your Channel skill ranks are the amount of Mana or PSI you can channel in a single melee round. See the Magik and Psychic section.

**GM Note:** The term **Power** is used to indicate both Mana and PSI. Also, conversion from PSI to Mana and Mana to PSI is done on a 10-for-1 basis.

**Channel Spirit.** Utilize your skill to drain a spirit of strength and substance by channeling its APT. The channeler cannot channel more APT from the spirit than his skill ranks, must be within 1 ft per skill rank of the spirit, and must make a skill check equal to double the APT of the spirit to succeed. A spirit that has skill ranks in channel can oppose this attempt with a skill check of their own. Demiurges, Syzygies and Egregores inflict their APT as HP damage to the channeler on a failed check. Otherwise the channeler is unharmed if they fail. Once you have established the link to channel the spirit, the link is maintained until you or the spirit severs it by using opposed skill checks.

**Control Channel.** If you take damage while channeling into a spell, mental power, prayer or just moving power, make a TD 50 + HP damage inflicted or you lose control and suffer a Channel skill fumble.

**Discern Ley Line or Nexus.** Utilize your skill to discover whether a ley line or nexus resides in an area 50 ft cubed around you. The act requires an hour

of study and a TD 100 skill check. If you are opposed by another's skill, you make an opposed Channel skill check. In some cases, magik deception or other factors may change this TD.

## LEY LINES

In Arduin power runs beneath the surface of the world, through its air, in the spaces between objects and even within them. Unseen and unfelt bonds connect everything together and in some cases, where a bond is especially powerful or clustered tightly together, thick bands of power, know as ley lines occur. Within ley lines, larger amounts of power course and flow. In some cases this power slows and builds, creating permanent and semi-permanent nodes of power as well, something prized highly by casters and ritualists.

**Dispel.** Attack the link between persistent magik or mental powers and their source of power. You can also negate the effects of a ritual with Channel. You must be within 1 ft per skill rank of the magik. You cannot affect Runeweaving using Channel. To cut a link with Channel, you make a skill check against the TD of the persistent magik or mental power you are targeting. If no TD is listed, multiply its OP x 25 to determine one. If you fail, nothing happens. If you succeed the power is negated.

**Disrupt Channel.** As a normal action, you can use your Channel skill to attempt to cut off an instance of active use of someone's Channel skill. You must be within 1 ft per skill rank. When attempting to stop the channeling of another person, you make an opposed Channel skill check; if you succeed they must stop channeling for the CF Action Count. If you fail, nothing happens. Power pulled from a person's person power pool cannot be disrupted as long as the act is begun and completed in a single CF Action Count. If the act spans several CF Action Counts then it can be disrupted.

*Example – Wildren is facing off with 2 Tueld Trolls. One attempts to engage him in melee while the other begins casting a spell. Luckily Wildren is quicker and uses his Wand of Chilling Breath to freeze the melee Troll solid. Discarding the now useless wand he musters his Channel skill and attempts to disrupt the Troll's channel. He rolls well, beating its roll of 42 with his roll of 126, cutting off its spell. Frustrated, it growls and charges but Wildren is ready, releasing a Sarchander's Sunburst to welcome it!*

**Gather Energy.** Individuals of non-Mage professions can spend d4 hours and make a TD 75 skill check to gather their APT in Mana once per day. If the skill check is failed, it can be attempted again but at a +10 cumulative penalty each time. Individuals of non-Psychic professions do the same to raise PSI daily.

**Harden Defense.** Temporarily harden your defense against Channel attacks or maneuvers. As a quickened action, you add your APT score to skill checks to defend against Channel maneuvers and attacks for a minute.

**Investigate Power.** Investigate the power flows surrounding a person, place or thing. A base TD 75 skill check and 1 minute is required to investigate. When researching an area, you can cover a 30 ft cube every minute. If you succeed, any active channeling, active magik or mental powers, sources, existence of sources, ley lines, dormant spells or contained power is revealed. Channel investigation only reveals the existence of such things; no other details are provided. A buffer, seal, power block or other protections can stop this detection, mislead it, or make it more difficult to succeed.

**Move Power.** Channel is used to move power from you to a source or from a source to you outside the framework of a spell, prayer or other magik structure. To Move Power takes a normal action. If you are attuned to a source the effort to move Power only requires a TD equal to the amount of Power involved.

If you are not Attuned to the source, you must be within 1 ft per skill rank to access the source. If not open, you must open it first. See the *Magik and Psychic* section for full details on sources. For unattuned sources, you need a TD 50 + the amount of Power you push to or pull from it to succeed. If the fail the Power returns to its original state.

Regardless, the amount of Power you can move in a CF Action Count is equal to your Channel skill ranks. When you channel power to yourself, you must place the power internally in your personal power pool. Its possible to exceed your normal personal power pool but its dangerous (see *Magik and Psychic* section).

**GM Note:** Any spell, mental power, or prayer with a listed duration requires channeling is vulnerable to Channel skill attacks and maneuvers. Rituals and Runes are not subject to attack in this manner.

**Proficient:**

Disguise Channel, Energy Tap, Harden Channel, Internal Source, Leech, Shock Channel

**Trained:**

Dampen Essence, Eschatos, Medium, Power Block, Sync Channel, Wrack Channel

**Experienced:**

Harness Power, Overchannel, Power Efficiency, Power Leak, Power Ward, Ride Surge

**Specialist:**

Energy Burn, Energy Depletion, Energy Surge, Power Trap, Reverse Channel

**Expert:**

Energy Feast, Seal Source, Shackle Channel

**Genius:**

Channel Dexterity, Power Web

**Legendary:**

Unfettered

**DISGUISE CHANNEL [CHANNEL]**

**Prerequisite:** Proficient

You can obscure your Channel skill use from others. Make a skill check. Opponents must use this skill check as the TD to detect your use of the Channel skill.

*Example – In an unfamiliar town, Wildren uses Disguise Channel to hide his Channel skill. He rolls well, a 73 and adds his bonuses and skill ranks to get a total of 140. Unknown to Wildren, the town guard had assigned someone to follow him. Catching on that Wildren was up to something his pursuer uses his Channel skill to Investigate Power on Wildren. He rolls well, an 81 but even with his +23 bonus he fails to detect Wildren's Channel. Done channeling, Wildren ducks into an alley and triggers his Teleport spell, eluding his pursuer.*

**ENERGY TAP [CHANNEL]**

**Prerequisite:** Proficient

Energy Tap requires a normal action. You create a tap on a person in order to drain energy from their personal power pool. The maneuver requires a successful opposed Channel skill check with your opponent. If you succeed, the Energy Tap is created. On the next melee round and succeeding melee rounds you can pull energy from them like you can any other source with a normal action. If the target does not generate its own energy in the form of Mana or PSI, you can drain d3 APT each CF Action Count as a quickened action. You cannot use this maneuver to drain a person's APT lower than 1. If you drain APT from a person, you convert it into Mana or PSI you can use on a 1-for-1 basis. To break an Energy Tap, a person must succeed at an opposed Channel skill check with the person who placed the Energy Tap. Energy Tap requires only a touch to work and but is dismissed if you loose line of sight with your target.



## HARDEN CHANNEL [CHANNEL]

**Prerequisite:** Proficient

When you channel power, you utilize a portion of the energy moved to armor the conduit against attacks or maneuvers. Each point of power you divert provides a +5 bonus towards countering attacks on your Channel skill use and against spell disruption for 1 minute.

## LEECH [CHANNEL]

**Prerequisite:** Proficient

As a quickened action, you siphon energy from another active channel or active spell, prayer or mental power. You must know the active channel, active spell, or mental powers exists and have detected it with your Channel skill to pinpoint access. Leech requires an opposed Channel skill check with the channeler. If you succeed, you begin to leech 1 point of Mana or PSI for every 5 skill ranks on the next and succeeding melee rounds until the Leech is destroyed. A person subjected to a Leech can dismiss their active channel, spell, or mental power to destroy the Leech. Otherwise the Leech effect continues until all the Power used to form the spell, prayer or mental power is exhausted. If the channel is to a source, the Leech continues until its depleted or the channel is severed.

*Example – While in Melkalund to visit the College of Magik, Wildren is challenged to an Arcane Duel by one of a group of senior students. Amused by his challenger's bravado, he accepts. His opponent opens defensively, casting Mulaid's Mystik Shield. Wildren counters by using Leech, rolling well enough to penetrate the student's defenses and attach it to the mystik shield spell. The student curses and fires off a Moshaera's Mystik Dart spell. Wildren's MD is quite high however and the student misses, the dart exploding into nothingness at the edge of the dueling circle. Wildren decides to be more serious and uses his Klynt's Conjured Cube of Baffling Beauty spell snaring his opponent and accidently most of the crowd. He walks up and upbends the student from the dueling circle, winning by default. He dismissing his spell and helps the sprawled student to his feet, all while starting into tale about that same spell and 4 ogre beauty queens...*

## INTERNAL SOURCE [CHANNEL]

**Prerequisite:** Proficient

The secret to internalizing power and keeping a store of energy within at all times. Internal Source allows you to store your ESS in either PSI or Mana daily. Internal Source can only be taken once. When taken you determine what type of power you will store (PSI or Mana). Once this choice is made you cannot alter it.

## SHOCK CHANNEL [CHANNEL]

**Prerequisite:** Proficient

Shock Channel works exactly like the **Disrupt Channel** under the base use of Channel except when you succeed the channel inflicts 2d6 HP anytime the opponent attempts to channel (but only when they try to channel) for d3 melee rounds. Otherwise the same basics outlined under **Disrupt Channel** apply.

## DAMPEN ESSENCE [CHANNEL]

**Prerequisite:** Trained

You can dampen and shutter the emanations of your internal power. This forces opponents to use a TD 100 + your skill ranks to detect your personal power pool or passive Channel skill use. Dampen Essence also lowers people's ability to detect you using PER by -30.

## ESCHATOS [CHANNEL]

**Prerequisite:** Trained

When your APT or ESS is reduced to 1 or less, you can make an immediate Channel skill check to try to counter the effect. You must beat the opposing skill or strength of the attack. If you succeed, you stay at 1 APT. Eschatos is a free action, and has no limit to the number of times it can be used in this situation.

## MEDIUM [CHANNEL]

**Prerequisite:** Trained

You have learned to amplify your natural ability to handle PSI or Mana. When using the Channel skill to **Move Power** (see base skill), you can open an additional channel as part of the normal action. Normally you can only move Mana or PSI to you. Medium allows you to:

- move power to you from two separate sources
- move power from you to two separate sources
- move power to you from one source and then move it to another

Regardless of the option you choose, the normal maximum for Channel exists and you cannot channel more power in a melee round with the additional channel than you could normally with one.

## POWER BLOCK [CHANNEL]

**Prerequisite:** Trained

Using a normal action you can attempt to block the channeling of power for an area around you of 1 ft cubed per skill rank. A Power Block stops anyone (including you) attempting to channel from anything other than their personal power pool (see **Magik and Psychic** section for more details), forcing them to make an opposed Channel skill check against you in order to channel. You must maintain this blocking



effect with a normal action every CF Action Count; if you do not the power block dissipates. Also if an opponent succeeds in an opposed skill check, they break your block.

*Example – Later that week, Wildren is asked by one of the College of Magik underprofessors to help him in a demonstration of dueling techniques. Wildren agrees and meets him later at his class. The underprofessor starts on CF 30 by using Power Block. On CF 28, Wildren uses Harden Defense to add his APT as a bonus to defend against Channel attacks and maneuvers. On CF 23 the underprofessor uses Energy Tap on Wildren but doesn't roll well enough to make it work. On CF 21 Wildren makes an opposed skill check to counter the Power Block maneuver succeeding at break it by a narrow margin. On CF 16 the underprofessor escalates things by attacking Wildren with Power Leak. He rolls very high and beats Wildren's opposed roll. On CF 15 Wildren loses 4 mana followed by 2 on CF 14. He also goes on CF 14 and counters the Power Leak, rolling a critical success, breaking the Power Leak and gaining a temporary +20 bonus for the rest of the melee round. On CF 9 the underprofessor attempts another Power Leak but fails due to Wildren's high bonuses. On CF 7 Wildren responds with a Power Leak maneuver of his own, easily rolling well enough to beat the underprofessor. Across CF 6, 5, 4, 3, and 2 the underprofessor loses a total of 22 mana. On CF 2, when he goes, the underprofessor manages to break the Power Leak and then bows to Wildren, acknowledging his defeat.*

#### SYNC CHANNEL [CHANNEL]

**Prerequisite:** Trained

You bond with the channels you create. Add a +20 bonus to defensive Channel skill checks against Disrupt Channel, Leech, Energy Tap and similar actions that target your channeling ability. You also add this +20 bonus to Control Channel (see base skill use) checks.

#### WRACK CHANNEL [CHANNEL]

**Prerequisite:** Trained

Using a quickened action you can target a sensed or identified channel and attack it, making an opposed Channel skill check with the active channeler. If you succeed, you destabilize the channel, making it impossible for your opponent to channel from that source for the melee round.

#### HARNESS POWER [CHANNEL]

**Prerequisite:** Experienced, Medium

You turn your channeling into a self perpetuating engine. Reduce the amount of Power required for a magik spell or mental power by 20%.

#### OVERCHANNEL [CHANNEL]

**Prerequisite:** Experienced, Medium

You can channel beyond your normal constraints, redefining your normal maxim. This requires a normal action and a Channel skill check of TD 75 plus the new maxim you desire. If you fail, you suffer a B-level Channel fumble.

*Example – Wildren uses his Overchannel secret on his first CF Action Count of 28. His normal maxim is 47 but he wants to readjust it to 60 for the melee round. He'll need a TD 135 to succeed. He has a +20 bonus to Channel skill checks, and 47 skill ranks so he'll need to roll 68 or higher to succeed. He rolls a 42 and fails; checking the Channel Fumble Chart he rolls low enough and is Unsettled and feels the effects of Negative Arcanicy for a few melee rounds.*

#### POWER EFFICIENCY [CHANNEL]

**Prerequisite:** Experienced, Sync Channel

You are highly efficient at moving Power and have a +20 bonus to all Channel skill checks.

#### POWER LEAK [CHANNEL]

**Prerequisite:** Experienced, Wrack Channel

You can attack a source or a person's power pool. Power Leak requires a normal action and an opposed Channel skill check. If successful, the victim has a leak that drains d6 Power every CF Count. You can set more than 1 Power Leak on an opponent. To stop a single Power Leak, your opponent must spend 1 CF Action Count and beat you in an opposed Channel skill check.

#### POWER WARD [CHANNEL]

**Prerequisite:** Experienced, Power Block

Power Ward is similar to Power Block in all respects except you shut down all access to power sources, including personal power pools and increase the size of the ward to 3 ft per Channel skill rank.

*Example – The underprofessor asks Wildren to go again but this time to demonstrate specific tactics. The underprofessor uses a Power Ward on CF 30. On CF 28, Wildren attempts to break it but fails. On CF 23 the underprofessor allows it to dissipate and uses that action to instead cast a Crimson Bonds spell on Wildren. He dismisses the spell and demonstrates again the use of Power Ward to block an enemy's action with a follow up spell. On the second go around he has Wildren use a Power Ward as well, so that both of them are effectively blocking each other.*

### RIDE SURGE [CHANNEL]

**Prerequisite:** Experienced, Eschatos

You are skilled at handling the dangerous and unpredictable flows of wild channels. If you suffer a Channel skill fumble, you reduce any letter penalties 1 step. If none exist, reduce the fumble roll by -25.

### ENERGY BURN [CHANNEL]

**Prerequisite:** Specialist, Wrack Channel, Power Leak

Using a normal action, you damage an opponent's channel to a source, active spell, prayer or mental power. The range on this maneuver is 1 ft for every 5 skill ranks but you must first detect or otherwise discover the channel. Then make a successful opposed Channel skill check with your opponent. If you succeed, you sear the channel for 2d6 melee rounds. Any time they attempt to channel energy from that source for the next d6 melee rounds, they take 4d6 HP damage. If a spell or mental power is affected, the castor of the spell takes d6 HP of damage for every CF Action Count the spell or mental power is maintained. The only way to break this effect is to dismiss the spell or mental power.

### ENERGY DEPLETION [CHANNEL]

**Prerequisite:** Specialist, Energy Tap, Overchannel

Normally you are limited in the amount of energy you can pull out of a sentient source or living being. However, with Energy Depletion you can drain beings or sources completely, even the amount a sentient source or person needs to survive. Using the Energy Tap maneuver, you could drain a person to zero, killing them.

### ENERGY SURGE [CHANNEL]

**Prerequisite:** Specialist, Power Leak, Wrack Channel

You can make an attack to deform an opponent's channel to a source. It takes normal action and a successful opposed Channel skill check. If you succeed, you corrupt the channel and any time they attempt to channel Power from that source, it forces them to make a TD 125 skill check or suffer a B-level fumble. You must maintain this surging effect with a quickened action every CF Action Count. However your foe can attempt to oppose your control in an opposed Channel skill check. If they succeed, the Energy Surge is dismissed.

### POWER TRAP [CHANNEL]

**Prerequisite:** Specialist, Power Ward, Harness Power

You can distill power from channeling to create a temporary container that holds PSI or Mana like a source. Any object with APT can be used as a container for a Power Trap. While you can channel as much energy into the container as you wish, the

amount a container can hold is based on its APT. Living beings, undead, spirits and like beings cannot be used with Power Trap. You must make a TD 100 plus the total mana placed into the container with your skill check when you put energy into the container. It takes 1 minute per mana of complete concentration and channeling to perform this action. Regardless of how many times you place energy in the container you make a TD 100 plus the total mana invested. When you are finished placing Power within, you make a second skill check using the same formula to seal it. The temporary container will hold the Mana or PSI for 1 hour per skill rank. You can add Power to the temporary container at any time but the container only holds Power as long as the original duration. If you fail the skill check to create the container, nothing happens. If you fail to seal the container, the Power within is lost.

*Example - One of the reasons Wildren came to Melkalund was to apply for entrance into the Brotherhood of the Five Mystik Metals. However, a requirement to enter is to successfully duel 5 opponents chosen by the current members across the span of a single day. Forseeing a grueling day ahead, Wildren uses his prep time to Power Trap a few choice items he has gathered. His most powerful piece is a finger-sized fragment of a Balm he keeps on a thick metal chain. The item has 92 APT a tremendous amount of latent power. To fill it with 92 mana will require a TD 192 skill check initially and to seal it. Luckily Wildren is prepared and easily makes the required skill check to invest and to seal the item.*

### REVERSE CHANNEL [CHANNEL]

**Prerequisite:** Specialist, Wrack Channel, Power Efficiency

You can distort and confuse an opponent's channel to a source, active magik spell, prayer or mental power. The range on this maneuver is 1 ft for every 5 skill ranks but you must first detect or otherwise discover the channel. Then using a normal action, make a successful opposed Channel skill check with the foe. If you succeed, when they attempt to channel from the source, you reverse the action, making them channel PSI or Mana to the source instead. You can maintain this reversal with a quickened action or until your foe succeeds in an opposed skill check. If the foe has no Mana or PSI to reverse channel, nothing happens. If the target was a spell, prayer or mental power, Reverse Channel forces the Power out of the target back into the original until its depleted, dismissing the spell, prayer or mental power.

*Example - The same underprofessor asks Wildren to help out again. In succession, he shows the class the uses of several*



combat techniques. First he has Wildren cast a defensive spell that takes several CF Action Counts to cast. Part of the way through it the underprofessor uses Disrupt Channel to interrupt the needed channeling, making the spell fizzle. He has Wildren start again and then uses Shock Channel, making Wildren decide to take the 2d6 HP damage to continue. He has Wildren stop and wait out the effects. Once done he has Wildren start again but has him use his Medium secret to pull power from a source that is in the room for this purpose. The underprofessor uses Energy Burn to attack Wildren's Channel. Wildren breaks off active channeling and instead casts a quicker defensive spell. The underprofessor attacks this spell and several others Wildren casts in succession with Energy Burn. Once the effect of the initial Energy Burn on the source fades, Wildren tries again but the underprofessor uses Reverse Channel, sending the mana Wildren was pulling from the source back into it.

### ENERGY FEAST [CHANNEL]

**Prerequisite:** Expert, Energy Depletion, Energy Surge, Energy Burn

As a normal action, you apply an equivalent to the Energy Tap maneuver to every living creature (friend or foe) around you for 1 ft cubed per Channel skill rank. The Energy Feast is transient, lasting only one melee round. However, it immediately drains 1 Mana or PSI for every 5 skill ranks from each affected being (no opposed check or save). Beings without power lose APT instead as covered under Energy Tap. All power gained pours into your personal power pool, without regard for capacity or your channel ability. See *Magik and Psychic* section for the dangers of exceeding your personal power pool maxims.

### SEAL SOURCE [CHANNEL]

**Prerequisite:** Expert, Power Trap, Harness Power, Dampen Essence

You can lay a seal of closure on a source that must be broken before it can be accessed. You make a Channel skill check that sets the TD to be overcome before it can be accessed. A sealed source is more than closed. The seal applies to everyone, including you. However, you can break the seal at will. Sealing a source takes 10 minutes of channeling and complete concentration. You cannot seal a source Attuned to a different person without first breaking these measures of protection and control first.

### SHACKLE CHANNEL [CHANNEL]

**Prerequisite:** Expert, Power Trap, Power Ward, Reverse Channel

You can try to lock away an opponent's ability to use their Channel skill. The maneuver requires a normal action and a successful opposed Channel skill check. If you succeed, you seal away an opponent's ability to

use the Channel skill until they break your shackle on their channel ability. You can maintain this shackle with a quickened action or until your opponent succeeds in an opposed Channel skill check.

### CHANNEL DEXTERITY [CHANNEL]

**Prerequisite:** Genius, Shackle Channel, Seal Source, Energy Feast, Trance [Meditation]

When maintaining a Channel action that requires a normal or quickened action, such as Power Block, or Energy Surge, you can use 1 normal action to handle any number of such maintenance requirements.

### POWER WEB [CHANNEL]

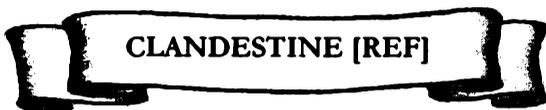
**Prerequisite:** Genius, Shackle Channel, Seal Source, Transcendent Will [Meditation], Overchannel

Power Web is treated like Medium except you can create any number of channels up to a max of one-half your skill ranks. However, you are still confined to the limits of your Channeling skill for the amount of power you can move in a melee round.

### UNFETTERED [CHANNEL]

**Prerequisite:** Legendary, Power Web, Channel Dexterity, Implacable Resolve [Self Control], Only the One [Meditation]

You are unlimited on the amount of power you can channel from sources and can exceed your normal channeling limits. However, when you do exceed your normal maximums, you must make a Channel skill check using the total amount of power you channeled as the TD. If you fail, you suffer a D-level Channel fumble.



### CLANDESTINE [REF]

The essence of Clandestine is secretive and hidden action. Moving covertly and stealthily or to act with hidden aims or methods.

**GM Note:** PER is immediate, passive perception. Recon is the studied, active perception.

**Conceal.** To conceal an action or a small object, such as stacking a deck, concealing a coin or gem, or drinking from a cup. Concealment takes a quickened action and if you conceal an object, it must fit in your hand easily and be as easily manipulated. The object can be concealed on your person or within the immediate arm's reach area. If you conceal an action it can only be a quickened action. Someone watching must make an opposed PER/Recon using your Clandestine skill check as the TD to see the action or notice the concealment. If you conceal a small object,



they must make a PER check to notice it during the timeframe you conceal the object or use Recon to actively search you or the immediate area to find it.

**Covert Action.** To operate or act covertly, covering up a use of skill or action you undertake. You cannot disguise material damage with Covert Action.

*Example – You might perform woo on another entity without them or anyone else in the room noticing. You could hold a conversation with a mark while picking his pocket. You can cover information gathering, research at a library, an area search of a business or just the fact you are reading someone's lips.*

To succeed you must make a TD 75 skill check. If you succeed the audience must use their PER to notice, using your Clandestine skill check as the TD. After the initial check, the audience will only notice the covert action if its ongoing and must make a Recon skill check opposed by your Clandestine skill check as a TD. If they do notice your Covert Action, the audience gains a +50 bonus on any additional rolls made immediately after to notice what you were covering.

*Example – You notice some one expressing a little too much interest in your conversation about a certain noble and use Covert Action to cover up your continued use of Intel. Your Clandestine skill is 54 and you roll well, ending up with a total of 114. For anyone to notice your Covert Activity requires them to make an immediate PER check of 114. Otherwise, to notice your continued searching for info on this noble would require them to use Recon against the same TD.*

You can use Covert Action in combat to cover up a quickened or normal action in combat. All opponents engaged with you and immediately adjacent get a PER check (if they are studying the area (like a sentry), then they use their Recon skill instead) against skill check as a TD to notice the Covert Action.

**Disguise.** Used to disguise yourself, another person, or an object, utilizing simple or rudimentary guises to change the appearance, size, shape and other aspects of recognition. Throwing on a quick and simple disguise takes a normal action. The flaws in a disguise can be detected with PER when first encountered. Opponents use their PER against your Clandestine skill check as the TD. After this initial time, opponents must make a Recon skill opposed by your Clandestine skill check as a TD to discover the disguise.

**Hide.** To hide yourself or another object from

sight using environmental surroundings and/or aids. The act of hiding takes a normal action but once hidden, no additional action is required. When hiding, you stay stationary, concealing your whereabouts from others. Something or someone hidden can be detected with PER when first encountered, if the person succeeds at an opposed PER against your Clandestine skill check as the TD. After this initial PER check, as long as you stay hidden, the person must make a conscious Recon skill check opposed by your Clandestine skill check as a TD to discover your location. Apply the same to any objects you hide. If you move or take an action, you are no longer hidden. For an item, once disturbed, it is no longer concealed. Some form of environmental concealment or cover is required or your attempt fails.

**Move Covertly.** Move quietly and with care to avoid detection, disguising your movement from someone listening or watching. Moving covertly takes a normal action. Opponents make a PER check using

**Arduin Legend:  
Juinmge**

Endowed with incredible agility for a Dwarf, Juinmge fought in numerous wars in his youth before ending his mercenary days to train with the Dwarven masters of Arnak Gorgas. Dissatisfied with their approach to fighting, he plied his skills against other arts, challenging anyone and anything who proclaimed proficiency in the golden arts. In Ithalos he met his match and found a new homeland when a middling student of Coichit threw him across the room before he could react. Over the next two decades, Juinmge mastered the art and more, becoming the Ithalosian Coichit champion the next year and for most of the next century. When the Seagnzchaylien blossomed in the southern Ithalos, Juinmge was there, and when Paladin of Megalon, Impen Twel, fell that day, Juinmge wet his hands with Impen Twel's holy sanguine and smote demons with its power, keeping them at bay at Fang Wall, holding out with the others until the Savoia cavalry came to their aid, riding through demons with holy weapons burning fire.



your Clandestine skill check as the TD (If they are studying the area (like a sentry), then they use their Recon skill instead) to detect your movement. They can make this check every melee round you are within their range of hearing, sight, etc. You only move one-quarter your normal movement while moving covertly.

**Proficient:**

Distract, Guile, Mask, Masquerade, Sleight of Eye

**Trained:**

Imitation, Lip Reading, Pursue, Read Threat, Stealth

**Experienced:**

Cache, Hidden Signals, Sense Shadow, Shadow Slide

**Specialist:**

Alter Ego, Escape Route, Impersonation, Surveillance

**Expert:**

Deep Cover, Hideout, Without a Trace

**Genius:**

Invisibility, Undetectable

**Legendary:**

Without a Shadow

**DISTRACT [CLANDESTINE]**

**Prerequisite:** Proficient

Hiding your actions means understanding how to mislead the senses of your audience. Distract is knowing how to divert the attention of an individual, creature, or being, to draw attention away from or to an event or action, such as another thief pick pocketing or you slipping away into the shadows. Distracting means both gaining their attention and keeping it where you want it.

Outside of combat, you make a distraction to absorb the attention of an audience by making a TD 100 Clandestine skill check. If you succeed, you have distracted your audience. However, any person who is actively attentive, such as on sentry, watch, or guarding can roll an opposed Recon check against your Clandestine skill. If they win, they see your distraction for what it is.

You can Distract in combat, feinting and employing a ruse to divert a single opponent from some action or from paying attention as much as they should. Using Distract in combat takes a quickened action and a TD 100 skill check. If you succeed in your stratagem, your opponent loses -2 CF for that melee round, starting with their next CF Action Count. If they have no more CF Action Counts left that melee round, they lose the -2 CF on the next

melee round instead. You can stack multiple Distracts maneuvers. However, like above, if the person is attentive to your Distract attempts, they can make an opposed Recon check versus your Distract attempt instead of the TD 100.

*Example – Chaeryn and Throded get in a fight with an Ogre. Chaeryn has a CF 34, Throded has 26 and the Ogre has 24. Chaeryn goes first and uses his Clandestine skill to Distract the Ogre. Succeeding at his skill check, Chaeryn lowers the Ogre's CF to 22 with his distract. Since he gets to go again on 27, Chaeryn goes for the Distract again, succeeds and lowers the Ogre's CF to 20, making the Ogre lose one of his CF Actions! Throded goes on CF 26 and engages the Ogre. Both the Ogre and Chaeryn go on CF 20. The Ogre takes a swing at Throded and luckily misses. Chaeryn employs another Distract and succeeds at the skill check lowering the Ogre's CF. Since the Ogre has already gone on CF 20 and wouldn't go again until CF 13, Chaeryn lowers the CF 13 to CF 11. Next melee round, however, the Ogre will be paying much more attention to Chaeryn and employs his Recon versus Chaeryn's Clandestine skill.*

**GUILE [CLANDESTINE]**

**Prerequisite:** Proficient

Use Guile to cover up the use of another skill, skill maneuver or attack.

Outside of battle, Guile replicates base Clandestine skill use of Covert Action to hide an action from observers except the observing audience does not gain a PER check to notice. Recon skill checks apply as normal but you add +20 to your skill check for the TD.

In battle, you can use Guile as a quickened action to outfox an opponent. Make a skill check opposed by your opponent's PER. If you succeed, your opponent is considered Outmaneuvered against the rest of your actions that CF Action Count.

**MASK [CLANDESTINE]**

**Prerequisite:** Proficient

Mask is the ability to avoid detection using available materials, habits and blindness of observers or the idiosyncrasies of an area. You can apply it to yourself, another, or an object. An unhurried, unobserved Mask technique takes a minute to complete. Once Masked, viewers do not gain a PER check against your Clandestine skill. As long as you stay hidden, the person must make a Recon skill check versus your Clandestine skill to discover your location. If you stay stationary, you can even Mask in plain sight or without cover or concealment; you find ways to blur, obscure or detract the senses of beings to find you. You cannot move without compromising your



position and the Mask.

You can Mask in combat with a normal action as long as you are not engaged in melee combat with an opponent. Any being within 10 ft of your position can make a PER check opposed by your Clandestine skill check to notice the Mask. If they succeed, they track you normally. Otherwise, anyone searching for you must make a Recon skill check versus your Clandestine skill check as a TD to discover your location. To stay Masked in combat requires a quickened action.

*Example – The Ogre gets a good hit on Throded and he goes down. Chaeryn uses his Acrobatics to roll away from the fighting and uses Mask to hide himself. The Ogre looks around for him and hiding pretty much in plain sight Chaeryn sweats it a little but the Ogre can't find him and walks away, giving Throded's body a good hit on the way.*

### MASQUERADE [CLANDESTINE]

**Prerequisite:** Proficient

When conducting a quick disguise as described under the basic use of skill, the audience only gets a check to detect your disguise if they use their Recon skill, regardless of how long you are in their presence. You can put together a careful disguise with time and a disguise kit. You can make use of clothing, masks or even body puppetry to put on the semblance of someone else or even someone of another race. A careful disguise takes one day. The type and quality of the disguise kit determines the bonus you gain for its use. The audience only gets a check to detect your disguise if they use their Recon skill.

### SLEIGHT OF EYE [CLANDESTINE]

**Prerequisite:** Proficient

You are a master at maneuvering yourself and opponents with small movements. This mastery of skill allows you to obscure your actions to opponents and gain a +10 Dodge bonus against their attacks. You can also do the following maneuvers:

- You can use a quickened action to disengage with a single target you designate.
- You can make a quickened action to obscure your movement from a single target you designate so they must make an opposed Recon skill check using your Clandestine skill check as a TD to notice your combat movement.

### IMITATION [CLANDESTINE]

**Prerequisite:** Trained

You can take on the vocal and linguistic qualities of specific person, their mannerisms (paralinguistic qualities) and metalanguage. You must have 10 skill ranks in the target's Culture and know the language of



the target. When imitating, your audience must choose to make a Recon skill check to discover your imitation using your skill check as the TD.

## LIP READING [CLANDESTINE]

**Prerequisite:** Trained

The ability to decipher what someone is saying by watching their lips. You must know the target's language and have a clear view.

## PURSUE [CLANDESTINE]

**Prerequisite:** Trained

You can follow someone covertly, forcing them to make an opposed Recon skill check using your Clandestine skill check as the TD to notice. You can also use this secret to shake off pursuit as well, forcing opponents to use the same skill check conditions to follow you. If you are in an area not covered by Streetwise or Wildswise secrets, you suffer a -25 penalty on any skill check using this secret.

## READ THREAT [CLANDESTINE]

**Prerequisite:** Trained

You are attentive to the small signals that people make when they notice your use of the Clandestine skill or a Clandestine secret. As a quickened action you can make a TD 75 Clandestine skill check to notice the threat. However, if person is using Guile to hide their attentiveness, you must make a TD 75 + their Clandestine skill ranks skill check as the TD instead.

## STEALTH [CLANDESTINE]

**Prerequisite:** Trained

Stealth is undetected movement using normal terrain and subtlety to avoid the senses of sentries, observers and other individuals. Stealth is more than a moving hide. Stealth combines obscuring your movement from all the main senses that give someone away: sight, sound, scent and touch. To pierce your Stealth, the audience (the sentries, observers, etc.) must make a Recon skill check opposed by your Clandestine skill

check to notice your movement. Use this to maneuver to walk past a sentry undetected, sneak past sleeping hounds, walk across a creaky floor, or move through a crowd undetected. You cannot Stealth in combat. Stealth reduces your movement to one-half normal.

## CACHE [CLANDESTINE]

**Prerequisite:** Experienced, Streetwise [Urban] or Wildswise [Wilderness]

You can hide goods so they will not be found and are waiting in case of some future emergency. Cache is more than burying a box of oiled weapons in a hole and covering it with dirt. Cache also includes disinformation to ensure the fact you setup a Cache is hidden, maintenance on the Cache to ensure its integrity, and prearrangement to access it. The hidden store of goods must be in an area in which you have Streetwise or Wildswise. The Cache can be in a physical location, securely hid; in the hands of a friend, or even in the clutches of an enemy through some prior engagement. The details are determined by the player and the GM, including the prearrangement for access. Setting up the Cache requires you to assemble the goods, expend resources to setup the Cache and resources for its maintenance. Choose a TD that corresponds to the security of the Cache. This determines the amount of resources you will use to setup the Cache. Consult the table below to find the costs and time for Cache setup.

Once you have determined the TD of your Cache, make the skill check to setup the Cache. If you use a Contact or Connection to help set up with your Cache then add +25 to your skill check for a Contact and +50 for a Connection. You can use more than one Contact or Connection and the benefits stack. When a Cache is setup, record the security of the Cache under your Streetwise or Wildswise secret:

CACHE TABLE

Cache Security	Setup /Maintenance Costs#	Time (Days)	Skill check required**
TD 50	d4+1	2d6	TD 25
TD 75	d6+2	2d8	TD 50
TD 100	d8+4	3d6	TD 75
TD 125	d10+6	4d6	TD 100
TD 150	d12+8	5d6	TD 125
TD 200	2d8+9	6d6	TD 150
TD 250	2d10+12	7d6	TD 200
TD 300	3d8+17	8d6	TD 250
TD 400	3d10+25	9d6	TD 300
TD 500	5d12+40	10d6	TD 400

#Multiply the result by five gold crowns (5 GC) to find the total setup costs. You pay the base dice value monthly to maintain the Cache.

\*\*Clandestine skill check required to successfully setup the Cache.



Streetwise/Wildswise <Area>

Cache <Cache Security TD> – cache contents

If you fail the skill check, you lose the wealth and time spent in setup. Once security is determined, it becomes the percent chance checked annually. If you roll the listed values or less, the cache is not compromised. A failed roll means negative something occurred. Roll d6 and consult the following list of possibilities.

1. Someone discovered you set up the cache but does not know its location
2. Cache was discovered but nothing taken
3. Cache was found and traced to you
4. d10% of the cache was ruined
5. d100% of the cache was stolen
6. Roll two times, treating a second roll of 6 as a 1

### HIDDEN SIGNALS [CLANDESTINE]

**Prerequisite:** Experienced, Signaling [Recon]

You can hide your signals and messages from observers or surveillance. This can be via codes or ciphers (if you know them) or just involve arranging objects in public places, using unwitting messengers or acting uncharacteristically to tip someone else off that something is going on. Your Clandestine skill becomes the TD an audience must beat to notice the signaling. If the audience is actively searching for signals; they make a Recon skill check, otherwise it's a PER check. This applies to all observers, friend or foe. Someone who knows to look for the signal gets a +20 bonus.

### SENSE SHADOW [CLANDESTINE]

**Prerequisite:** Experienced, Read Threat

You have honed your awareness, and can make a TD 75 skill check to notice if you are being watched or followed, and by whom. If the observation or pursuit is covert, you make an opposed Clandestine skill check with your foe or follow the guidelines for the covert action. Regardless, you gain a +30 bonus to notice the pursuit. Versus scrying or clairvoyance you can make a TD 100 skill check to discern the remote viewing.

### SHADOW SLIDE [CLANDESTINE]

**Prerequisite:** Experienced, Stealth

When you using Stealth you move at full movement instead of half movement and gain a +20 bonus to your skill checks with Stealth.

### ALTER EGO [CLANDESTINE]

**Prerequisite:** Specialist, Guile, Specialist Urban or Wilderness

You have created a second persona and lifestyle different from your own. Alter Ego represents the time and investment you have put into forming this second persona apart from your own. Determine your alternate persona and discuss with the GM its placement in the campaign world. You must pay an amount equal to 1 year's worth of wages for the lifestyle you choose for your alter ego when you take this secret. This represents the funds you must spend to setup and build the Alter Ego. Thereafter, as upkeep you must provide half the normal wage earnings that your Alter Ego would make.

When you create the Alter Ego, the base TD for someone to use a skill (Intel, Social, Urban, etc.) to break this cover is TD 100 + your Clandestine skill check when you create the Alter Ego. Every year you maintain the Alter Ego, add a +10 bonus to its TD against discovery. If you cannot upkeep your Alter Ego with funds, you receive a -20 penalty for every month. If the TD ever reaches zero, your cover is blown. You can re-establish your Alter Ego somewhere else but it takes twice the resources (two years of wages) to setup.

You can create an Alter Ego in a rural or wilderness environment but replace the Specialist Urban requirement with Specialist Wilderness instead.

### ESCAPE ROUTE [CLANDESTINE]

**Prerequisite:** Specialist, Streetwise [Urban] or Wildswise [Wilderness], Experienced Intel

You know how to setup a prepared safe, secret or at least discrete way out of an area you designate. The area must be within your Streetwise or Wildswise. Choose a TD that corresponds to the security of the Escape Route. This determines the amount of resources you will use to setup the Escape Route. Consult the Escape Route table to find the costs and time associated with setup.

Once you have determined the TD of your Escape Route, make the skill check to setup the Escape Route. If you use a Contact or Connection to help set up with your Escape Route then add +25 to your skill check for a Contact and +50 for a Connection. You can use more than one Contact or Connection and the benefits stack. When an Escape Route is setup, record the security of the Escape Route under your Streetwise or Wildswise skill:

Streetwise <Area>

Escape Route <Escape Route Security> – Out of the city to my Hideout in the bazaar



ESCAPE ROUTE TABLE			
Escape Route Security	Setup Costs*	Time (Days)	Skill check Required**
TD 50	d4+1	2d6	TD 25
TD 75	d6+2	2d8	TD 50
TD 100	d8+4	3d6	TD 75
TD 125	d10+6	4d6	TD 100
TD 150	d12+8	5d6	TD 125
TD 200	2d8+9	6d6	TD 150
TD 250	2d10+12	7d6	TD 200
TD 300	3d8+17	8d6	TD 250
TD 400	3d10+25	9d6	TD 300
TD 500	5d12+40	10d6	TD 400

\*Multiply the result by 1 gold crowns (1 GC) to find the total setup costs.

\*\*You must make this Clandestine skill check to setup the Escape Route.

If you fail the skill check, you lose the wealth and time spent in setup. An Escape Route provides the route's rating to shake pursuit, evade enemies or surveillance. An Escape Route can be activated anywhere within your Streetwise area. When you activate your Escape Route, you add the appropriate bonuses. A person can compromise your Escape Route. To do so, they must make a skill check against the Escape Route security and make the same rolls for amount of money and time for the Escape Route (see chart above) to find your Escape Route. If they do, they gain the bonuses to pursue you instead.

#### IMPERSONATION [CLANDESTINE]

**Prerequisite:** Specialist, Specialist Perform, Imitation  
 Impersonation is a time based study of a single person, taking 2d20 days for each lifestyle step of the individual, starting at Poverty (see GM section). The time is spent watching and imitating a person's behavior, speech, habits, etc. After you have observed them for the requisite time period, you can impersonate them. Make a Clandestine skill check and add +200. The result is the TD an observer must beat with an opposed skill (Recon, Social, etc.) to pierce your impersonation. Unlike Disguise (basic use of skill), an observer cannot pierce your impersonation with PER unless they are in a close relationship to the person, such as a spouse, close relative and so on. See Disguise under the basic use of skill for more details. You must have chosen Act as a focus under Perform to learn this secret.

#### SURVEILLANCE [CLANDESTINE]

**Prerequisite:** Specialist, Stealth, Pursue  
 This secret covers both fixed and mobile types of surveillance, whatever it takes to listen in on and keep tabs on another. Fixed surveillance is exactly that, stationary. You set up a stakeout or eavesdrop on

your target. Mobile surveillance is a form of covert pursuit to follow a target in order to keep tabs on and listen into their conversation. Surveillance requires setup time and patience. Mobile surveillance requires a successful Pursue check be made first. An example of Surveillance is watching and trailing the same person for a length of time to gather information on a target's patterns, habits, behaviors and the same of the environment where they normally operate. Make a Clandestine skill check to determine the difficulty for someone to pierce your surveillance cover. Surveillance gathering checks are done in weeks and require a TD 125 skill check each time. If you fail, your quarry discovers you are watching.

You can choose to conduct data surveillance (tracking only the paperwork, records and material an individual creates or interacts with on a regular basis). Data surveillance doubles your surveillance cover score but requires a TD 200 skill check to collect surveillance information. You may use this same talent to foil surveillance, passively forcing someone attempting fixed or mobile surveillance to beat you in an opposed Clandestine skill check. If you win, you prevent them from collecting information.

#### DEEP COVER [CLANDESTINE]

**Prerequisite:** Expert, Expert Social, Expert Intel, Impersonation  
 Like the secret of Alter Ego but applied to you. Deep Cover allows you to disappear totally while appearing as someone else. Handle Deep Cover mechanically like Alter Ego but with double the normal costs for set up and maintenance. Also, to break your Deep Cover takes a TD 200 + your skill check at setup. Otherwise it works exactly like Alter Ego.



## HIDEOUT [CLANDESTINE]

**Prerequisite:** Expert, Expert Urban (or Wilderness), Escape Route, Expert Intel

You can set up a hidden area that you can retreat or fallback into for security. The area must be within your Streetwise or Wildswise. In an urban area, a hideout is a difficult to find, secure structure. In the wild, a hideout is a niche of safety outside of the flow of things, where your presence can go unnoticed. The details of the hideout are determined by the player and the GM, including the prearrangement for access. Setting up a Hideout requires you to expend resources to secure and prepare the Hideout and enough funds for its maintenance. Choose a TD for the security of the Hideout. This determines the amount of resources you will use to setup the Hideout. Consult the Hideout Table below to find the costs associated with setup.

Once you have determined the TD of your Hideout, make the skill check to setup the Hideout. If you use a Contact or Connection to help set up with your Hideout then add +25 to your skill check for a Contact and +50 for a Connection. You can use more than one Contact or Connection and the benefits stack. When a Hideout is setup, record the security of the Hideout under your Streetwise or Wildswise secret:

Streetwise/Wildswise <Area>

Hideout (Hideout Security) – <hideout>

If you fail the skill check you lose the resources you allocated for setup. Success means you have set up the Hideout properly. Security covers the safety of the Hideout and how well it stays hidden from

discovery or compromise. It also determines how well your Hideout stays hidden and current: supplies always fresh, weapons oiled and in the same condition, and so on.

A Hideout can be compromised. Someone must make a skill check against the Hideout security, expending the same money and time for the Hideout Security to find your hideout. When choose to activate a hideout, make a normal skill check. This represents the TD for someone to follow, find or trace your hideout. If you use an Escape Route, use its value instead.

## WITHOUT A TRACE [CLANDESTINE]

**Prerequisite:** Expert, Surveillance, Pursue, Expert Urban or Expert Wilderness

This secret is the ability to vanish and become one with the normal ebb and flow of the environment.

- You can blend in with the normal residents, slip into a public market or cafe without notice or suspicion. You add a +50 bonus to Escape and Evade chances in areas where you have Streetwise or Wildswise.
- You can move without a leaving a data or information trail for others to follow, such as travel markers, border crossing receipts and other like data. Against any Recon or Clandestine skill uses to trail, follow, pursue, you can make a counter check.

## UNDETECTABLE [CLANDESTINE]

**Prerequisite:** Genius, Network [Intel], Circle of Influence [Underworld], Relationship Control [Social], Without a Trace

**HIDEOUT TABLE**

Hideout Security	Costs*	Time (weeks)	Skill check required**
TD 50	d4+1	2d6	TD 25
TD 75	d6+2	2d8	TD 50
TD 100	d8+4	3d6	TD 75
TD 125	d10+6	4d6	TD 100
TD 150	d12+8	5d6	TD 125
TD 200	2d8+9	6d6	TD 150
TD 250	2d10+12	7d6	TD 200
TD 300	3d8+17	8d6	TD 250
TD 400	3d10+25	9d6	TD 300
TD 500	5d12+40	10d6	TD 400

\*Multiply the result by 10 gold crowns (10 GC) to find the total setup costs.

\*\*You must make this Clandestine skill check to setup the Hideout.



## COMBAT [WITS]

You cannot be traced by opponents using interpersonal skills such as Knowledge, Intel, Social, Clandestine, Underworld, Business, and so on unless your opponent has at least Genius level skill and can defeat you in an opposed skill check. Undetectable will even foil a critical success in this regard.

### INVISIBILITY [CLANDESTINE]

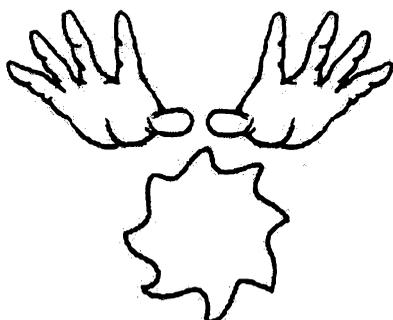
**Prerequisite:** Genius, Without a Trace, Sagacity [Social], Impersonation, Circle of Influence [Underworld]

This is the secret to functional invisibility in your environment with no penalty for movement. To detect you an opponent must make an opposed Recon skill check against your Clandestine skill. If you break the invisibility with some action you are detectable as normal. However, you can slip right back into invisibility afterwards as long as you are not engaged in melee combat. If you are engaged in melee combat, you must disengage and use a normal action to slip back into invisibility. Invisibility is part environment, part social manipulation, and part skilled movement. In a plain, featureless room filled with ambient light you can still achieve this effect against an opponent, as you use tricks and ploys to maneuver your opponent while leveraging yourself to stay out of his perceptive range.

### WITHOUT A SHADOW [CLANDESTINE]

**Prerequisite:** Legendary, Undetectable, Invisibility, Reputation [Intel], Covert Influence [Underworld]

This is the secret to true anonymity. You are nigh untraceable by normal means and opponents must beat a TD 400 skill check with any interpersonal skill to find out any information, no matter how slight. If you walked in front of them, a person could interrogate the nine witnesses in the immediate area and not a one could tell him anything. You could slap five virgins on a crowded street corner on the busiest day of the week and no one could point out who did it if asked, and so on.



Combat includes the strategies devised for overcoming your opponent through guile and opportunities created by cunningly leading an enemy's action astray according to the circumstances to attack weak points. You use this skill to expose your opponent's weaknesses.

**All Out Assault.** Going all out means casting aside defensive measures while utilizing aggressive tactics. All out assaults take both a quickened and a normal action. You lose Guard skill benefits and its secrets when using this tactic, reduce your DEF to zero, and cannot Dodge, Parry or Block. In return, you add a bonus of 50 plus one-half Combat skill ranks to melee ATK rolls and +3 to attack critical chances for the CF Action Count. The good/bad effects last for 6 CF Counts or until the next CF Action Count, whichever comes first.

**Ambush.** Set up simple ambushes to gain surprise and advantage on an enemy. Setting up an ambush means finding an optimal position to attack a predetermined path. Ambush basics are to find positions that give you visibility but deny the enemy sight on you and to coordinate attacks to inflict damage on the enemy and chaos to their organization. A simple ambush with a single person takes only one minute to prepare and a TD 100 skill check. For each additional person involved in the ambush, add +10 to this TD and one more minute. Thus, a 5-person ambush requires a TD 140 and 5 minutes. If you succeed at the skill check:

- Enemies use your skill check as the TD against their opposed PER, Combat, Recon or other skill check to notice the ambush.
- You consider your CF to be CF 40 for the first melee round of the ambush and opponents to be Outmaneuvered against your attacks until their first CF Action Count.
- Add +30 bonus to all attack actions for the first ambush melee round.
- During this ambush melee round, opponents are -10 to their CF.

If you fail, you gain no bonus or benefit. See the **Battle and Melee** section for more details. Larger, more complicated ambushes require the **Military** skill to coordinate effectively. See the **Military** skill for details.

**Disarm.** Disarm is a skilled attack aimed at removing a combatant's weapon. It takes a normal

action and you make an opposed ATK roll with the defender. If you win, they lose the weapon. If you fail, nothing occurs. A defender can Dodge, Parry or Block this maneuver in place of the opposed ATK roll. The weapon falls in the same space as the combatant. You can take a -20 penalty to the Disarm roll to send the weapon flying away. While the direction is up to the attacker, the distance is 2d10 plus BODY damage in ft.

**Pin Weapon.** Pin Weapon is a skilled attack where you pin a combatant's weapon or other objects against their body with your own weapon. This takes a normal action. You make an opposed ATK roll with the defender. If you win, you pin your opponent's weapon. If you fail, nothing happens. Both weapons are tied up in the pin until freed and both combatants lose any weapon bonuses to DEF but still suffer any other penalties. A defender can Dodge, Parry or Block in place of the opposed ATK roll. You can release a pin at any time without expending an action. A foe can only break a Pin Weapon by succeeding at an opposed ATK roll.

**Tactical Assist.** Making a tactical assist is helping another person to gain advantage on a target or group of closely bunched targets. You must designate the single person you are providing the tactical assistance to and a target. The target can be a single entity or a group of entities within a 10 ft square area. You must be able to physically impede or interact with the target (s) to provide the tactical advantage and must succeed at a TD 75 skill check. If you can fulfill these criteria, you can use a normal action to provide the person you are Tactically Assisting a bonus of 20 plus 1 for every 5 skill ranks to a single action on that CF Action Count; or you can slap someone awake, put a potion in their hand, or lend your talents to their defense, providing the same bonus to their DEF, Dodge, Parry or Block. The tactical advantage lasts only for the CF Action Count. The person you provide the tactical assist bonus must have line of sight on you and the target (s), can be against/in melee or missile, and must know you are providing a tactical assist. If not, they must make a TD 75 PER check to gain the tactical assist bonus.

*Example – Throded and Lougren engage a three Orcs. Since they are tightly grouped, Throded uses Tactical Assist and his Combat skill of 45 to provide Lougren with a +29 bonus to attack them. Lougren downs one with his axe but they turn on him instead. Throded uses Tactical Assist again, this time adding +29 to Lougren's DEF.*

**GM Note:** Unless stated otherwise Combat maneuvers do not work with missile weapons.

**Proficient:**

Baffling Moves, Cutting Strike, Elastic Mind, Favored Position, Tactical Coordination, Whirling Strikes

**Trained:**

Cinch, Flurry, Hamstring, Improvised Weapon, Lunge, Offhand

**Experienced:**

Burst of Power, Concussive Strike, Gash, Shock Attack, Steal Weapon

**Specialist:**

Circle of Eyes, Intuitive Combatant, Repulse, Whirlwind Assault

**Expert:**

Pinpoint Attacks, Retort Dodge

**Genius:**

Mirror Move, Reflexive Attack

**Legendary:**

Legendary Move, Secret Attack

**BAFFLING MOVES [COMBAT]**

**Prerequisite:** Proficient

As a quickened action, you move in such a way as to baffle, mislead, and misdirect combatants, gaining a +10 ATK, DEF, Parry, Block and Dodge until your next CF Action Count or 6 CF Counts, whichever comes first.

**CUTTING STRIKE [COMBAT]**

**Prerequisite:** Proficient

You understand how to make powerful attacks against objects, armor, or even others' weapons. When performing this maneuver outside of combat, make an ATK roll against a TD of 25. If you hit, roll damage like normal, subtracting the object's DR and then applying the rest against its DUR rating. If you reduce the object's DUR rating to zero or less, you destroy it. If you strike something with greater DR than the damage you inflict, apply the same damage to what you used to make the attack, subtracting DR and apply the rest as damage (potentially breaking the weapon or object you used).

In battle, Cutting Strike requires a normal action. If an object is unattended (see *Battle and Melee* section), resolve your Cutting Strike against the object as if out of combat. If attended (like the sword in the hand of an opponent, a horse's barding, the pack on someone's back, etc.) you make an ATK roll against the attending person's DEF. If you succeed compare your damage against the DR of the target and apply the remainder to its DUR as discussed previously. If you roll a critical attack, the damage permanently reduces the DUR of the object beyond repair, in addition to normal critical results. If you reduce an



object's DUR to zero or less, the object is destroyed, broken or rendered useless.

You cannot reduce the DR of living creatures. However, you can apply BODY impairment against a living being with this attack. The same mechanics apply: make an ATK against their DEF, subtract DR and apply the rest as BODY impairment. If your opponent is armored, you apply any BODY damage from Cutting Strike to their armor first.

Note that when you use Parry to stop a Cutting Strike, it treats the attack like any other. However, if you Block a Cutting Strike, you suffer all the normal effects listed under Cutting Strike.

### ELASTIC MIND [COMBAT]

**Prerequisite:** Proficient

You adapt rapidly in dangerous situations. Any time your CF is reduced due to battle actions, fumbles, maneuvers or circumstances, you reduce the overall CF penalty by -2. This does not apply to the CF lowering penalties of weapons or armor.

*Example - The GM applies a -3 CF penalty to all combatants who are fighting while balancing on a ledge. You would reduce the penalty to -1 CF. However, if you used the Flurry secret to make 5 attacks, you could only reduce the total CF penalty by -2, lowering it to -8 from -10.*

### FAVORED POSITION [COMBAT]

**Prerequisite:** Proficient

You can define a single normally negative position in combat, such as prone, kneeling, crawling, crouched, off balance and so on where you do not suffer the penalties. Thus, you could take Favored Position in prone and negate the normal penalties applied when prone. This secret may be taken multiple times, but the position you wish to negate must be declared each time.

### TACTICAL COORDINATION [COMBAT]

**Prerequisite:** Proficient

You can provide the benefits of Tactical Assist to 2 people plus 1 person for every 10 skill ranks. Normal rules apply. Allies you assist must be within visual line of sight and be able to understand your orders.

### WHIRLING STRIKES [COMBAT]

**Prerequisite:** Proficient

You must declare this secret at the start of your CF Action Count and you cannot use other secrets or maneuvers without disrupting its benefits. If you launch a successful attack against any opponent around you within ER (melee weapons only; missiles do not count for this secret), you consider your CF to be +1 higher for the rest of the melee round for

determining CF Actions and order. If you make another successful attack on the next CF Action Count in the melee round, you gain another +1 bonus to CF. This bonus continues to stack and accrue for as long as you continue to attack and successfully hit (inflicting damage not necessary) on consecutive CF Action Counts. If the chain is broken at any time, all bonuses are lost. An attack that is Parried, Blocked or Dodged is considered not successful and attacking more than once in a CF Action Count does not provide any additional benefit except to determine a successful attack that CF Action Count. No matter how many bonuses you accrue or carry over from previous melee rounds, you can only carry over a maximum of a +1 bonus CF to the next melee round for every 10 skill ranks you attain. Regardless of skill or rolls, you cannot advance your CF beyond normal limits.

*Example - Lougren declares Whirling Strikes on his CF Action Count of 20. He successfully hits a foe and bumps his CF to 21. Normally, he goes on CF Counts 20, 13, and 6. Because he temporarily boosted his CF by +1 for the Whirling Strikes, he will now go on 14 and 7. If he succeeds to hit an opponent on CF Count 14, he will get another +1 CF and go on CF Counts 8 and 1, effectively gaining a new action!*

*As his skill is 30, he can carry over a +3 bonus to CF into the next melee round, starting on 23 instead of 20 and getting CF Actions on 16, 9, and 2. If he successfully hits an opponent on 23 and continues the chain, he would go on 17, 10, and 3. Even if he successfully hits on each of these counts, he can only carry over a max of +3 CF to the next melee round.*



### CINCH [COMBAT]

#### Prerequisite: Trained

You are a master at pinning weapons. Instead of the normal results of a Pin Weapon, you can choose to keep your weapon free and place your opponent's weapon in an unready position, doubling its CF penalty until the wielder takes a quickened action to ready it. Alternately, you can allow your weapon to stay pinned against theirs but not suffer the weapon's DEF loss normally subscribed under Pin Weapon and gain Partial Cover against the opponent whose weapon you have Cinched.

### FLURRY [COMBAT]

#### Prerequisite: Trained

Flurry is a maneuver that breaks out of the normal sequence of CF Action Counts to allow you to launch an all-out-attack against an opponent in an attempt to overwhelm their defense. This aggressive move allows you to make an ATK roll on a CF Action Count at -20 ATK and then an additional ATK every CF Count afterward at a cumulative -20. You can continue to make attacks until you reduce your attack bonus to zero or less. At the end of the Flurry maneuver you suffer a -2 CF recovery penalty for each attack made during the maneuver on the next melee round. Once you make a Flurry maneuver your CF Actions for the rest of the melee round are done. If, during the Flurry you reach CF Count 0, you are done. Also, if you use a Flurry maneuver consecutively you carry forward the CF recovery penalty from any previous Flurries.

*Example - Lougren's normal CF is 29 and he has CF Action Counts of 29, 22, 15, 8 and 1. He engages in melee like normal until CF Count 15, whereupon he launches a Flurry maneuver. His total attack bonus is 112. His first Flurry attack is on CF 15 at 82. His next is on CF 14 at 62. His third is on CF 13 at 42, the fourth on CF 12 at 22 and finally CF 11 at 2. Lougren is done for the melee round and when the next one starts, he is -10 CF and starts on CF 19 instead of 29. If he does another Flurry on CF 19, he will get to attack on 19, 18, 17, 16 and 15 but his CF penalty for the following melee round will be -20 (CF recovery penalty carryover).*

### HAMSTRING [COMBAT]

#### Prerequisite: Trained

As a normal action, you can strike an opponent to reduce their movement. Make an ATK roll against the foe's DEF. If you succeed, apply damage like normal. If any damage pierces their DR, you can trade 1 point of this damage for 1 point of movement reduction for every 10 skill ranks. Multiple Hamstrings stack and if you reduce an foe's movement below zero, they fall

prone.

### IMPROVISED WEAPON [COMBAT]

#### Prerequisite: Trained

By expending a quickened action, you may treat an object not ordinarily a weapon as one. You must be capable of manipulating (pick up, carry and use) the object freely to qualify as an improvised weapon. Such objects can be thrown or used in hand-to-hand (common sense applies!). You can do lethal damage or parry with things ordinarily non-lethal or incapable of such acts (though it may not stand up to the impact well). Thus, a cup in your hand becomes deadly or the silk shirt you are wearing becomes a lethal weapon. Damage for such things is situational and dependant on what is utilized (consult your GM).

### LUNGE [COMBAT]

#### Prerequisite: Trained

You can use a normal action to make an extended attack with the penalty of placing yourself out of position. You can extend your ER by one and resolve the attack like normal. Regardless of success or failure, you are out of position and take a -30 to DEF and lose your next CF Action Count unless you recover from the Lunge with a quickened action in the same CF Action Count. Lunge cannot be used with a missile weapon. If you use Lunge on our last CF Action Count in a melee round, you are -5 CF the next melee round and keep the -30 DEF until your first CF Action Count.



### OFFHAND [COMBAT]

#### Prerequisite: Trained

You are proficient with using a weapon, item or other object offhanded. Offhand lowers the ATK and skill use penalty to a flat -25 penalty to both hands.



### BURST OF POWER [COMBAT]

**Prerequisite:** Experienced, Hard Hit [Weapon]

You understand how to make explosive bursts of power due to superior technique, leverage, or sheer bodily strength. Add the equivalent of +1 BODY for every 4 Combat skill ranks to determine damage and to the maximum BODY a weapon or object can apply as a bonus to damage. Normally exceeding the max BODY for a weapon means a chance for weapon breakage on a 1-BODY to 10% chance. Bonus BODY provided by Burst of Power does not count towards this chance of breakage. Burst of Power is a passive bonus and applies to any eligible weapon or object.

*Example – Lougren's weapon normally can only handle 45 BODY and he has a 41 BODY but with Burst of Power and his 48 skill ranks both are raised by +12. Thus, Lougren has an equivalent 53 BODY for the purpose of inflicting damage.*

### CONCUSSIVE STRIKE [COMBAT]

**Prerequisite:** Experienced, Hard Hit [Weapon]

You understand how to strike with precision and technique or just with hard impact to daze and stun. A Concussive Strike takes a normal action and you attack like normal. If you succeed, your opponent must make an immediate Shock check using your Stun TD. The TD is 50 but you can reduce the damage you would inflict on a 1 HP-for-3 Stun basis to add to the Stun TD. You cannot add more than your skill ranks to the base TD 50 in this manner. If the opponent fails the Shock roll, they are stunned for 1 CF Count for every 2 skill ranks.

*Example – Lougren gets into a tussle on the street with a street gang. Not liking their numbers he cajoles them to send out their best and swears he can take them down with one punch. Humored by his bravado, they send out their best and he and Lougren start brawling. The street punk gets lucky and lands a hard blow to Lougren's chest. Sucking for air, Lougren retaliates but chooses to use Concussive Strike. He rolls well and hits him for 24 HP damage. Lougren converts all of it to Stun bumping the Stun TD to 122. The street punk fails his Shock save and is stunned. Lougren kicks him in the head and declares himself the winner.*

### GASH [COMBAT]

**Prerequisite:** Experienced, Brawn [Athletics]

You can use a normal action to strike an opponent to make them bleed. If you succeed in piercing your opponent's DR with the attack, you can convert 5 HP of damage you would normally inflict into 1 HP of bleeding (Gash) damage for every 10 skill ranks. The Gash continues to bleed every CF Count thereafter

until the victim binds the wound or heals 1 HP of damage; either way will cause the bleeding to stop.

*Example – Throded runs into the Ogre again and is committed to getting a little revenge. He engages quickly and going first on CF 26, uses Gash. He succeeds in landing a blow on the Ogre and inflicts 12 HP past the Ogre's DR. At skill rank 47, he can convert up to 20 HP into bleeding but since he only rolled 12 HP, he converts 10 HP into 2 HP of bleeding while letting 2 HP get through immediately. By the time the Ogre goes on CF 24, he has lost 4 HP in blood loss. He swings and misses. Throded goes on CF 19 and by this time the Ogre has lost another 10 HP in blood loss. Throded hits again, inflicting more Gash damage, rolling 28 HP past the Ogre's DR this time. Throded chooses to convert 20 HP into Gash damage bringing the amount of blood loss up to 6 HP per CF Count. By the end of the melee round, the Ogre is almost dead from blood loss and runs, leaving a bruised and hurt but very much alive Throded victorious.*

### SHOCK ATTACK [COMBAT]

**Prerequisite:** Experienced, Guile [Clandestine]

You can make deadly attacks against unready opponents.

- When launching an ambush, you have a chance to shock and disorient opponents anytime during the ambush melee round. Attack like normal. If you succeed, you inflict 125% normal damage and the opponent must make a TD 100 Shock save or be Staggered for the next d3 Melee rounds.
- Use can use a normal action in battle to attack an opponent who is Staggered, Flattened, or Stunned and gain a +5 critical bonus.

### STEAL WEAPON [COMBAT]

**Prerequisite:** Experienced, Baffling Moves

Steal Weapon is exactly like the base skill use of Disarm except you can choose to take the weapon instead of knocking it away.

### CIRCLE OF EYES [COMBAT]

**Prerequisite:** Specialist, Anticipation [Recon], Refine Sensitivity [Self Control]

Part intuition, part movement and some perception, you slip into a trance like state and monitor activity and act as it unfolds in combat. You can make PER checks against any direction, even directly above, below or behind. You automatically make Combat skill checks against ambushes without expending an action.



## INTUITIVE COMBATANT [COMBAT]

**Prerequisite:** Specialist, Elastic Mind, Synergy [Athletics]

Combat is as much of the mind and senses as is life.

- Reduce the CF penalty as described under Elastic Mind -3 more, to a total of -5 CF combined (see Elastic Mind)
- Add a +20 Combat skill advancement bonus.

## REPULSE [COMBAT]

**Prerequisite:** Specialist, Lunge, Shock Attack

You know the trick to maneuvering so as to strike an opponent while forcing them to move in a direction you choose. Using a normal action make an attack like normal and declare the direction of your Repulse. If you succeed in piercing your opponent's DR, you can convert 1 HP of damage you would normally inflict for every 10 skill ranks into 1 ft of distance that you can push a foe. If they cannot move this distance, then they must make a TD 100 Acrobatics skill check or fall prone.

*Example – The Ogre Throded was sitting runs off and he chases after. After some chasing, Throded corners him just as he drinks a potion to stop the bleeding and heal some. Unwilling to fight again, the Ogre tries to bully past him. Throded gets a good hit in, however, and inflicts 28 HP damage, choosing to convert 5 of it into a 5 ft push back. The Ogre swings back, missing and Throded hits him again, inflicts 23 HP this time but still choosing to convert 5 of it into a 5 ft push back. It was unnecessary, though as the last hit finishes the Ogre.*

## WHIRLWIND ASSAULT [COMBAT]

**Prerequisite:** Specialist, Flurry, Dancing Weapon [Weapon]

Whirlwind Assault takes a normal action and you attack like normal but instead of inflicting damage you aim at reducing an opponent's CF. The attack is resolved like Flurry (with all penalties) but each successful hit reduces the opponent's CF -2 instead of inflicting damage.

## PINPOINT ATTACKS [COMBAT]

**Prerequisite:** Expert, Precision [Weapon], Expert Weapon, Experienced Medical

Pin Point Attacks takes a normal action and allows you to target a specific area of your opponent. Make an attack roll against the opponent's DEF but with a +1 critical success chance for every 15 skill ranks. If you succeed, apply damage like normal. If you roll a critical success, you apply the effects of a B grade critical for the area you targeted. If no tier exists for the target area or the target area isn't on the chart, roll

like normal but add +25 to determine the critical hit.

## RETORT DODGE [COMBAT]

**Prerequisite:** Expert, Expert Weapon, Anticipation [Recon], Intuitive Combatant

By expending a quickened action, if your opponent Dodges your attack, you immediately make a second attack, resolving it like normal.

*Example – Chaeryn is ambushed by a Thorg. It rakes him pretty badly before he can move but he manages to dodge its next attack. Unfortunately, Thorg have Retort Dodge and the Thorg attacks immediately, raking him with its claws.*

## MIRROR MOVE [COMBAT]

**Prerequisite:** Genius, Intuitive Combatant, Balance of Steel [Weapon], Spread Attack [Weapon], Combat Maneuvering [Athletics]

You can use a quickened action to mirror any maneuver or attack you just made with a normal action against any opponent within your ER.

## REFLEXIVE ATTACK [COMBAT]

**Prerequisite:** Genius, Genius Weapon, Intuitive Combatant, Circle of Eyes, Anticipation [Recon]

You must make this election at the beginning of a CF Action Count. It requires a quickened action, but allows you to reflexively attack any combatant when they enter your ER that CF Action Count and until your next CF Action Count. If you do not have another CF Action Count that melee round, Reflexive Attack concludes at the end of the melee round. You cannot use Reflexive Attack when you move and bring opponents into your ER, only when they move into your ER.

## LEGENDARY MOVE [COMBAT]

**Prerequisite:** Legendary, Legendary [Combat, Guard, Loric, Missilery, Style, or Weapon skill], Intuitive Combatant, Boundless [Athletics], Exfiltrate [Recon]

You are legendary with 1 particular Combat, Guard, Loric, Missilery, Style, or Weapon secret or base use of skill. Name this maneuver. When using the named maneuver, you gain a +50 skill bonus, +10 bonus to critical success chance, & reduce the Fumble chances by 10. You can take this secret more than once but only once for a particular secret or base use of skill.

## SECRET ATTACK [COMBAT]

**Prerequisite:** Legendary, Combat Maneuvering [Athletics], Intuitive Combatant, Guile [Clandestine], Exfiltrate [Recon]

As a normal action you can make a single attack against a foe in your ER that they cannot Dodge, Parry, or Block.



## CRIME [REF]

Crime is a broad skill that covers the physically active portion of criminal and lawbreaker skills. Crime covers breaking and entering, overcoming locks, and obstacles to physical entry, such as walls, security systems and other items of physical protection. It also handles covering up the traces of such actions. Crime includes the resisted manipulation of beings, such as picking their pocket or binding someone. Crime also includes cheating at gambling, panhandling or just scouting a probable target to mark for the future.

**Cheat.** Cheat at gambling or games of chance, such as cards, dice and darts. Requires a base TD 100 though the GM scales this skill check passed on the circumstances. Any observers and the target can make a PER check using your Crime skill as a TD to see your use of this skill. If they are actively watching you or the game you are cheating at, observers and participants use Recon instead of PER for detection.

**Cover up.** Use Crime to cover up the evidence of physical entry, physical activity or a criminal action. Cover up takes at least 1 minute and a base TD 75. The GM scales this time frame and TD based on damage or extent of the action taken. A door only slightly damaged might be simple but one shattered into hundreds of pieces might be next to impossible to cover up.

**Panhandle.** Talk people out of money or items. Also covers doing nominal labor in return for donations. Passive panhandling is soliciting without threat or menace, often without any words exchanged at all – just a cup or a hand held out. Aggressive panhandling is soliciting coercively, with actual or implied threats, or menacing actions. Requires a base TD 75 though the GM scales this skill check passed on the circumstances. Roll d6 for the Wealth equivalent accumulated, using a Wealth scale based on the locale.

**Pat Down.** Related to pick pocket but where you pat down a target, looking for concealed items or weapons. Requires a base TD 75 though the GM scales this skill check passed on the circumstances. You can do so unnoticed with at TD 100 base (observers and target user PER or Recon to notice).

**Pick Lock.** You understand how to use tools to probe a locked or secured enclosure, determine the extent of closure and then disable the locking mechanism. You can make a skill check against the TD of the lock to handle whichever situation applies. Any observers and the target can make a PER check

using your Crime skill as a TD to see your use of this skill. If they are actively watching the target or the target's area, observers can use Recon instead of PER for detection.

**Pick Pocket.** Pick a pocket; take something from a container on a person's body, or to strip an object from a person. Requires a base TD 75 though the GM scales this skill check passed on the circumstances. Any observers and the target can make a PER check using your Crime skill as a TD to see your use of this skill. If they are actively watching the target or the target's area, observers can use Recon instead of PER for detection.

**Scout Marks:** Ability to discern how difficult it might be to break through the security of a building or to see how hard it might be to put one over on a specific person. Requires a TD 75 skill check though the GM scales this skill check passed on the circumstances. Failure means you read the mark incorrectly.

**Slip Bonds.** Slip out of ropes, handcuffs, shackles and other restraints. Takes 1 minute and you roll versus the TD of restraint device or restrainer's skill.

**Truss.** Tie someone up, bind and truss them. They must be restrained in some way to tie up. Tying someone up takes a minute and your Crime skill becomes the TD to break the bonds. A person can attempt to break free of the bonds by making a STR check using your Crime skill check as the TD or can use the Crime skill for a skilled means of slipping bonds. You can even attempt to bind an unrestrained opponent with a net, rope, chain or similar flexible length of material in melee with a normal action. Make a Crime skill check against the DEF of your opponent. Your opponent gets an opportunity to Dodge, Parry or Block the maneuver like they would a normal attack. If you succeed, however, your opponent is considered Restrained (see **Battle and Melee**). A second successful use of the Truss maneuver and they are Pinned (see **Battle and Melee**). When you bind an opponent, your skill check is the TD they must oppose to break free once bound.



**Proficient:**

Bruiser, Brutalize, Escape Artist, Force Entry, Sleight of Hand, Swipe

**Trained:**

Cosh, Handle Trap, Mark, Securing

**Experienced:**

Browbeat, Kidnapping, Security Systems, Thug Boss

**Specialist:**

Crack Security, Gutter Rook, Nothing is Safe

**Expert:**

Criminal Hand, Prime Criminality

**Genius:**

Crime Network, Unnerving

**Legendary:**

Ghost Security

**BRUISER [CRIME]****Prerequisite:** Proficient

You have developed skill in the knockdown drag out arena of fighting. Too often, you know the only way to communicate is with your knuckles. You have a +10 bonus to DEF and ATK when fighting unarmed. You also subtract -5 from any chances you might break a hand, foot or other limbs when fighting unarmed versus an opponent with DR.

**BRUTALIZE [CRIME]****Prerequisite:** Proficient

You understand how to rough up, intimidate and otherwise act tough and violent to a person or group of people. Roll a Crime skill check against the PD of your victims. If you are attempting to brutalize more than one person, you take a -10 penalty for each extra person. Circumstances heavily modify this skill check. If you kill someone, wield violent or dangerous weapons, beat someone or take other like actions immediately prior to making the skill check, the GM may provide one or more modifiers to the skill check (for each one). Against those victims you succeed against you use your Crime skill in place of Intel and Social skill checks for as long as you are directly in their presence.

**ESCAPE ARTIST [CRIME]****Prerequisite:** Proficient

You are a master at slipping bonds and picking locks. Add a +20 bonus to Crime skill checks to perform either of these tasks.

**FORCE ENTRY [CRIME]****Prerequisite:** Proficient

Normally, breaking into a building is a matter of brute force. Force Entry is the talent to pick out the vulnerabilities in structures and exploit them. A

successful skill check versus the TD of the structure allows entry; consult your GM. Basic entry into a standard home or warehouse requires a TD 75 skill check. When using your skill to erase the evidence of entry, this secret provides a +30 bonus to the skill check.

**SLEIGHT OF HAND [CRIME]****Prerequisite:** Proficient

Sleight of Hand is used for removing objects from another person, a display table or cloth; stealing (snatch and grab), putting things down or into hiding places, taking something out or putting something in someone's pocket or hand, preparing a small weapon for use, operating things secretly, etc. Simple acts require only a TD 50. The GM scales the TD based on the circumstances. Sleight of Hand cannot be done in melee. With Sleight of Hand you deny your audience a PER check to notice the sleight of hand. However, it does not prevent Recon skill checks and a person making a Recon skill check uses a base TD 50 plus your Crime skill check as the TD to notice the Sleight of Hand.

**SWIPE [CRIME]****Prerequisite:** Proficient

You are good at swiping or lifting things off of people. Swipe is similar to Sleight of Hand but is doable in a combat situation to a target within your ER. When using Swipe your TD to succeed is the DEF of your victim. If the item you target for your Swipe is within a container, such as a backpack or pocket, the TD is +50 harder. You can also do the following:

When swiping things you can do so without your opponent's making a PER check to notice, denying them a Dodge, Parry or Block maneuver. However, Swipe does not prevent Recon skill checks and a person making a Recon skill check uses your opposed Crime skill check to notice the Swipe.

When you grapple with a person, you can use a quickened action to Swipe from the opponent you are grappling. However, when you Swipe this way, the opponent gets a normal PER check to notice the action.

**COSH [CRIME]****Prerequisite:** Trained

You can expend a normal action to make an attack with your Crime skill in an attempt to knock out an opponent who is Outmaneuvered. The attack does no damage but your opponent must make a Shock save equal to 25 plus your Crime skill check as the TD. If you succeed, your opponent is knocked out.



### HANDLE TRAP [CRIME]

**Prerequisite:** Trained

You understand how to use tools to probe a trap, determine what it is and then disable or remove it. Make skill checks against the TD of the trap to handle whichever situation applies, but add a +20 bonus to the skill check. It takes separate skill checks to discover, disable and/or remove a trap.

### MARK [CRIME]

**Prerequisite:** Trained

You can designate a person, place or thing where you get a +10 bonus to Crime skill checks you use against it. Use the Scout Mark base use of skill to determine the Mark. You can maintain this bonus against one Mark for every 10 skill ranks. The bonus lasts until you change it to a different person, place or thing.

### SECURING [CRIME]

**Prerequisite:** Trained

You can literally lock down a structure, building or area by barricading, locking, barring entry/exit areas, bolstering weak points, locating all potential points of entry and fastening them down. This skill prevents undesired entry into a building or part of a building. Your skill check becomes the TD for another person to break into the area or building with their Crime skill.

### BROWBEAT [CRIME]

**Prerequisite:** Experienced, Commanding Soul [Social]

Normally threatening or intimidating a person is a use of Social skill. You use your Crime skill in place of Social skill checks for threats or intimidation.

### KIDNAPPING [CRIME]

**Prerequisite:** Experienced, Streetwise [Urban] or Wildswise [Wilderness]

You are well versed in the art of kidnapping. When you kidnap, you apply a Crime skill check that becomes the TD for others to use Crime, Intel, Underworld, or Social skills to discover the kidnapping, the location of the victim or other details.

### SECURITY SYSTEMS [CRIME]

**Prerequisite:** Experienced, Securing

The understanding of how security systems are used, how to detect and avoid them as well as who to approach to have such security systems built and installed (different skill checks required for all, GM sets the TD requirements). Security systems include, but are not limited to all manner and type of remote, magikal, mental, technological: locks, alarms, sentries, sensors, detection devices; sensitive animals, plants, or

objects. Also includes fortification of structures, trap placement and structure modifications such as false doors, secret passages, panels, compartments, and so on. For instance, you could use security systems to determine the best placement for a wall around your mansion or what type and level of security to purchase as well.

### THUG BOSS [CRIME]

**Prerequisite:** Experienced, Streetwise [Urban] or Wildswise [Wilderness]

On your home turf, you can make a TD 100 Crime skill check to drum a number of inexperienced (aspiring, young, eager but wet behind the ears) thugs, thieves and similar seedy individuals seeking to link their fortune with yours. Depending on the area (GM call), you can drum up 1 thug for every 2 skill ranks, to a maximum number equal to your LEAD score. This is not immediate but takes 2d4 days for the people to trickle to your location. If you are not available for them to find, they will disperse in a few hours (d4) after showing up.

### CRACK SECURITY [CRIME]

**Prerequisite:** Specialist, Assess Security [Recon], Security Systems

Cracking security is another part of the "hands on" side of the business. You must Assess Security (see the Recon skill; Assess Security) before you attempt to Crack Security or you are considered to be "going in blind". If you "go in blind" you add +100 to the TD.

Make a skill check opposed by the TD of the area, place, structure or building to determine if you can "crack" its security measures. If you are successful, you determine a way to deactivate or bypass the security. This costs money, time and resources based on the TD of the target and your skill.

- Determine the Wealth standard of the area where location or structure resides.
- Roll a Crime skill check. Subtract the result from the TD of the target.
- Multiply the remainder by the Wealth standard for the area to determine the amount of resources you expend. You can have a zero value. This also is the number of days you will expend to attempt to crack the security.

If the skill check is not enough to beat the area's TD, you fail and lose the resources and time you dedicated to cracking it. If you succeed, you have cracked the current security for the place or structure you designated. Regardless of how long it takes to



crack security, knowledge of current security is only good for 2d8 days before it changes enough to force you to remake the skill check. Thus, even if it takes 71 days to break the security the knowledge will only be good for up to 16 days afterward.

*Example – Tired of fighting with Ogres and wrestling with Goblins, Chaeryn breaks away from his compatriots and returns to the nightlife he originated from. After a little time immersing himself back in the “business”, Chaeryn gets a lead on a sweet package that could pave his way for a year or two (Intel skill check). Following up, he finds the location heavily secured (Recon skill check using Assess Security). Determined to still get the payoff, Chaeryn utilizes his network of friends, contacts and resources to find a way in (Crime skill with Crack Security). The area has a Gold Wealth Standard. The GM sets the target at TD 200. Chaeryn’s skill check is 129, resulting in a 71. It’s going to cost Chaeryn 71 Gold Wealth and 71 days to crack the security on the house. Once he does he’ll have 12 days (from the 2d8 days rolled after you crack the security) to take advantage of it.*

### GUTTER ROOK [CRIME]

**Prerequisite:** Specialist, Streetwise [Urban] or Wildswise [Wilderness], Work Turf [Intel]

You know the dark underbelly of your home turf (defined by Streetwise/Wildswise) well. You have a +2 critical success bonus to Business, Clandestine, Crime, Underworld, Social and Perform skill checks there.

### NOTHING IS SAFE [CRIME]

**Prerequisite:** Specialist, Specialist Intel, Streetwise [Urban] or Wildswise [Wilderness], \*

A form of “hands on” part of the crime business, you can put your hands on “common” items in areas you have Streetwise/Wildswise in with ease. Nothing is Safe is a form of illicit Silver Wealth standard equal to 1 for every 2 skill ranks. You can find and secure a single item in d6 days using this illicit wealth. You are totally tied up during this time discovering and searching out the item.

### CRIMINAL HAND [CRIME]

**Prerequisite:** Expert, Nothing is Safe, Gutter Rook, Thug Boss

You are a master criminal.

- Add a +20 skill advancement bonus to Crime
- Add +10 to the max number of thugs drummed up in Thug Boss
- When determining the time required to find things in Nothing is Safe, you can make a TD 125 skill check to reduce this to 2d6 hours or a TD 200 skill check to break this down to 6d10

minutes. You must make the skill check when you start.

### PRIME CRIMINALITY [CRIME]

**Prerequisite:** Expert, Street Smart [Urban], Gutter Rook, Nothing is Safe

Choose a category of crime: The category you select represents your specialty. When working within this specialty, you get a +20 bonus to skill checks and a +5 critical success chance.

- Assault – attacks or maneuvers with your Crime skill
- Kidnapping – see Kidnap secret
- Robbery – forcibly taking something from another
- Burglary – entering a structure to steal

### CRIME NETWORK [CRIME]

**Prerequisite:** Genius, Authority [Urban], Covert Influence [Underworld], Network [Intel], Criminal Hand

You have built an interlocking network that supports your criminal activities.

- You have a +5 critical success bonus with Intel and Social skills you use in your turf (defined by Streetwise as a part of the Authority prerequisite).
- Like Thug Boss, you can attract seedy and lowlife individuals to your cause but can drum up double your LEAD score in thugs. The normal limit of 1 thug for every 2 skill ranks still applies
- You can set up 1 Escape Route (see Clandestine skill; Escape Route secret), as if you had the Escape Route secret, using your Crime skill for skill checks. If you use it you get another one set up 4d6 weeks later.
- You can set up 1 Hideout (see Clandestine skill; Hideout secret), as if you had the Hideout secret, using your Crime skill for skill checks. If you use it you get another one set up 2d6 months later.

### UNNERVING [CRIME]

**Prerequisite:** Genius, Prime Criminality, Notoriety [Underworld], Social Empathy [Social], Pull [Urban], First Contact [Social]

As a quickened action, you can inspire fear in one target, making a Crime skill check against their Fear save. If you succeed, the target is Flattened for d10+10 CF Counts. Outside of combat the effect lasts d10+10 minutes.



## GHOST SECURITY [CRIME]

**Prerequisite:** Legendary, Security Systems, Crack Security, Assess Security [Recon], Crime Network, Local Color [Urban], Resources [Urban]

You walk through security like it doesn't exist.

- When Assessing Security, you add a +1 bonus for every 2 Crime skill ranks to the Recon skill check
- You lower the wealth standard for the area you are cracking security by -1 to determine the amount of resources required
- To determine the time required to crack security, you only take half the normal amount of time

You can "go in blind" to crack security without suffering the normal +100 penalty to the TD



Culture is the understanding the patterns of a race's activity and the symbolic structures that give such activity significance. Or, in other words the way of life for a society.

**Identify Cultural Traits.** Identify values, norms, institutions or artifacts of a particular culture. Values are the ideas a particular culture deems important. Norms are the expectations of how a person from that culture will behave in a particular situation. Institutions are the structures within a culture on how norms and values are transmitted. Artifacts are material products specific to a particular culture. Skill checks range from TD 50 for cultural wide specifics, such as knowing that Arduinians use the Cycle of Years calendar or a TD 200 for something tightly specific, such as knowing a particular sect of a nearly forgotten deity in the underworld of Arduin revere a certain day as holy and eat only exactly at the intonation of the midnight hour.

**Cultural influence:** As you learn about a culture, the culture influences you. Cultural Influence is a part of character creation but also exists in game play. You can take secrets such as Leitkultur and others to gain new cultural influences. Still, your Culture skill must support the amount of Cultural Influences you take. For any single culture you can have no more than 1 culture influence for every 25 skill ranks you attain in a culture. If you exceed this limit in character creation you cannot take another cultural influence until your skill catches up.

*Example - Chaeryn starts with 45 skill ranks in the Arduin*

*culture and places all 3 cultural influences in it. Until he achieves 76 or greater skill ranks, he cannot take Leitkultur or a like secret than gives him a cultural influence. However, since he has 15 skill ranks in Chorynth culture he could take Leitkultur in it instead.*

**Specialization Skill:** You must declare a culture when selecting this skill. Each culture is considered a specialization. Any secrets you learn apply to all specializations that meet the same requirements, unless otherwise noted or stated in the secret.

**Proficient:**

Acculturation, Leitkultur

**Trained:**

Applied Culture

**Experienced:**

Webs of Significance

**Specialist:**

Incorporate Influence

**Expert:**

Way of Life

**Genius:**

Cultural Authority

**Legendary:**

Symbolic Gloss

## ACCULTURATION [CULTURE]

**Prerequisite:** Proficient

You assimilate culture well, especially when immersed within it. When you are immersed in a culture, such as living in the nation the culture represents or living among the race or people the culture represents, you gain a +20 advancement bonus to that culture.

## LEITKULTUR [CULTURE]

**Prerequisite:** Proficient

You have a deep and abiding understanding of the core culture, values and mores of a culture. Select a Cultural Influence from the culture to demonstrate your acceptance. When you take Leitkultur, it applies only to a single culture but you can take it any number of times, limited as discussed above under Cultural Influence.

## APPLIED CULTURE [CULTURE]

**Prerequisite:** Trained

Use your Culture skill to directly influence another Interpersonal skill, allowing you to apply some of your culture know-how to the other skill. When you do so, you map a Culture to 1 other Interpersonal skill (Business, Pneuma, Intel, Language, Military, Perform, Social, Underworld or Urban). When you use that skill, you add a +1 bonus for every 5 skill ranks. Of course, the bonus only applies if the culture is relevant to the use of the skill.



*Example – Chaeryn identifies readily with the Viruelandian culture (77 skill ranks in that culture). Presented with a request to break into the Viruelandian embassy in Talismondé to “borrow” something a “friend” left on “accident”, he applies it well. His understanding of traditional Viruelandian décor, ceremony, and diplomatic norms (TD 100 skill check) in that culture help him break in a little easier (he gets a +20 bonus from his 77 skill ranks). It doesn’t help him much when he runs into the massive bound they keep on the grounds (no direct application) but it does to understand how the guards will react (TD 150 skill check).*

#### WEBS OF SIGNIFICANCE [CULTURE]

**Prerequisite:** Experienced, Rapport [Social]

You have a regular, unified, and systematic approach to the practices, mores and crucial concepts of a culture. You gain a +10 advancement bonus with the Culture skill that applies to all cultures. This secret may only be taken once.

#### INCORPORATE INFLUENCE [CULTURE]

**Prerequisite:** Specialist, Webs of Significance, Acculturation

The culture has a vast and deep influence on you. You take 2 Cultural Influences to reflect this fact. When you take this secret, it applies only to a single culture [in Acculturation] but you can take it any number of times, limited as discussed above under Cultural Influence.

#### WAY OF LIFE [CULTURE]

**Prerequisite:** Expert, Incorporate Influence, Applied Culture (Social and Urban)

You have maximized the benefits of 1 Cultural Influence. If the benefit is already maximized (or has no minimum to maximum range), add +25% (if possible) to reflect your absorption of the culture. You can take this more than once but must name the cultural influence when taken. This culture must be the same defined in Applied Culture and Incorporate Influence.

#### CULTURAL AUTHORITY [CULTURE]

**Prerequisite:** Genius, Webs of Significance, Way of Life, First Contact [Social], Social Empathy [Social]

You are an authority on 1 particular culture, the same one defined by the Way of Life secret.

- You have a +20 skill advancement bonus with the culture defined in Way of Life.
- All Interpersonal skills gain the benefits as described in Applied Culture with this defined culture; skills that already have this bonus gain no additional benefit.

#### SYMBOLIC GLOSS [CULTURE]

**Prerequisite:** Legendary, Cultural Authority, Sagacity [Social], Semantic Net [Knowledge]

All Cultural Influences you have in a culture with at least 75 skill ranks gains the benefits of the Way of Life secret.



Runeweavers call forth the true magik in all its greatness with the language of Eldarin. When the Runeweavers of old were schooled by the Kthoi in the manner of magik, it was through the language of Eldarin they were taught. Eldarin was created by the Kthoi to allow other races to master some of the same powers they could call upon. It was a vehicle to empower slaves and the language was constructed to define the principles inherent in magik; describing it on a level of detail only overshadowed by the Kthoi master tongue.

Eldarin is a methodical language, very precise, systematic and scientific. When a Runeweaver evokes power with Eldarin, the construct of his or her will is known as a rune. When Runeweavers use Eldarin, they describe the very mnemonics and symbols that represent magik, shaping it utterly to their will without fail. Runeweavers form Eldarin into runes similar to how a ritual builds power step by step during the ceremony. When they have finished inscribing their will on the language of Eldarin, the construct of the magik (the rune) appears. Interrupting a Runeweaver does nothing; the power they have built merely returns to them and is not lost: they have total control over Eldarin.

Some concepts and words do not have easy analogues in Eldarin as we understand them. Or, more correctly, some things do not make sense when translated into Eldarin and vice versa. Hence, you won't find terms for Undead, for instance, in the Eldarin lexicon. They may creep into the spoken form of Eldarin from other tongues but cannot be used to form rune magik. Aside from the concepts engineered into the language, borrowed concepts cannot normally make, form or be used with runeweaving.

SEE THE RUNE MAGIK SECTION

FOR MORE DETAILS.



## ENGINEER [REAS]

Engineer looks to how to solve a problem and implement the solution. Knowledge explains phenomena and understands its existence while Engineer constructs solutions to problems given by the phenomena. Thus, the heart of the Engineer skill is not only to find the solution to a given problem but to make and design the solution as well. Engineer also is concerned with creating theory, hypothesis, models, and techniques, generally formed in the context of solving a problem, question, to form or test magik, psychics or scientific phenomena; it includes experimentation, testing, and other empirical or theoretical approaches.

**GM NOTE:** Manufacture, Mechanic, and Engineer skills are different. The physical crafting of anything falls under Manufacture; Mechanic handles the manipulation or usage of things, while the process, system or careful design of anything falls under Engineer. The Engineer skill can make a schematic to build a gun, a crossbow or a wheel and pulley system but cannot provide the skill necessary to actually physically craft it. This falls under Manufacture, which can craft anything but cannot be used to derive a plan to do so or improve on an existing design by enhancing or otherwise removing defects. Mechanic would provide the ability to use or manipulate the object, including repairing, assembling or disassembling it.

**Design.** Draw up the blueprints or other kinds of plans for a manufactured item. A design is the plan by which an item is manufactured. The Design and Manufacture section explains this in detail.

**Modify:** Typically referred to as mods, modify is a subset of designing where you improve on existing designs. Modify follows the same guidelines as designing and the Design and Manufacture section explains the process in detail.

**Object Analysis.** Use Engineer to figure out how things work, or to determine the function or result of their use. You can make skill checks against an item's complexity to determine success or failure. The more alien or complex the higher the TD required for a reliable analysis.

*Example – While exploring a portion of the Heaven Wall Mountains, Lougren comes across the remnants of an old Rhingalorean fort. He finds what looks like a moveable platform. The GM secretly determines the TD to understand the device is TD 100. Lougren has 55 skill ranks and a +21*

*bonus; he rolls well and determines the platform is gravity powered elevator based off counter weights and cable tension. His analysis also includes how to work it. Lougren decides to give it a try and makes a Mechanic roll to manipulate the controls. He succeeds and finds himself going downward into unknown depths.*

**Predict Outcome.** Construct an educated guess about what will happen based on empirical knowledge and observed facts. Predict Outcome requires you to observe the activity, behavior and results of either for at least a d4 hours to make the educated guess. Predict Outcome is no where near the same as precognition but is an estimation of what will happen or what course of action will be taken. For instance, you watch a group of Orcs for several hours. After observing them you predict that they will quarrel with each other based on the factors you observed, and even can place a general timeframe in which it will occur. Or, you find a small machine, leftover from some bygone era. You observe it for some time and predict that pressing the wrong buttons will result in it exploding. No matter how well you roll you are only guessing and may be wrong.

### **Proficient:**

Clerk of the Works, Kludge, MML, Modal Modeling, Prime, Quick or Dirty, Random Blind, Stochastic

### **Trained:**

Drunkard's Walk, Edge Case, Empirical Methods, Heuristic, Intuitive Leap, Reverse Engineer, Serendipity

### **Experienced:**

Agile Development, Compartmentalization, Flaw Prediction, Gambler's Ruin, Goodness-of-Fit

### **Specialist:**

Critical Thinking, Field Observation, Raven Paradox, Recursion

### **Expert:**

Intuitionism, Megascale, Theory of Experience, Uncertainty Principles

### **Genius:**

Bayesian, Continuum Laws, Quin

### **Legendary:**

Arduinian Effect, Dimensionless Quantities

## CLERK OF THE WORKS [ENGINEER]

### **Prerequisite:** Proficient

You are a master at handling the resources required to formulate a design. You can reduce resource requirements by 1% for every 5 skill ranks when testing, experimenting or making a design.



## KLUDGE [ENGINEER]

### Prerequisite: Proficient

Kludge is where you form a workaround to solve a problem, using related or even unrelated ideas and concepts cobbled together. Kludge affects design and design output as follows:

- Lower the TD required to succeed at making a design or modification to a design by  $-1$  for every skill rank.
- Correspondingly raise the amount of Resources and Time required by a percentage amount equal to the same amount.
- Correspondingly lower ALL the design Output characteristics, such as REL, DUR and QL by a percentage equal to twice the amount applied to lower the TD to succeed.

If you use Kludge, you cannot use secrets such as Modal Modeling, Quick or Dirty, Reverse Engineer or Agile Development or other secrets that modify the same elements (TD, Resource, Time, or Output characteristics). This secret does not work on Eldarin or other Runeweaving unless otherwise specified.

*Example – Lougren takes some time out to work in the forge. He is a fair hand at smithing (skill rank 20). He is challenged by the local officials to create a new locking mechanism for their jail to demonstrate his skills. The GM sets the TD to succeed at TD 150. At skill rank 20, Lougren can lower the TD by  $-20$  but at a cost of  $+20\%$  more resources and a  $-20\%$  decrease to Output characteristics, such as DUR, REL and QL. Lougren acquires some high quality tools and guidance (total bonuses  $+55$ ) and rolls well, succeeding by a slim margin (total came out to 157). He makes a good locking mechanism but it costs in time, resources and the quality of the lock.*

## MML [ENGINEER]

### Prerequisite: Proficient

MML is a practical technique that adapts on-the-fly implementations of concepts of informational theory to practical situations. This tailored study of practical implementation of chaos theory provides a  $+1$  CF and a  $+15$  PER bonus.

## MODAL MODELING [ENGINEER]

### Prerequisite: Proficient

The technique to modeling ways to handle concepts like possibility, impossibility, necessity, can, eventually, must, might and so forth. This particular technique is a practical one but takes time as you build, model and eliminate modalities. Modal Modeling takes 1 minute multiplied by the TD involved. At the conclusion, you can modify the result of a single roll involved by  $+1$  for every 3 skill ranks.

Modal Modeling cannot be used in combat. An uncommon but useful example to demonstrate the usability of this secret is applying it in a Social context. Using Modal Modeling, you can modify your Social skill check to Woo, dominate, or otherwise influence another person. You can also use it to help figure out how to build a solid foundation for a bridge across a flowing river; modify the roll of a jump across a ravine or any other number of possibilities.

## PRIME [ENGINEER]

### Prerequisite: Proficient

For all purposes, you add  $+1$  bonus for every 5 skill ranks you attain to all Engineer skill checks.

## QUICK OR DIRTY [ENGINEER]

### Prerequisite: Proficient

Quick or Dirty is a crude solution or implementation that is imperfect, inelegant, or otherwise inadequate but which solves or handles the problem at hand and is faster or easier to put into place. You choose when you use this secret: whether it will be Quick or Dirty. A Quick implementation reduces the time required, but raises the TD. A Dirty solution lowers the TD but raises the time and resources involved. Not useable in combat.

Quick solutions lower the time requirement, by lowering the base time component. Determine base time component by finding the time interval measurement used, such as melee rounds, minutes, hours, days, months and so forth. See the Design and Manufacture section for the minimal floor to the base time increments. Some processes or manufacturing techniques cannot be reduced effectively beyond a certain minimum. Quick affects designs as follows:

You reduce the time required to create or modify a design by  $-1$  base time component per skill rank. Each base time component reduction raises the TD  $+10$ .

*Example – Lougren chooses to modify the design for a battle axe. A Battle axe normally takes 14 days. At 20 skill ranks, he could reduce the time to 1 day. This Quick approach increases the TD 75 by  $+130$  ( $13 \times 10$ ), to a new TD 205 ( $75 + 130$ ), essentially creating a modification to the design to make the same axe in one day.*

Dirty solutions reduce the TD but raise resource and time requirements. Dirty also has a higher defect rate. Dirty affects designs as follows:

- Reduce the TD required to create, modify or use a design by  $-1$  for every skill rank
- Each  $-1$  reduction increases the resource and time requirements by  $+2\%$



- Each -1 reduction adds +1 to Defect Chances

*Example – Lougren, unhappy with his fast approach and high failure rate at it, chooses to take a dirty route, reducing the TD of a normal battle axe (TD 75) by 20, adding +40% to the time, effort, and materials involved as well as add +20 to the Defect Chance. Lougren took a couple of shortcuts to get the axe done easily but the axe has something inherently wrong with it and costs more in time and effort than normal.*

Quick or Dirty is an active process and cannot be used with other active processes, such as Agile Development, Reverse Engineer or Kludge or other secrets or applications that modify the same elements (TD, Resource, Time, or Defect Chances). This secret does not work on Eldarin or other Runeweaving unless otherwise specified.

### RANDOM BLIND [ENGINEER]

**Prerequisite:** Proficient

Random Blind is random discovery through blind experimentation. You can attempt it against **anything**, though it is not easily applicable to all things. Random Blind is used in experimentation, creation, research and other avenues. Random Blind allows you to take a random shot at achieving a result, though not necessarily the result you were looking for. Regardless, a Random Blind is handled with 4 dice rolls.

- **First Roll:** GM sets a TD based on your knowledge (or lack thereof) and associated factors (seeing the result you want in action, having an item on hand to reverse engineer, and so on). Generally speaking, a Random Blind TD is usually one or two difficulty tiers higher than the normal TD to achieve the result. The Random Blind takes some time and resources. See **Design and Manufacture** for the amounts and time required.
- **Second Roll:** If you succeed at the Engineer skill check (First Roll) and spend the time and resources, make the roll for the Random Blind. A Random Blind chance is 1% for every 25 skill ranks. This chance is rolled for on an unmodified d100 check.
- **Third Roll:** If you succeed (Second Roll), you achieve something randomly. A 30% chance exists you achieve your goal. A 40% chance exists you achieve something related to your goal, usually secondary or tertiary in nature. The latter 30% exists that you will achieve something totally random and unrelated to your goal.
- **Fourth Roll:** The last roll is the check to see if what you chanced upon is repeatable. If you fail

this roll, you have succeeded but cannot repeat the process to succeed again. Make a normal Engineer skill check against the original TD. If you succeed, what you have done is repeatable and is considered a Design. Otherwise, you have succeeded (once) and cannot do it again without attempting another Random Blind or normal experimentation.

Regardless of whether you succeed at the Fourth Roll or not, you will have to check to see what defects or problems exist in what you created. See the **Design and Manufacture** section for details.

### STOCHASTIC [ENGINEER]

**Prerequisite:** Proficient

Stochastic is the mathematical technique for handling vast amounts of seemingly or truly random data to find the proverbial, “needle in the haystack”. When presented with a large amount of information, Stochastic can be used to find the single point of information desired out of the mass of data presented. An excellent example is a mage seeking to find a single reference to a magik spell in a library with thousands of books. Presented with a mass of information (the library) and seeking the “needle” (our single reference), Stochastic can be used to pinpoint the location of the reference. Functionally this allows a stochastic user to add a bonus of +1 for every 2 skill ranks to the appropriate skill check to succeed. An example is the Intel skill for our library example. However, you can only apply Stochastic towards large masses of data. Finding the right mixture of two chemicals is an invalid application though finding the right combination out of 1000 is a valid one. The guiding factor is “mass of data”; which, in game terms, applies to any attempt to determine a single variable out of at least 1000 or more possibilities. Applying this mathematical model takes time, however. Stochastic takes TD of your search – (Engineer skill ranks) in days before you gain the bonus.

*Example – Lougren wants to find a particular tool to help him recreate the elevator mechanism he found earlier. He travels to Talismondé to do research at the College of Technology. In their library he finds an enormous amount of possibilities. Lougren uses Stochastic to help refine his search, which the GM has determined as TD 225. The library provides a +50 bonus to Intel checks for such subjects and Lougren has 29 skill ranks and a +22 bonus. His total bonus is +101 – not enough to make it on a pure roll. If he spends 175 days doing research, he can use Stochastic to add another +28 to the roll, making it possible but only barely so. Lougren is going to have to get better*



at searching (Intel) before he can take the problem.

### DRUNKARD'S WALK [ENGINEER]

**Prerequisite:** Trained

Sometimes the only way to formalize an idea is to take successive steps in random directions. When determining the outcome of an Engineer dice roll, you can elect to roll twice on a d100 and sum the results instead of adding your skill ranks and bonuses to a single dice roll.

### EDGE CASE [ENGINEER]

**Prerequisite:** Trained

You can edge the solution to a problem. When you make an Engineer skill check, you can raise your critical success chance by +1 for every 5 skill ranks. However, each +1 critical success you edge adds +35 to the TD.

### EMPIRICAL METHODS [ENGINEER]

**Prerequisite:** Trained

Empirical Methods is the application of experience, observation, and proven and reliable methods to a named skill. You define the skill when you take the secret and its bonuses only apply to that skill. The skill you name must have at least 10 skill ranks before you can apply Empirical Methods. You gain a skill bonus of +1 to skill checks with the named skill for every 5 Engineer skill ranks. You can take Empirical Methods more than once but each time the secret applies to a different skill or skill specialization.

*Example – In melee, Lougren loves the axe, for its power, effectiveness and economy of motion. He chooses to tie Empirical Methods to his Weapon Class (impact bladed) to enhance his fighting ability by applying his engineering knowledge. Since his Engineering is 55, this adds a +11 bonus to his use of impact bladed weapons, such as his favorite axe. Lougren could have just as easily tied Empirical Methods to Intel, Athletics or Perform and gained the same bonus.*

### HEURISTIC [ENGINEER]

**Prerequisite:** Trained

Heuristic is a heavily REAS based, replicable method or approach for directing one's attention in learning, discovery, or problem-solving.

- Apply Heuristic towards any skill roll with a TD.
- Cannot apply Heuristic to attribute checks, or other rolls that are not skill based.
- Add a max of +1 for every Engineer skill rank. Subtract REAS attribute from 30; the result is the time in minutes you must expend in learning, problem solving or cogitation for each +1 bonus.

*Example – Lougren uses Heuristic to find the right tool for his*

*elevator instead of Stochastic. He is 12 REAS, 55 skill ranks, and could thus add +55 towards a skill check if he spent  $30 - 12 = 18 \times 55 = 990$  minutes (little more than 16 hours) working on the solution first. The time spent must be continuous and consecutive with the skill check or the benefit is lost.*

### INTUITIVE LEAP [ENGINEER]

**Prerequisite:** Trained

When confronted with a problem (defined as a conflict requiring a dice roll for resolution), you apply lighting fast Engineer principles to attempt to derive a solution. Intuitive Leap takes a normal action. To succeed, you must first make a TD 100 WITS check. If you succeed, add your Engineer skill ranks directly to the skill roll you are attempting as a bonus. You can only attempt an Intuitive Leap once to a particular circumstance.

### REVERSE ENGINEER [ENGINEER]

**Prerequisite:** Trained

Reverse Engineer is the process of discovering the principles of how something works (usually an object, techno item, spell, alchemical concoction or like items) through analysis of its structure, function and operation. Reverse Engineer works as follows:

- You must take apart, break down and otherwise render useless the focus of your Reverse Engineer in order to analyze its workings in detail. It takes twice as long to break something down and learn in this manner as it does to create it (see the design for the target of the Reverse Engineer)
- If the target of the Reverse Engineer is immaterial or logical in nature, you must have sufficient knowledge or access to knowledge (GM sets the requirements and a design TD) about the target and spend 200 – skill ranks in days reviewing it.
- Once broken down, you make an Engineer skill check against a design TD two difficulty tiers lower than the normal design TD. If you succeed, you have derived the Design for the target.

Regardless, the item, object, etc. is broken down into its base components and rendered useless. If the item is immaterial or logical (like a spell/alchemical formula/recipe, and so forth) it does not suffer this effect. Reverse Engineer is an active process and cannot be used with other active processes, such as Agile Development, Stochastic or Kludge or other secrets or applications that modify the same elements



(TD or Time). This secret does not work on Eldarin or other Runeweaving unless otherwise specified.

### SERENDIPITY [ENGINEER]

**Prerequisite:** Trained

Sometimes the best things come to us totally by accident or through the pursuit or non-pursuit of other courses. Such is Serendipity. An Engineer learns to harness this power and apply it to any discovery. Serendipity is a flat, unmodified roll of 1% out of 100, checked whenever the Engineer makes a significant discovery. Significant discoveries are gaining EPS, creating something new (like a new spell, chemical formula, herbal recipe, etc. but not creating something from a recipe, or alchemical formula known), discovering something at Very Hard or higher TD or succeeding at Random Blind or the Arduinian Effect. The GM determines the serendipitous discovery, which can be something minor, major, middling; related, unrelated, useful or utterly useless.

### AGILE DEVELOPMENT [ENGINEER]

**Prerequisite:** Experienced, Quick or Dirty

Agile Development provides a benefit towards 1 Output characteristic when you use a design. For example, if creating a normal battle axe, you could enhance one aspect of the result (its DUR, QL, etc.) but not its attributes (DME, CF penalty, ATK bonus, etc.). You can enhance this aspect by +1 percent for every skill rank.

Agile Development is an active process and cannot be used with other active processes, such as Quick or Dirty, Reverse Engineer or Kludge or other secrets or applications that modify the same elements (Output). This secret does not work on Eldarin or other Runeweaving unless otherwise specified.

### COMPARTMENTALIZATION [ENGINEER]

**Prerequisite:** Experienced, Modal Modeling

Compartmentalization is an active process where you break down parts of a solution, in order to prevent error from creeping into other parts. Compartmentalization deals with the creation, modification or use of a design. Using Compartmentalization, if you fail at an Engineer skill check, you can salvage 1 percent for every 3 skill ranks of the resources you exhausted towards a second chance at the same skill check.

### FLAW PREDICTION [ENGINEER]

**Prerequisite:** Experienced, Reverse Engineer

Flaw Prediction is the ability to predict flaws, gremlins and errors that might creep into your design or defects that exist in a current design that you want to

avoid when manufacturing. Flaw Prediction lowers the chance of Design Flaws by 1% for every 10 skill levels but adds +5% of the design time and adds +20% of the Design TD. It lowers the chance of Manufacture Defects by 1% for every 5 skill levels but adds +10% of the manufacture time and adds +40% to the Manufacture TD. This secret doesn't prevent you from performing the Testing phase after manufacture. Flaw Prediction is an active process and cannot be used with any other active processes or other secrets or applications that modify any element of the design process or Output.

### ARDUIN LEGEND

#### MELCHOIR OF TALAFAR

Melchoir was well know for his uncanny ability to decipher old and alien technology alike. He spent three of his six decades of life decipher the dizzying logic of the Godgogo, pulling many new and interesting devices from the wrecks near the Pylomere Mountains. Before he died, Melchoir constructed a tomb for himself, one fashioned almost entirely from his knowledge of technology and especially from his knowledge of the Godgogo. It can be found near the northern border of Talafar, perched on a hilltop overlooking the Withered Lands, a pulsating crystalline hexagon, changing hues with the sky and the temperature around it. Engineering students from Talafar's university trek to it annually as his last challenge to the university was to see who could unencode the richness of knowledge he left behind.

### GAMBLER'S RUIN [ENGINEER]

**Prerequisite:** Experienced, Drunkard's Walk

You can apply the benefits of Drunkard's Walk to any skill check.

### GOODNESS-OF-FIT [ENGINEER]

**Prerequisite:** Experienced, Stochastic

Goodness-of-Fit is a higher version of Stochastic that allows you to attempt to make a skill check against the proposed elapsed time using a value of 300 - Engineer skill ranks as the TD. If you succeed you make an instant breakthrough and gain the bonus immediately.

### CRITICAL THINKING [ENGINEER]

**Prerequisite:** Specialist, Intuitive Leap, Empirical Methods

Choose another skill that you have at least 10 skill ranks (but not the Engineer skill). With this skill you have learned to apply the principles of critical thought and process reflexively. The skill gains a bonus to skill checks equal to the advancement bonuses you have with the Engineer skill. Critical Thinking can be taken more than once but each time it applies to a new skill.

### FIELD OBSERVATION [ENGINEER]

**Prerequisite:** Specialist, Heuristic, Empirical Methods

Part observation, part heuristic and theoretical approach, Field Observation is the ability to watch the use of a skill (but not a secret) in real life, in real world situations, under stress and in practice, and learn the observed skill. Field observation can be used to learn skills (except for Eldarin) and skill specializations. It cannot be used to learn secrets. Field Observation works as follows:

Subtract your MA from 100. The result is the number of days you must continuously observe the skill used. If you do not have at least 1 skill rank in the same skill, then subtract your MA from 355 to determine the observation time frame.

Regardless, after this time period of observation you make an Engineer skill check against your current skill ranks in the target skill. You must still qualify for the skill as normal, meeting any prerequisites to learn it. If you succeed, roll for normal skill advancement with this skill.

*Example – While in Talismondé, Lougren wiles away the time observing Rbingorda matches and Rbingorda training. His MA is 25 and he has zero skill ranks in Rbingorda. He otherwise qualifies to learn the Style skill Rbingorda specialization. If he monitors and observes for  $355 - 25 = 335$  days he can make a skill check against a TD 0 (his Rbingorda skill ranks) Engineer skill check and if he doesn't fumble can make a normal roll for skill advancement in Rbingorda.*

### RAVEN PARADOX [ENGINEER]

**Prerequisite:** Specialist, MML, Drunkard's Walk

You understand how to overcome paradoxes formed when inductive logic violates intuition. Raven Paradox allows you to adjust and adapt to situations more readily. Add +1 CF and a +30 PER bonus.

### RECURSION [ENGINEER]

**Prerequisite:** Specialist, Agile Development, Goodness-of-Fit

Recursion is engineering applied to engineering, where part of the process of engineering is to engineer the process. Recursion provides for a near infinite set of possibilities with a finite amount of engineering. Recursion is only applicable to the Engineer skill. You can apply the results (total of the skill check) of a roll with 1 Engineer skill check to another Engineer skill check. You must use the benefit of Recursion within 1 month and you can only have 1 Recursive roll queued to use at any given time.

*Example – You use Recursion with Reverse Engineer to find out how a mechanical device works. You roll well, a 173, and figure it out. Two weeks later, you could take the same roll (173) and apply it to a Field Observation skill check.*

### INTUITIONISM [ENGINEER]

**Prerequisite:** Expert, Raven Paradox, Insight [Knowledge], Recursion

If you can prove it, it is solvable. Against any Engineer TD where you have a chance to succeed without making a critical success you can make a second skill check if you fail the first.

### MEGASCALE [ENGINEER]

**Prerequisite:** Expert, Recursion, Compartmentalization, Clerk of the Works

Megascale is the application of engineering on a massive scale, at least 150 miles in diameter or beyond. When dealing with large scale projects, you reduce the penalty for the massive scale by your skill ranks.

### THEORY OF EXPERIENCE [ENGINEER]

**Prerequisite:** Expert, Raven Paradox, Critical Thinking, Semantic Net [Knowledge], Recursion

The deep delving into the underpinning of how and where knowledge and experience is derived. The Theory of Experience allows you to apply your Engineer skill advancement bonuses to skills with a skill category where you have at least 1 skill rank.

Critical Thinking must be applied to 1 skill in the appropriate category (Interpersonal, Power, General, Mechanical, or Maneuver).

### UNCERTAINTY PRINCIPLES [ENGINEER]

**Prerequisite:** Expert, Field Observation, Raven Paradox, Insight [Knowledge]

The factoring in of the evidence of errors that lie in all observation and measurement and the quantitative relationship between uncertainties provides for new engineering avenues. You can use the Uncertainty



Principles to take the minimum OR the maximum of any single range of values when creating, modifying or using a design. You can also do so when experimenting or designing spells, alchemical ingredients, herbalist recipes, engineering schematics. Thus, faced with a range of time to determine how long it will take you to form a theory, you can take the minimum of the range. Similarly if given a range of reliability that a device will have upon creation, you can take the maximum. You can only apply Uncertainty Principles to a single value of the design process and only once during the design process.

### BAYESIAN [ENGINEER]

**Prerequisite:** Genius, Theory of Experience, Gambler's Ruin, Intuitionism, Erudite [Knowledge] You understand how to use data to contrast and compare varying models to derive truth. When working with any experiment, creation, manufacture, spell invention and other like items, you add +10 to the chance of a critical skill success. With Random Blind, Stochastic or Intuitive Leap, you double the chances of success (or in the case of Stochastic, gain a 1-for-1 skill rank to bonus instead).

### CONTINUUM LAWS [ENGINEER]

**Prerequisite:** Genius, Uncertainty Principles, Theory of Experience, Megascale, Intuitionism Continuum Laws is the understanding that certain universal fundamental laws exist in the multiverse. Almost intuitive in nature, this consummation of understanding to the Engineer skill allows you to subtract 40% from one part of a normal side effect or negative result for using an Engineer secret.

*Example - Where Continuum Laws applied to Field Observation, it could reduce the TD to check for skill or the time to check for a skill gain. Applied to Quick or Dirty it could change one of the side effects, such as resource costs, time, or TD for using the Engineer secret.*

### QUINN [ENGINEER]

**Prerequisite:** Genius, Theory of Experience, Gambler's Ruin, Intuitionism, Erudite [Knowledge] You can apply the benefits of Intuitionism towards any non-combat skill that you have also applied Critical Thinking (see secret) as long as the skill tied to Critical Thinking has at least 45 skill ranks or more.

### ARDUINIAN EFFECT [ENGINEER]

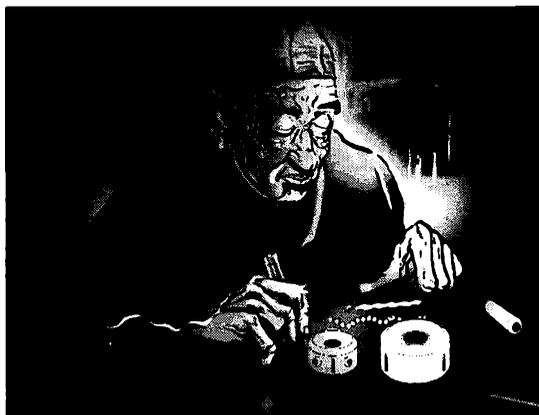
**Prerequisite:** Legendary, Bayesian, Sublime [Knowledge], Continuum Laws, Quinn, Supertask (Knowledge in Mathematics, Physics, and Chemistry). Supertask must be tied to one of the previously noted Knowledge areas of study and to the Engineer skill)

Certain forces work in the Arduinian Multiverse that sometimes establishes causality and certainty beyond doubt. Known as the Arduinian Effect, this is where the experimenter finds the exact right set of circumstances to succeed on the first test. The Arduinian Effect crops up 35% of the time. Thus, applying the Arduinian Effect to an experiment to create a new magik spell would provide a flat 35% chance that the spell would be created in minimal time with minimal expenditures. You must always expend the minimum resources and time before making a check for the Arduinian Effect.

### DIMENSIONLESS QUANTITIES [ENGINEER]

**Prerequisite:** Legendary, Continuum Laws, Supertask (Knowledge in Mathematics, Physics, and Chemistry). Supertask must be tied to one of the previously noted Knowledge areas of study and to the Engineer skill), Sublime [Knowledge], Bayesian, Quinn

Dimensionless Quantities deal in things that break the normal laws of convention, to deal with things normally beyond comprehension. Dimensionless Quantities is required to design things like tornadoes in a can, to split atoms, to affect things at a molecular level, in order to tear down someone and rebuild them in another location, to fold space, break the light or sound barrier and other like things. For example, to design a suit that allows you to fold space and appear in other planes, dimensions or great distances in the multiverse would require this secret as would designing a nuclear bomb, making a design for a cold fusion or perpetual motion machine. Runeweavers can use Dimensionless Quantities to specifically design new Eldarin concepts, something ordinarily beyond the capability of a Runeweaver. Of course, after design they must effect its creation, a process fraught with danger and difficulty.



## ENTREATY [REAS]

Entreaty is the invocation of religious power and petition to a divine source in order to create miracles and representations of faith.

**Specialization Skill:** Each deity defines a divine dominion, or prayers they consider sacred and worthy. The Druid, Priest, Paladin, Witch Hunter and Saint consider the prayers of the divine dominion one specialization. Prayers outside of this divine dominion must be declared individually and are considered a specialization. Any secrets you learn apply to all specializations that meet the same requirements, unless otherwise noted or stated in the secret.

### **Proficient:**

Desperate Prayer, In the Shadow of Faith, Nimbus of the Touched, Personification Divine

### **Trained:**

Faith Kissed, In Glory Called, Outpour Faith, Sanctuary of the Faith

### **Experienced:**

Conviction of Power, In Faith Found, Vestments of Faith

### **Specialist:**

Faith Thrift, Sanctuary of the Divine

### **Expert:**

Convicted Resolve

### **Genius:**

Embodiment

### **Legendary:**

Incarnate Faith

## DESPERATE PRAYER [ENTREATY]

**Prerequisite:** Proficient

One prayer exists that you can call upon in times of great need. Designate a single prayer when you take this secret. With this prayer and only this prayer you:

- Count your Channel skill ranks as +20 higher to determine the amount of mana you can use.
- Also, you can add 1 Faith for every 25 Entreaty skill ranks to increase this bonus by +20 more.

## IN THE SHADOW OF FAITH [ENTREATY]

**Prerequisite:** Proficient

You grow in stature, power and religious authority when you use Faith with prayers. Each Faith you expend when using a prayer adds a +5 bonus to all Interpersonal skills, a +5 bonus to the amount of mana you can channel in melee round, and adds a +1 temporary bonus to your Faith Pool. The bonuses go

into effect immediately, adding their bonus to the prayer just cast. These bonuses last the melee round of the prayer and then fade.

*Example – Khronin uses Invulnerability, which requires 15 Faith to use. In the melee round the prayer is used Khronin gains a +75 bonus to Interpersonal skills, +75 bonus to the mana he could channel and a +15 bonus to Faith Pool for the melee round.*

## NIMBUS OF THE TOUCHED [ENTREATY]

**Prerequisite:** Proficient

When you use Faith with a prayer a spiritual nimbus of religious authority surrounds and encircles you. The nimbus appears the CF Action Count of the prayer and you must designate the effect it takes when it appears. The nimbus can do one of the following:

- Add a +5 bonus to DEF, Magik DEF and Psychic DEF for each Faith used
- Add a +5 bonus to Pnuma for each Faith used
- Add a +5 bonus to Entreaty for each Faith used.

The nimbus lasts 1 minute for every Faith expended. The nimbus will only provide one type of bonus. After the nimbus appears, any succeeding Faith used adds a bonus equal to the same effect and adds 1 minute to the duration for every Faith expended. Any additional bonuses must be of the same type previously chosen.

## PERSONIFICATION DIVINE [ENTREATY]

**Prerequisite:** Proficient

When you use any prayer, regardless of whether Faith is required or not, you personify the attributes of your divine patron in the minds of all followers of your religion who can see you or the effect of your prayer. The personification is a glorious aura that surrounds you and provides you and followers of the same religion a +30 bonus against Fear and +15 to ATK and DEF for 1 minute for every Faith expended. After the Personification Divine appears any succeeding Faith used adds 1 minute to the duration for every Faith expended. While Personification Divine exists, you have a +30 bonus to all Interpersonal skills with followers of the same religion.

## FAITH KISSED [ENTREATY]

**Prerequisite:** Trained

Every Faith in your Faith Pool adds a +1 bonus to all Entreaty skill checks and +1 bonus to Magik DEF.

### IN GLORY CALLED [ENTREATY]

**Prerequisite:** Trained

When you use Faith with a prayer you gain a +1 bonus to your next Faith Growth check, regardless of the amount of Faith expended in the prayer. This bonus accumulates with each prayer that uses Faith until you make a Faith Growth check.

### OUTPOUR FAITH [ENTREATY]

**Prerequisite:** Trained

One prayer exists that you hold with vast conviction. Designate a single prayer when you take this secret. With this prayer (and only this prayer) you can expend double the normal amount of Faith to double its effect. A prayer that does not normally demand Faith requires 1 Faith to gain this benefit. You must expend Faith to gain this benefit even if a secret, ability, option, magik or otherwise normally allows you to use the prayer without expending Faith. Outpour Faith may be taken more than once but each time it applies to a different prayer.

*Example – Khronin uses the prayer Divine Eminence (1 Faith). However, he has the Pneuma secret Invocation and succeeds at the skill check to not expend Faith. To gain the benefits of Outpour Faith he will still need to expend the single Faith required.*

### SANCTUARY OF THE FAITH [ENTREATY]

**Prerequisite:** Trained

Your devotion and Faith are tied to a single prayer, compounding your ability to use it. Select a single prayer. With this prayer, you have a +20 skill advancement bonus as long as you have not transgressed and have a positive Faith Pool value. If the prayer is within your divine dominion you apply a +10 skill advancement bonus to the entire divine dominion instead.

### CONVICTION OF POWER [ENTREATY]

**Prerequisite:** Experienced, Personification Divine

When interrupted while using a prayer, you can give up 1 Faith to ignore the disruption and continue. You can do this any number of times provided you the enough Faith.

### IN FAITH FOUND [ENTREATY]

**Prerequisite:** Experienced, In the Shadow of Faith

Anytime you roll a critical success with a prayer you gain the amount of Faith expended for that prayer back as an instantaneous growth of Faith. You cannot gain more Faith back than you used or gain Faith if you did not expend any Faith on the prayer.

### VESTMENTS OF FAITH [ENTREATY]

**Prerequisite:** Experienced, Nimbus of the Touched  
Vestments of Faith acts like the Nimbus of the Touched secret except you can gain double the benefit (e.g. +10 versus +5) or you can take two different types of bonuses instead. Otherwise it acts like Nimbus of the Touched in all other ways. Vestments of Faith replace the benefits provided by Nimbus of the Touched.

### FAITH THRIFT [ENTREATY]

**Prerequisite:** Specialist, In Faith Found, Medium [Channel]

When you expend Faith with a prayer you experience a great sense of spiritual ecstasy and revelation. Roll an immediate d10. This roll cannot be modified in any way. If the value is greater than your Faith Pool (subtracting the Faith you just expended) you gain d3 Faith immediately. If you did not expend Faith, regardless of why, you cannot take the benefit of this secret.

### SANCTUARY OF THE DIVINE [ENTREATY]

**Prerequisite:** Specialist, Vestments of Faith, Invocation [Pneuma] in the Entreaty skill.

Sanctuary of the Divine acts like the Nimbus of the Touched except you gain +15 for each benefit or you can take three different types of bonuses. Otherwise it acts like Nimbus of the Touched in all other ways. Sanctuary of the Divine replaces the benefits provided by Vestments of Faith and Nimbus of the Touched.

### CONVICTED RESOLVE [ENTREATY]

**Prerequisite:** Expert, Conviction of Power, Faith Thrift, Symbology [Pneuma]

When you expend Faith with a prayer, the act builds on the vast reservoir of spiritual resolve and sufficiency within you. Add the face value of the two d10s from the d100 dice rolled when you made with prayer. If the sum of the dice is equal to or greater than your Faith Pool you immediately gain half the Faith you used on the prayer back as an instant growth of Faith. Convicted Resolve replaces the benefits given by Faith Thrift.

### EMBODIMENT [ENTREATY]

**Prerequisite:** Genius, Convicted Resolve, Sanctuary of the Divine, Focus [Meditation], Power Efficiency [Channel]

You embody one aspect of your divine patron. Select one tenet of your divinity's religion as the representation of this aspect. When you expend Faith with a prayer you physically and spiritually alter your form to reflect your embodiment of this aspect of your deity (GM adjudicates the change based on the



religion).

- Full benefit as outlined under Sanctuary of the Divine except you gain all three bonus types at +10 for each benefit.
- You can apply the benefits of Outpour Faith to all prayers while Embodiment lasts.
- Count your Channel skill ranks as +20 higher to determine the amount of mana you can use.

Embodiment replaces the benefits gained from Vestments of Faith, Nimbus of the Touched and Sanctuary of the Divine.

**Arduin Legend:  
Khaer-Mideon**

The Marble Step Elves trace their lineage back to the Khaer-Mideon, scoffing at the idea that even the vast and dark power of Caliban could have ever squelched their spirit and runic power. Its in their blood and bones, rune woven into the fiber of their immortal forms.

While Arduin wept and the world with it, the Khaer-Mideon struggled like the Runweavers of old against the Khoi, daring not only to fight and struggle but to live life at its finest. When Caliban laid upon their its unholy breath, withering them root and flower, they chose to deliver the world, just as Elves have always delivered the world from darkness, shining a rune-driven light so bright that Caliban's night was laid to dust by burning rays beyond its comprehension. That, in its dying breath, it smote Khaer-Mideon near unto death is moot. Such is the destiny of those truly touched by destiny.

### INCARNATE FAITH [ENTREATY]

**Prerequisite:** Legendary, Embodiment, Power Trap [Channel], Mysticism [Pneuma], Stillness [Meditation]  
When you expend Faith with a prayer, you physically and spiritually take on the personification of your deity. This effect includes physical alteration to resemble your most personally aligned tenet of your deity's religion and a spiritual aura the tangibly manifests around you. Incarnate Faith lasts 1 minute for every Faith expended. Any succeeding Faith adds

1 minute to the duration for each Faith used. Incarnate Faith provides the following:

- Adds a +20 bonus to Fear, Shock, Disease, and Poison/Venom for every Faith expended.
- Full benefit as outlined under Sanctuary of the Divine except you gain all three bonus types at +15 for each benefit.
- You can apply the benefits of Outpour Faith to all prayers while Incarnate Faith lasts.
- Count your Channel skill ranks as +20 higher to determine the amount of mana you can use for every Faith expended.
- Add a +15 bonus to all Interpersonal skills for every Faith expended with followers of the same religion.

Incarnate Faith replaces the bonuses provided by any other Entreaty secrets its benefits replicate (e.g. Embodiment).

## GNOSIS [ESS]

The understanding of how to contact, converse, work with or manipulate animate powers and spirits.

**Beseech.** Speak with a known spirit or animate power, either in person or via a spirit avatar in order to bargain or plead for it to use its powers or act in some way. Beseech requires 1-APT impairment when used, whether the skill check is successful or not. A Medicine Man can use 5-Mana in place of the APT requirement. The TD required and the spirits likelihood to do as you ask depends on the spirit, its outlook and your skill check.

*Example – Solterra, a medicine man, journeys to the Cave of Talking Stones. There he uses Beseech to speak to speak to the spirits of the cave, calling upon them to honor the bargain struck by his ancestors.*

**Entice.** Attract a spirit or animate power to an area, person or thing. Entice can be done in 1 of 3 ways as noted below. Each use requires 1-APT impairment, whether the skill check is successful or not. A Medicine Man can use 5-Mana in place of the APT requirement.

**Cry for Attention.** You expel the equivalent of a shout into the spiritual world and the real one around you, seeking to attract the attention (good or bad) of all animate powers or spirits around you. A Cry for Attention takes a normal action, requires a TD 50,



and instantaneously travels a max range of 5 ft per skill rank. Spirits in this range may or may not respond, depending on their natures but a **Cry for Attention** applies a -2 penalty to reaction rolls with spirits and animate powers.

**Courtesy Call.** You build an attraction to draw a spirit or animate power. This takes d10 minutes of preparation and a TD 75 skill check. You can reach out to a max range of 5 ft per skill rank. You can pinpoint a single known spirit or animate power, or make a blanket call around you, essentially crying out into the wild, but without a penalty.

**Consult.** Seek an audience with a spirit you know as a Contact or Connection (no range required) or to one you can perceive (minimum requirement to have used Sense Animate Power successfully) within a 5 ft per skill rank radius around you. A Consult takes only a minute to set up and a TD 75 skill check.

**Exorcise.** Rid an area, person or thing of a spiritual entity, emission or taint. Exorcise takes time, energy and dedication. During this time the spirit you are attempting to exorcise is free to act in any way to counter you.

To determine how long it will take, subtract your skill ranks from 100 to determine the number of hours it takes for the exorcism. Divide this number by 10 to determine the amount of APT impairment for the exorcism. At the end of the time period, make an opposed Gnosis skill check with the spirit or against the strength of the spiritual taint. If you win, you force a spirit to dematerialize from the world and enter the spirit realm. This does not prevent it from returning or destroy it. However, it cannot return to the real world or take material form for 1 day. You can use Exorcise to temporarily displace an animate power using the same mechanic. However, it only stays gone for 1 minute.

*Example – When Shincin died on the hunt his spirit could not rest and was doomed to haunt the area of his death by the great boar's tusks. Saddened but knowing it was necessary, Solterra came to the edge of the glade where Shincin had died and began the ritual to release Shincin's spirit. Solterra's skill is high, 89 skill ranks, so it only takes 11 hours and 2-APT for the Exorcism. He succeeds in the opposed Gnosis check, sending Shincin's spirit to the spirit plane. There, he confronts it with his spirit avatar and engages him in battle. The battle is fierce but decisive – he channels Shincin's spirit and sends him on to his afterlife.*

**Manifest Spirit Avatar.** You can create an avatar of yourself in the spirit world. This becomes your presence there and the focus for your power. A spirit avatar is required to confront spirits in the spirit realm

but it makes you vulnerable too, since you become a visible entity in the spirit realm. A spirit can attack the spirit avatar and use it as a channel to you. A Spirit Avatar requires a normal action and costs you 1-APT impairment, which is invested into the spirit avatar. A spirit avatar lasts for 1 day though you can destroy it earlier with a thought. The APT returns to you after you release or destroy the avatar. What or how it manifests in the spirit realm is solely up to you. It only takes a quickened action for you to shift your conscious into the spirit realm once you have a spirit avatar. When you do so, you lose track of your physical body and it stays in a semi-comatose state until you return. Returning to the real world seems instantaneous but takes d20 minutes.

**Seek Locus.** Search out the locus for a physically manifested spirit (if one exists). A locus is an area, object, act, place or time that ties a spirit to the physical world. Seek Locus takes 10 minutes and a TD 75 skill check. The ability to Seek Locus is bound to a physical region equal to 5 ft squared per skill rank. Some loci are more difficult than others to discern and the GM may require a higher TD than the one provided.

*Example – Solterra had confronted harder spirits than Shincin in the past. Once a spirit of disease had infiltrated the tribe and it took Solterra several months to track it down. No matter where and how he looked he could not locate the locus that bound it to the tribe. Finally he tracked it down to a metal scraper the women used on the hides of the beasts the tribe slew. The fact it was a highly mobile item that changed hands repeatedly made it so difficult to find.*

**Sense Animate Power.** You can sense animate powers and spirits. This is not sight but a dim perception of an entity, area, article or domain and its general direction or location. To sense for spirits or animate powers takes only 1 minute and requires a TD 50 skill check. You are limited to your normal vision on what you can see. If you can't see through walls you can't sense the Chundian Rage spirit on the other side.



**SKILLS**

**SKILLS**

**Proficient:**

Spirit Battery, Spirit Path, Spiritual Congress

**Trained:**

Mold Aether, Spirit Sight

**Experienced:**

Anchor, Intermediary

**Specialist:**

Avaunt, Invincible Summons

**Expert:**

Self Resurrection

**Genius:**

Annihilate

**Legendary:**

Death Walker

**SPIRIT BATTERY [GNOSIS]****Prerequisite:** Proficient

You understand how to invest APT and mana into your spirit avatar, using it as a container of power. The APT and mana you place there becomes your source of power while you are in the spirit realm. While you can freely and without cost or skill check invest power into your spirit avatar, it can contain as much power as you can in the real world. The APT you provide is counted as APT impairment and heals normally. Mana returns in the same fashion. APT and mana in the spirit avatar does not regenerate and is gone once used or withdrawn. Removing either from your spirit avatar and channeling it to your body requires a normal action. A spirit avatar is limited to your normal APT total.

*Example – Before going to the Cave of Talking Stones Solterra spent time preparing. Solterra chose to place 51 of his 52 APT and 112 mana into his spirit avatar. It took weeks to recover but thus armed he felt strong enough to take on the challenge.*

**SPIRIT PATH [GNOSIS]****Prerequisite:** Proficient

You create a permanent spirit avatar that requires no APT to maintain. A spirit avatar is still vulnerable, however, and because it resides permanently in the spirit realm you are constantly in danger of invisible attacks by marauding spirits or animate powers that can attack without manifesting in the real world. Still, if your spirit avatar is destroyed and you survive, you can recreate a new spirit avatar 1 day later with a TD 50 skill check.

**SPIRITUAL CONGRESS [GNOSIS]****Prerequisite:** Proficient

You can have spirit and animate power contacts and connections without the normal penalties involved and apply your Social Motifs to spirits like you do

normally.

*Example – Solterra knew he would need help at the Cave of Talking Stones. He sought out an old friend and ally, Haid-Jujara, the falcon spirit [a connection]. Haid-Jujara accepts his gift (hard to find meats from beasts in the far south) and sends one of his sons, Jujara, to assist Solterra on his quest.*

**MOLD AETHER [GNOSIS]****Prerequisite:** Trained

You can mold the aether, the semi-solid stuff of the spirit realm. To do so requires you to use a spirit avatar to enter the spirit realm unless the aether is present in the real world. What you can fashion is limited only to your imagination and the degree of control you can maintain. It takes a basic TD 75 to craft the aether of the spirit realm. However, a spirit or another entity can contest your control of the aether, requiring an opposed skill check. If they win, they impose their vision upon the aether (all changes are instantaneous). Aether can be made substantial in the “real” world by investing 1-APT per 5 ft square area. Medicine men may substitute 3-mana per APT. This substance is short-lived, however, and lasts only 1 minute. You can reinvest the APT or mana to extend the duration by 1-minute and even front load th aether to extend the duration as well. Any other being with the ability to mold aether can contest the shape you have made, substantial or not and attempt to alter it by contesting you in a Gnosis skill check.

*Example – On this way to the Cave of Talking Stones, Solterra must ascend a sheer cliff. He sends his spirit avatar into the spirit realm and crafts a rope. He can make 144 ft of 1-inch rope for every 1 square foot of aether he manipulates, so he has more than enough. He crafts the rope and uses mana from his spirit avatar to make it real. With the rope coiled at his feet, he calls upon Jujara, the falcon spirit beholden to him to fly it to the top of the cliff, looping it many times over a projecting rope. Satisfied, he begins the tiresome process of climbing the rope. Part of the way up to the top of the cliff Solterra meets a spirit of chaos that was drawn by his powers. It contests his control of the aether rope, and they make opposed Gnosis checks. It rolls well, a 121 but Solterra rolls well too, a 143. He has control, at least for now.*

**SPIRIT SIGHT [GNOSIS]****Prerequisite:** Trained

You have undergone the rituals to learn to fully visualize and see spirits to the limitations of your normal sight. You passively sense spirits (through vision) as well.

*Example – Long ago Solterra underwent the rites to see spirits*



as if they were flesh and blood [spirit sight secret]. It is sometimes disconcerting, as it can be tough to tell the two apart, but worthwhile. The sun is a frequent ally as spirits cast no shadows.

#### ARDUIN LEGEND:

##### KEO TRIBE WALKER

Keo bound the rambling Tara Khai tribes into one when the L'etharini swept into their lands from beyond a nexus. Impossible to beat physically, Keo found he had the talent to direct the power of the Centaur shamans, mystics, and priests and used it to muster enough power to destroy them and shut the nexus that spawned them. Seeing the power behind his newfound position, Keo used it to annihilate another plague on the land: the roving plains spiders, freeing his people from an ages old problem and angering Shagrath, god of the Red Moon all in one. Shagrath cursed him and all of this bloodline to be forever hunted by Shagrath's minions.

#### ANCHOR [GNOSIS]

**Prerequisite:** Experienced, Spirit Path

You anchor your soul and consciousness when you enter your spirit avatar on something or someone. The selected target becomes a beacon for you to home in on from the spirit realm and you can find the beacon within 1 melee round instead of the d20 minutes it normally takes to return to the real world.

*Example – Solterra uses a Bind Fast fetish to glue his body to the side of the cliff and then jumps into the spirit plane with his spirit avatar. The chaos spirit seems not to notice or care and proceeds to change his rope into a strand of ice. Disgusted, Solterra surveys it's constantly changing form, noting by its constant mist and sparking flint heart that its Saastian in origin. The Chaos spirit focuses its attention on his avatar but Solterra uses his Channel skill against it, holding it fast while he drains its power away. It doesn't take long and when Solterra returns to his body, he focuses on the amulet his father had passed to him upon his death, its presence drawing him back like lightning to a lightning rod [the amulet is his anchor].*

#### INTERMEDIARY [GNOSIS]

**Prerequisite:** Experienced, Spiritual Congress

Your spirit avatar stays in contact and interacts with spiritual contacts and connections on your behalf. This adds +20 to rolls to build Trust and +2 to all Trust gained as a result of a successful roll.

#### AVAUNT [GNOSIS]

**Prerequisite:** Specialist, Energy Burn [Channel], Intermediary

You can confront and banish spirits, essentially replicating Exorcise (base use of skill) except you do so as a full melee round action, requiring 2-APT and a successful opposed Gnosis skill check with the spirit..

#### INVINCIBLE SUMMONS [GNOSIS]

**Prerequisite:** Specialist, Spirit Sight, Medium [Channel]

You can invite or force a spirit dwelling in the spirit realm to manifest in the real world. It requires an opposed skill check and a normal action. If you succeed, the target spirit must manifest in the real world or lose d6 APT for every 10 Gnosis skill ranks.

#### SELF RESURRECTION [GNOSIS]

**Prerequisite:** Expert, Overchannel [Channel], Will to Live [Self Control], Spiritual Congress

Since you dwell in both the spirit realm and the real world, you are conscious in ways others are not when they die. If your mortal form is healed of the damage that caused the death you can re-inject your soul and return to life. You can use any APT or Mana you have stored in your spirit avatar to cast spells, use rituals, etc. and can even command or seek out spirits of healing and so on. As long as your mortal form is returned to a state where it would normally be alive you can make a TD 125 skill check to re-insert your soul. Such an act is not without cost and you suffer all but d20 (roll for each) off every physical attribute as impairment (heals normally).

#### ANNIHILATE [GNOSIS]

**Prerequisite:** Genius, Invincible Summons, Avaunt, Anchor, Seal Source [Channel]

You can utterly destroy a spirit. When you fight spirits in melee in the spirit realm you can elect to destroy them instead of dissipating or sending them on to their afterlife like normal when you beat them in a spirit melee. If you choose to do so, make a skill check using their max APT score as the TD. If you succeed, you destroy them utterly.

## DEATH WALKER [GNOSIS]

**Prerequisite:** Legendary, Self Resurrection, Unfettered [Channel], Annihilate, Steel Resolve [Self Control]

Acts in all ways like the Death Breaker prayer, except you use your spirit avatar to find the target being's soul in the spirit realm and return it to its corpse. Death Walker requires a TD 200, 2d12 hours and 3-APT impairment to bring them back. Their body must still be prepared for the spirit to return (healed of damage, poison removed, unpetrified, etc.).

## GUARD [REF]

The art of staying alive, using a blend of weaponry, defensive maneuvers, body and environment placement as well as dozens of other factors.

**Full Defense.** You can expend a normal action to do nothing but defend, forfeiting your ability to make attacks. Add a bonus of 20 plus 1 per skill rank to your DEF, Block, and Parry for the CF Action Count. This effect lasts for 6 CF Counts or your next CF Action Count, whichever comes first.

*Example – While out on the town, Throded finds himself suddenly surrounded by some unfriendly soldiers from the House of the Black Hydra. He whips out his dagger, and weaves it around him defensively. Throded has 54 skill ranks in guard so his Full Defense maneuver provides him +74 bonus to DEF, Block and Parry, at least for that CF Count and the next 6 CF Counts.*

**Guarded Defense.** You can expend a quickened action to fight in a guarded, defensive fashion while still retaining the option to attack. You can declare Guarded Defense at any time, though existing dice rolls against your DEF still are unchanged. It adds a bonus of 20 plus 1 for every 5 skill ranks to DEF, Block, and Parry for that CF Action Count. This effect lasts for 6 CF Counts or your next CF Action Count, whichever comes first.

*Example – When the Black Hydra soldiers engage him, they find quickly its too crowded to effectively fight. Throded uses that to his advantage, declaring Guarded Defense, taking only a +31 bonus to DEF, Parry and Block but keeping the ability to attack. One of them gets in close and Throded stabs him, giving him a solid shot in the lung. As his friends drag him back, he bares his teeth and taunts them...*

**Reactive Defense.** You can elect to take a -7 CF delay penalty on the rest of your CF Action Counts that melee round in order to make a Parry action. You can invoke Reactive Defense on any CF Count, even before you have gone, but suffer the delay regardless of whether you use the additional Parry or not. You cannot use this maneuver when Outmaneuvered or during the Ambush melee round before your first CF Action Count.

**Block, Dodge or Parry** maneuvers described in the Battle and Melee section are uses of the Guard skill.

### **Proficient:**

Avoid Blows, Blocking Steel, Deflect Missile, Firm Grip, Shielding Maneuvers

### **Trained:**

Crisis, Ready for Battle, Riposte, Slip Blows

### **Experienced:**

Additional Parry, Catch Missile, Counter, Disarming Parry

### **Specialist:**

Desperation, Eye-to-Eye, Interference, Ward Missile

### **Expert:**

Avert Missile, Careful Defense, Ring of Steel

### **Genius:**

Advanced Parry, Whirlwind Defense

### **Legendary:**

Reflexive Defense

## AVOID BLOWS [GUARD]

**Prerequisite:** Proficient

You are a master at avoiding and sidestepping blows and add +1 to DEF for every 5 skill ranks.

*Example – Throded has 54 skill ranks in Guard. He adds a +11 bonus to DEF due to the Avoid Blows secrets.*

## BLOCKING STEEL [GUARD]

**Prerequisite:** Proficient

Using a quickened action, you can make a better Block action with your weapon. The action is handled exactly like Block (see **Battle and Melee** section), however you negate 1 HP of damage for every 5 skill ranks before any damage blocked goes directly to the weapon's DUR.

*Example – Throded gets attacked by a Black Lion. He manages to get his axe up before it pounces, bowling him over. He thrusts his axe into the Black Lion's mouth when it bites at him. Throded is making a Block action with his axe (DR 8, DUR 55). The Black Lion would inflict 38 HP damage. Throded's Guard is 28 and he has Blocking Steel, so he*



negates 6 HP of damage. Now only 32 HP is applied to the axe. Lowered to 24 by the DR 8, the axe gets chewed (lowered its DUR to 31) but keeps the Black Lion from biting Throeded's face off.

### DEFLECT MISSILE [GUARD]

**Prerequisite:** Proficient

You understand how to deflect missile attacks and can do so with a normal Parry but without the -50 penalty. You must have at least 1 or more skill ranks in the weapon or object you are using to parry.

### FIRM GRIP [GUARD]

**Prerequisite:** Proficient

You add your Guard skill ranks as a bonus to prevent disarming maneuvers of any type or other actions that would force you to give up a shield or your weapon or force it to an unready position.

### SHIELDING MANEUVERS [GUARD]

**Prerequisite:** Proficient

You understand advanced principles behind movement, maneuvering and weapon use to heighten defense. Double the DEF benefit from the weapon you have in hand as long as you have 1+ skill ranks with it. If the weapon has a negative DEF value you halve the penalty.

### CRISIS [GUARD]

**Prerequisite:** Trained

When your life is on the line, you react to the crisis. You can use a quickened action to add +20 to DEF and +20 Parry for 1 minute afterwards OR you can add +2 CF to a single melee round but you must declare it at the beginning of the melee round. If used afterward, you add +2 to your CF for the next melee round instead. The benefits of consecutive Crisis maneuvers do not stack; the most recent one always overrules the older.

### READY FOR BATTLE [GUARD]

**Prerequisite:** Trained

You have trained to keep a shield and your weapon readily at hand at all times. Normally, readying a weapon is a quickened action. You can bring a shield or weapon to a readied position without expending an action. If an opponent uses a maneuver that places your shield or weapon in an unready position, you can make an opposed Guard skill check to counter the maneuver. You can only Ready for Battle weapons or shields with 10 skill ranks or higher.

### RIPOSTE [GUARD]

**Prerequisite:** Trained

Using a quickened action, you may elect to riposte an

attack from an opponent that misses in an attack against you. The attack is launched immediately after the miss and is resolved like a normal attack. You cannot take a Riposte action if you elect to Dodge, Block, or Parry the attack, even if the effect is automatic due to a secret, magik or other means. You must have a quickened action available and have sufficient ER to riposte.

*Example – Throeded is still battling the Black Lion. He manages to get out from under it and it swipes at him but misses. He uses Riposte to immediately counterattack, dealing it a minor cut.*

### SLIP BLOWS [GUARD]

**Prerequisite:** Trained

You excel at forestalling and eluding blows. When you Parry or Block you add a +1 bonus for every 4 skill ranks as long as you have 10 skill ranks or more with the weapon you are using to Parry or Block.

*Example – Throeded has 54 skill ranks in Guard. With weapons he has at least 10 skill ranks in, he adds +14 to all Parry and Block actions.*

### ADDITIONAL PARRY [GUARD]

**Prerequisite:** Experienced, Elastic Mind [Combat]

This secret provides an additional Parry action with a weapon you have at least 25 skill ranks in. The Parry is counted as an extra quickened action but can only be used to Parry. You may only take this secret once.

### CATCH MISSILE [GUARD]

**Prerequisite:** Experienced, Deflect Missile

Like Deflect Missile, except if you succeed you can choose to catch the missile. If the weapon or object you use has the ability to capture or snare the missile, you can capture the in that manner. If you choose to deflect it with your weapon and catch it in a free hand, you must take a -25 penalty to the Parry to succeed. You must have 25 or more skill ranks in the weapon you use in order to use Catch Missile.

*Example – In his younger days, Chaeryn was a good hand with a net. One of his old tricks was to catch missiles fired at him with the net, which was excellent for fouling missiles. He was good at doing so with a broadsword as well, frequently snagging the missile thrown or fired at him in his other hand.*

### COUNTER [GUARD]

**Prerequisite:** Experienced, Riposte

When you successfully Parry, Dodge, or Block an attack, you may Riposte as part of the quickened action.



### DISARMING PARRY [GUARD]

**Prerequisite:** Experienced, Riposte

You understand how to follow through to disarm combatants when you successfully parry their attacks. You can elect to take a -20 penalty when you Parry to make a free Disarm attempt at the same time.

### DESPERATION [GUARD]

**Prerequisite:** Specialist, Anticipation [Recon], Crisis

Your attentiveness allows you to keep track of events or attacks that would ordinarily pierce your defense. You can take a -4 CF penalty to the rest of your CF Action Counts in a melee round at any time to get an additional Parry. You can declare this on any CF Count but suffer the delay regardless of whether you use the additional Parry or not. Each time you call on Desperation, you lower your CF -4. You cannot use Desperation when Outmaneuvered, before your first CF Action Count in an Ambush melee round, and if you used it on or after your last CF Action Count in a melee round, the penalty applies to the next melee round instead. Desperation replaces the base skill use Reactive Defense.

*Example - Mauled badly by the Black Lion, Throded calls on Desperation when it makes a pouncing attack again. He normally goes on CF 24 and the Black Lion attacks on CF 32. He makes the parry given by Desperation to stop its pounce attack but now lowers his CF to 20. Right on top of him now, when the Black Lion attacks again on CF 25, it does so with a claw, claw and bite routine, two of which will connect if Throded doesn't do something. Throded calls on Desperation again, twice, to Parry each attack. He only manages to stop one but pays dearly for it, reducing his CF -8 to CF 12.*

### EYE-TO-EYE [GUARD]

**Prerequisite:** Specialist, Crisis, Slip Blows

You have been eye-to-eye with death too many times not to know how to handle it. With a quickened action, you can add half your Guard skill ranks to DEF and Parry for that melee round OR you can add +7 CF but you must declare it when the melee round begins.

### INTERFERENCE [GUARD]

**Prerequisite:** Specialist, Elastic Mind [Combat], Anticipation [Recon]

You are a master at maneuvering non-allies into each other's way. Using a quickened action you can set up your enemies to protect you from attacks. When 2 or more enemy combatants are engaged adjacent to you (they can be in melee with you or not, as long as they are adjacent), add +15 DEF, +15 Parry and +5 Dodge. You add an additional +15 DEF, +15 Parry

and +5 Dodge for each additional combatant to a maximum of +75 DEF, +75 Parry and +30 Dodge with six or more opponents. The bonus lasts for the melee round.

*Example - Chaeryn and Throded get surrounded by an angry mob. Even though they are fighting back to back, at least 4 opponents can easily engage them. Chaeryn has Interference and gains a +60 DEF, +60 Parry and +20 Dodge bonuses while fighting in the mob. Throded is not so lucky.*

### Arduin Legend: Gorbragna

The Eater of Hearts is an Orc/Urukk deity, perhaps the most often invoked by their kind. He is considered one of the Old Gods and is the Father God Orc/Urukk pantheon, described as a 40-ft tall, eight-armed humanoid of foul and gruesome appearance, all accoutered in brazen armor. Gorbragna wields a spiked maul, axe, great sword, nine-headed flail, round shields (two), and two javelins - all of iron of an odd reddish hue. Crackling yellow flames (and grey-green smoke) blaze forth from the star-shaped view slits of his octagonal silver helm and the very grass withers and dies under his steel spiked feet. This deity has the ability to cause his weapons to glow with a horrific yellow-green ambience and all who are touched by them die as blackened cinders and crumbled ashes! Purportedly a mad God who has fought on and for both sides during the terrible God Wars, Gorbragna is thus not trusted by any other of the gods of this pantheon. Irrational, continually angry and ever-hungry for blood sacrifice describe him perfectly but, remember, this is a powerful religion among Orc-kind and thus the followers wield considerable political clout in some areas of the world. Still the most worshipped the Old Gods.

### WARD MISSILE [GUARD]

**Prerequisite:** Specialist, Catch Missile, Elastic Mind [Combat]

You are a master at deflecting or catching missiles. Using a single quickened action you can Parry or catch one missile for every 10 Guard skill ranks. All the rules for Catch Missile apply to the weapon or object used to Parry the missiles.

### AVERT MISSILE [GUARD]

**Prerequisite:** Expert, Desperation, Ward Missile, Eye-to-Eye

As a normal action you can Parry or catch any number of missiles. You must have at least 45 skill ranks in the weapon you use to Parry the missiles to use this secret.

### CAREFUL DEFENSE [GUARD]

**Prerequisite:** Expert, Eye-to-Eye, Desperation, Counter

You can blend together any two Guard secrets or maneuvers as long as they only take a quickened action to complete. Thus, you could use Eye-to-Eye and Riposte or Crisis and Ward Missile.

### RING OF STEEL [GUARD]

**Prerequisite:** Expert, Eye-to-Eye, Elastic Mind [Combat], Desperation

Using a quickened action you can add your Guard skill ranks to DEF for the melee round. Ring of Steel cannot be used with the base skill use abilities of Full Defense and Guarded Defense. Only one of the three may be in use at any given time.

### ADVANCED PARRY [GUARD]

**Prerequisite:** Genius, Circle of Eyes [Combat], Additional Parry, Eye-to-Eye, Interference

This secret provides one additional Parry action for every 15 Guard skill ranks with a weapon or object you have at least 75 skill ranks in. The Parry is counted as an extra quickened action for the purposes of a Parry only. This secret may only be taken once.

### WHIRLWIND DEFENSE [GUARD]

**Prerequisite:** Genius, Slip Blows, Avert Missile, Counter, Careful Defense, Ring of Steel, Interference

You can defend yourself intuitively against attacks regardless of what direction or directions they come. Add half your Guard skill ranks to DEF and Parry as a bonus. You also gain the benefits of Interference without expending an action.

### REFLEXIVE DEFENSE [GUARD]

**Prerequisite:** Legendary, Intuitive Combatant [Combat], Advanced Parry, Careful Defense, Whirlwind Defense, Ring of Steel

By expending a quickened action you can reflexively make a Parry attempt against any attack from a combatant you recognize as an opponent, regardless of the number or direction of the attacks for that CF Action Count. This effect lasts for 6 CF Counts or your next CF Action Count, whichever comes first.

## INTEL [CHAR]

The art of social intelligence, the collection of information valued for currency and relevance and not just accuracy. The skill encompasses the arts of gathering information, whether by word of mouth, observation, pillow talk, use of contacts, or a dozen of other ways.

**Evaluate Data.** Evaluate the information you collect, determining the truth or falsehood of the info you gather. Information is categorized as a Rumor or Fact. Rumors are unfounded speculations like hearsay or gossip. Facts are data, figures and known truths. The GM sets the TD, though generally evaluating a Rumor is harder, double or more the TD versus determining a Fact. To make a skill check takes 2d4 hours of your time and d20 wealth. If you succeed, you know the whether the information is true, a shade of the truth or a total falsehood. Consult your GM for details.

*Example – Chaeryn has heard of a recent upheaval in the Teamsters Guild in Melkalund (Rumor). He spends a little time and money to find out the truth. The GM rolls a 3 for hours and the area Chaeryn is evaluating his data in uses a copper wealth standard, so it costs him 9 wealth. The GM sets the TD at 75, since the info is common to the area Chaeryn is in. Chaeryn makes the TD easily and finds out the rumor is indeed fact and the teamsters' guild has recently sacked several of their top management.*

**Probe for Info.** Probe for Info works exactly like Search for Intel except you are using your skill on a single individual or small group you can directly address. The group cannot be larger than 1 person for every 5 skill ranks. It does not require the Wealth expense to ask general or specific questions. Probe for Info is completed in 2d4 minutes and uses the same TD as Search for Intel. If you succeed, they give away the answer to your question (if they know it)

through body language, speech, intonation, and dozens of other ways.

*Example – One of the things Chaeryn learned during his search for info was that a dock hand manager by the name of Stokes was involved. He spends a little time with her and before long gets her to spill out several little known details. The GM ruled she knew 5 things, ranging from TD 75 to TD 200. Chaeryn rolled well, a 167 and learned 4 of them during his 6 minute conversation. Unsatisfied, he tries again, rolling a 180 but it's still not enough to meet the TD 200. Satisfied he has learned all he can, he departs.*

**Reconstruct Event:** Take forensic evidence to recreate the details of an event. The GM will determine the TD based on the amount of information you have gained. It's possible to reconstruct a scene incorrectly and you may or not know you have done so. Reconstruct Event focuses on what and not why something happened.

*Example – When probing Stokes for info, he learned that more than a dozen dock wagons had been turned in for repairs. He sneaks into the warehouse holding them later than night to look them over. It doesn't take long to find them. The GM rule he'll need a TD 125 to reconstruct what happened. Chaeryn makes it easily and figures out quickly that the damage done to the wagons was done by claw and fang and that whatever inflicted the damage started from the inside of the wagons and then outward.*

**Search for Intel.** Make inquiries, gather information, find rumors and collect data. The GM will determine the TD and scale of information you can collect. Typically when you use Intel you choose to ask about "generally" or field a specific question. General intel gathering is fishing for information, garnering any information that is available. A specific question is exactly that and the success of your skill check provides the answer to that question. To make a skill check takes 2d4 hours of your time and d20 Wealth. As a rule of thumb, a hamlet or small village uses copper, a town or city uses silver. So asking around for information in a city would cost you d20 silver. If inquiring covertly, double the time and Wealth required.

*Example – Chaeryn passes the word quietly that he is interested in find out more about the teamsters' upper management changes. He's making a general inquiry at this point. If he'd asked for the name of the upper management it would be specific. As he's in Melkalund and asking about covertly, its going to take 4d4 hours and 2d20 silver wealth. Chaeryn has 87 skill ranks and a lot of bonuses and rolls a*

*whopping 199! As the highest info on the GM's chart topped at 150, Chaeryn learns all there is to learn about the subject (at least where he is at the moment).*

**Proficient:**

Contacts, Diagram Info, Ear to the Ground, Pretexting, Work Turf

**Trained:**

Elicitation, Info Geometry, Measure Worth, Shrewd, Wisdom of the Crowds

**Experienced:**

Info Broker, Info Entropy, Manage Info, Personality Profile

**Specialist:**

Ethos, Informatics, Network, Stigmergy

**Expert:**

Reputation, Tradecraft

**Genius:**

Nythaarnan Lies, Unleash Tongue

**Legendary:**

Invisible Hand

### CONTACTS [INTEL]

**Prerequisite:** Proficient

The Contacts secret deals exclusively with contacts and their interaction and provides the following benefits:

- It provides the ability to use multiple contacts simultaneously instead of the normal constraint of a single contact. With the Contacts secret, you can use 1 Contact for every 5 skill ranks.
- Ability to cultivate contacts quicker by adding a +20 bonus to Social skill checks to cultivate a contact and adds +1 on the results roll for trust.

### DIAGRAM INFO [INTEL]

**Prerequisite:** Proficient

You can make a special skill check against Rumor information to trace it back to its origin. Double the TD and make a skill check. Diagram Info takes 5d20 days and d6 Wealth per day. If you succeed, you have traced the rumor back to the originator.

*Example – Unhappy with everything he has learned Chaeryn keeps an ear out for more. He hears a rumor about a usual animal being sold on the underground market by the Shadowed Ring. A little checking shows that this is false. Curious to where it came from, he attempts to Diagram Info. The original TD was 100 so he'll need a TD 200 to succeed. 16 days and 44 wealth later he rolls and fails, making only a TD 184. Unwilling to give up Chaeryn tries again, taking 21 days and 77 wealth in the attempt but rolling a 212. He traces the rumor back to one Kumo of Thrace, a small time info dealer in lower Melkalund.*



### EAR TO THE GROUND [INTEL]

**Prerequisite:** Proficient

You keep in tune with the pulse of information. You gain a +10 bonus to all Intel skill checks.

### PRETEXTING [INTEL]

**Prerequisite:** Proficient

Pretexting is a specific maneuver for pulling information out of a single person. When working to garner intel from a person or a group with Probe for Info, you make the Intel skill check like normal but get a +25 bonus.

### WORK TURF [INTEL]

**Prerequisite:** Proficient

Different gangs, political factions, racial minorities, trading cartels and so on frequently can divide an area into turfs. You can recognize these lines of division and counter the penalty or restrictions they put on Intel skill checks. You can counter the penalties or restrictions of one faction, minority, cartel, gang, etc. for every 5 skill ranks. The size of your "turf" is equal to a 5-square block in an urban area. However, if you have Streetwise or Wildswise, you use those areas instead.

### ELICITATION [INTEL]

**Prerequisite:** Trained

Elicitation is a way of plying people in a non-threatening or aggressive way to subtly extract information during an apparently normal & innocent conversation. This can be done subtly so that they have no idea they are giving out info. Elicitation is a form of covert Probe for Info and is handled mechanically as described except the audience must make a Recon skill check to notice. The TD the audience uses to notice is your skill check.

*Example – Chaeryn drops in on Kumo of Thrace. He uses Elicitation to find out why he started the rumor. The GM sets the TD at 150 and Chaeryn makes a 181, more than good enough. He finds out Kumo made the rumor up based on hearing some unusual creatures had shown up at the underside arena games near the waterfront. Since the Shadowed Ring is the usual factors for such things he figured they brought them in.*

### INFO GEOMETRY [INTEL]

**Prerequisite:** Trained

Info Geometry is the ability to evaluate a chain of tightly related questions and then go to or ask the right sources to gain the answers to them. The questions must be directly about the same subject. You can use Info Geometry on 1 question for every 5 skill ranks. Otherwise proceed as if using Search for Intel under the base use of skill. If you succeed at the

TD you get answers to all of the questions with a single skill check.

*Example – Chaeryn wants to know who brought the creatures in, what they are, and who owns them. He uses Info Geometry to do it all at once. He does it covertly and spends the time (4d4 hours) and wealth (2d20 silver). The GM sets a hefty TD 200 but Chaeryn rolls a critical success and more than meets the TD. He finds out everything he asks and more.*

### MEASURE WORTH [INTEL]

**Prerequisite:** Trained

The intuitive and practiced appraisal of information – is the info trustworthy, solid or harmful and misleading? You can make an immediate skill check of any information given to you by a contact or connection to evaluate its veracity.

### SHREWD [INTEL]

**Prerequisite:** Trained

You are good at sizing up the motives and trustworthiness of others. Add a +20 bonus to Evaluate Data and Reconstruct Event skill checks to determine truth or fiction. When working with a Contact, you can make a TD 100 skill check to determine their Trust attribute. You can make this attempt every time you interact with them.

### WISDOM OF THE CROWDS [INTEL]

**Prerequisite:** Trained

The larger pool of people you draw on the greater the more accurate information you get. Based on the pool of people at your disposal, you can double the time you spend making a Search for Intel skill check:

COMMUNITY SIZE	BONUS YOU GAIN IS...
Hamlet	+10
Village	+20
Township	+30
Town	+40
City	+50

### INFO BROKER [INTEL]

**Prerequisite:** Experienced, Contacts

You are a thoroughfare of information. In the area defined by Streetwise or Wildswise, you automatically make and succeed at a TD 50 or less Intel skill checks to discover or verify general information on a daily basis without expending time, wealth or effort.



### INFO ENTROPY [INTEL]

**Prerequisite:** Experienced, Info Geometry

You know that if you ask the same question long enough you will eventually find the answer. You can make a special Intel action to collect information by expending time and money. On the first day, you expend 2d20 Wealth and make a skill check like normal. Each consecutive day thereafter, you expend 2d20 Wealth as well but get a +2 bonus to your Intel skill check. The bonus grows by +2 with each consecutive day but the length of your Info Entry is capped at a maximum of your current skill ranks.

*Example – Chaeryn gets sidetracked by a different task. He needs to know where the Mancusia Jewels are hidden. His Intel skill is 87 but realizing it is probably not going to be good enough, he uses Info Entropy to help. On the first day he rolls normally, but he gets a bonus of +2 on the 2nd, +4 on the 3rd and so on until he reaches a timeframe equal to his skill ranks, which in this case is 87 days or gets his answer. Luckily, Chaeryn rolls well on day 18 and finds what he was looking for. Of course, it cost him 414 Silver Wealth to do it!*

### MANAGE INFO [INTEL]

**Prerequisite:** Experienced, Rapport [Social]

You understand how to use the many available sources for information at your disposal effectively and efficiently. You reduce the upkeep of contacts or connections by -1 percent for every 5 skill levels. You automatically gain the benefit of a single trait that a Friend or Companion has without making an Interaction TD if the Interaction TD for them is 100 or less. If the Interaction TD is higher, you do not gain this benefit

### PERSONALITY PROFILE [INTEL]

**Prerequisite:** Experienced, Shrewd

You understand how to determine the nature of a target's personality and build a profile of them. This takes time and interaction with the target and you roll d20 for the cost in Wealth and 2d6 for days. Make an Intel skill check against the Interaction TD. If you succeed, you know the Trust, Favored Interaction, Interaction TD, Upkeep and any traits of the target. If you make this maneuver against a NPC you do not know you can still gather the same information as if they were a contact or connection.

*Example – Returning to the task at hand, Chaeryn quickly finds out that Mualtek, an Ithalosian owns one of the silverback styhrs that are fighting in the underside arena games. He spends some time acquainting himself with Mualtek, spending 12 silver wealth and 9 days in an attempt to do so. He needs a TD 125, which he makes easily. Armed*

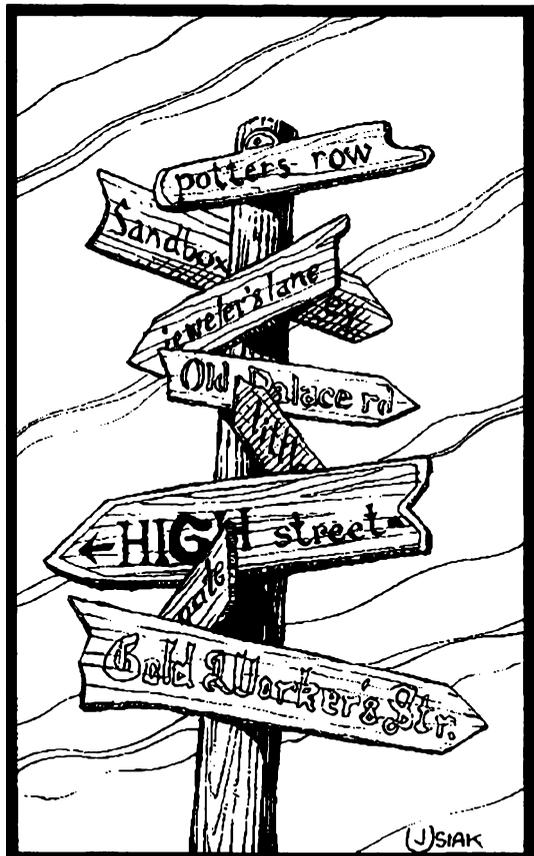
*with a better picture of what he is like, Chaeryn knows exactly how to approach him.*

### ETHOS [INTEL]

**Prerequisite:** Specialist, Measure Worth, Personality Profile

A way of instilling or building a bond of trust in the contacts or connections you know. A contact or connection normally develops over time during game play. You can speed this process with a special Intel action that allows you to make cultivation rolls outside of normal context. Make an Intel skill check against the Interaction TD of the contact or connection. If you succeed, you can make a cultivation roll with the contact or connection. Each Intel skill check requires you to expend 5d20 Wealth and 5d20 days to set up the Ethos. The resources and time is expended whether you succeed or fail. You can only have 1 Ethos action ongoing with a contact or connection at any given time...

*Example – Chaeryn succeeded in making Mualtek's acquaintance but he not gaining much of his trust. Chaeryn uses Ethos to work on fixing that problem. Mualtek's Interaction TD is 125, which Chaeryn makes easily. It will take 58 silver wealth and 42 days to see how much his trust rose.*



## INFORMATICS [INTEL]

**Prerequisite:** Specialist, Info Entropy, Outside Context [Knowledge]

You can make Intel skill checks to add bonuses to an Interpersonal skill. Skills you can use Informatics with are Business, Culture, Pneuma, Military, Perform, Social, Underworld or Urban. If you select Knowledge, Language or Perform, you must specify which specialization gains the bonus. You specify 1 such skill when you take Informatics.

The subject of your information gathering is the skill you are mapping to and you make use a specialized form of Info Geometry and Info Entropy. Determine the target bonus. Each +1 bonus represents +10 TD. A +10 bonus would require a TD 100 while a +20 bonus would require a TD 200. Informatics takes 1 day for each bonus and expends d20 Wealth each day as well. You make the Intel skill check at the end of the time period. The bonus lasts until used or a number of days equal to your Intel skill ranks pass. If you use Informatics multiple times on the same skill, only the largest bonus applies during the time frame.

## NETWORK [INTEL]

**Prerequisite:** Specialist, Manage Info, Personality Profile

You can create a network of sentient beings that provide information in the area you have Streetwise or Wildswise. Adding a contact or connection to your network requires you to make a successful Intel skill check against the target's Interaction TD. If you fail, the target loses d10 Trust. If you succeed, the target contact or connection becomes a part of your network. The benefits of the Network are as follows:

- All contacts and connections have an immediate +5 Trust bonus.
- Upkeep for all contacts and connections is reduced by 10%.
- Add a +10 bonus to Intel skill checks when rolling for the Interaction TD of a contact or connection.
- When you cultivate trust in contacts or connections on your network, you add +1 on the results roll for trust.

You can build a network of 1 person for every 2 skill ranks and maintain 1 Network for every 45 skill ranks. You can have the same contact or connection in 2 or more Networks but the contact or connection only gains the benefit of 1 Network.

## STIGMERGY [INTEL]

**Prerequisite:** Specialist, Info Broker, Magnify Presence [Social]

In the area defined by Streetwise or Wildswise, you are considered to automatically make and succeed at a TD 75 or less Intel skill check to discover or verify general information on a daily basis without expending time, wealth, or energy.

## REPUTATION [INTEL]

**Prerequisite:** Expert, Network, Charm [Social], Stigmergy

In the area you have Streetwise or Wildswise, you can use your Intel skills to alter a person's (including your own) reputation, building a Social Motif or destroying one. Ordinarily, a Social Motif is gained through game play and deeds, good and bad, that are well known or recognized in the influence of the social motif. Reputation allows you speed this process, to make a TD 200 Intel skill check towards a specific Social Motif. If you are destroying one, the TD is base 200. If your target learns of the attack, they can oppose it, adding their Intel skill ranks to base TD. IF they spend d4 wealth and d3 days each week of the campaign to counter it, they can make an Intel skill check and add that to the base TD instead.

Whether building up or tearing down, you mount a campaign in your area of Streetwise, expending an amount of resources to fund the campaign. The basic resource unit depends on the Wealth standard of the area. The campaign takes 300 minus your skill ranks in days. You expend d10 Wealth each day and must be present, actively campaigning the entire time. If you fail, nothing occurs other than you lose the time and resources. Success means you gain the Social Motif in your area. If it's a smear campaign, your target loses the Social Motif you have chosen. However, even though you gain the Social Motif through Reputation you must maintain it normally or lose it. The same applies to stripping one from another person.

*Example – Laurent hears about Chaeryn's activities in the underside. Chaeryn has good street cred (Esteemed Social Motif) and seen as an unaffiliated player (Neutral Social Motif). Laurent is unhappy about his inquiries into his business so he mounts a smear campaign to lower Chaeryn's reputation on the street. He attacks his neutrality, playing up some previous actions on Chaeryn's part with the Understreet Kings, making it seem like he's become one of them. Laurent has 161 skill ranks in Intel, so his campaign will take 139 days, at d10 silver wealth per day. A few days into the campaign, Chaeryn hears about it and opposes it, spending time and wealth to bolster his reputation. At the end of the*



*campaign, Chaeryn rolls a 189, which raises the TD to 389. Laurent's total bonuses are 227, which mean he'll need a critical success to even have a chance against the high TD. He rolls a 48, which brings his total to 275. He fails in his smear campaign but Chaeryn now knows he has an enemy.*

**TRADECRAFT [INTEL]**

**Prerequisite:** Expert, Informatics, Manage Info, Influence [Perform]

You have a vast array of espionage tools and techniques that allow you to make Intel skill checks covertly without the double time and resource requirement. You also add +50 to your Intel skill check against others finding out about your line of inquiry. You must have Informatics tied to the Clandestine skill to use Tradecraft.

**NYTHAARNAN LIES [INTEL]**

**Prerequisite:** Genius, Tradecraft, Informatics, Stigmery, Jaded [Urban]

Some concepts are universal in all information. When you make Intel skill checks, you reduce the time it takes by 1 hour for every 25 skill ranks and the Wealth required by 1 for every 10 skill ranks. You cannot reduce the time below 1 hour or the resource requirement below 1 Wealth, regardless of your skill or the roll. Nythaarnan Lies requires Informatics to be tied to the Social and Urban skills.

**UNLEASH TONGUE [INTEL]**

**Prerequisite:** Genius, Reputation, Relationship Control [Social], Jaded [Urban], Insight [Knowledge]

You know the value of information, its use, and how to set it up to do what you want.

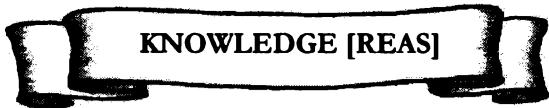
- You can make a TD 250 Intel skill to mature a contact from Associate to Friend. It takes 5d20+10 Wealth and 5d20+10 days to setup. If you fail the skill check, you lose the time and resources but otherwise suffer no adverse effect. You can only do this where you have Streetwise or Wildswise and 75 skill ranks in the same Culture as the contact.
- You can conduct an unattended Reputation campaign but it costs double the resource and time efforts. You can only do this in areas where you have Streetwise/Wildswise and 75 skill ranks in the same Culture.
- When make an Intel skill check against the Interaction TD of a contact to add them to a network, you get a +20 bonus to the roll. If you fail, you suffer d6 trust loss instead of d10 trust.

**INVISIBLE HAND [INTEL]**

**Prerequisite:** Legendary, Commanding Soul [Social], Nythaarnan Lies, Unleash Tongue, Supertask [Knowledge]

You are master at the unseen question and the shadow inquiry. Supertask must be tied to Intel and the Social Intelligence Knowledge skill area of study.

- All your Intel skill checks are done covertly unless you decide otherwise, without the normal penalties for covert inquiry.
- Your relationship to contacts and connections is masked, requiring a person to beat a TD 100 plus your Intel skill ranks to discover it. The TD is a measure of protection against discovery and is a barrier that must be overcome by a foe in order to turn or covert 1 of your contacts.
- Any Network you create is also protected as noted above, as well as any Social Motifs you have in the area of Streetwise and Culture (as defined in Unleash Tongue).



**KNOWLEDGE [REAS]**

Knowledge represents concrete facts you have learned about a particular body of lore. Knowledge includes academic and scientific disciplines but doesn't cover the ability to apply the knowledge.

**Concrete Application.** Take a normal action to apply your field of study to a specific circumstance or situation, where it can practically affect the outcome. You must describe how your know-how produces the results. You must specify the effect or task to gain the benefit of your knowledge.

Situational advantage of this nature requires at least a quickened action and a TD 75 skill check. If the application of your skill is deemed something incompatible to your Knowledge area of study, you fail the skill check regardless of the role. The GM adjudicates whether your application is incompatible or not. If you succeed, you can apply a +5 bonus to one of a skill, ATK, DEF, Dodge, Parry, Block, or Save rolls. You can only use a Knowledge skill check to gain a single bonus in this manner. No restriction, however, prevents you from using multiple



Knowledge areas of study to gain additional bonuses. The bonus lasts for the duration of the situation only but no longer than a single day in any case. If you fail, you have failed to apply your area of study to the situation and cannot try again.

*Example – One summer Wildren spent all his time learning about spirit lore in the library of his master. Confronted later in his apprenticeship by a spirit of confusion, it served him well. Wildren made the TD 75 skill check and was able to add a +5 bonus to his channel skill checks against it.*

**Putting it Together.** When dealing with related or disparate chunks of information in your area of study you can make a TD 100 skill check to receive a GM hint on how to tie them together.

**Puzzle.** When challenged with a puzzle in your field of study, you can make a TD 100 skill check to receive 1 clue (GM) towards solving the puzzle.

**Realize Facts.** To determine whether you can recall, recognize or understand a specific fact in your area of study. Consult your GM for the TD to make the skill check. It takes a minute to make this skill check to recall information, or you can scan up to a page of material in a minute or a line of text in a melee round and make this skill check. More time does not provide a benefit to the skill check. You recall, figure out or understand the information or you don't.

**Research in Field.** Use Knowledge to find specific information in a library or in an archive of knowledge or lore. You can use Knowledge in this manner whether or not you have skill ranks in an area of study. Consult your GM for the TD to make the skill check. Searching through texts and tomes takes  $d6+4$  hours. At the end of the search time, make the skill check. Research in this manner implies access to a research facility and ability to read the language of the information within.

**Where to Go Next.** When working in your area of study and uncertain on what or where to go next to try and determine the solution to a problem, you can make a TD 100 skill check for inspiration (GM supplies the clue or breakthrough).

**Specialization Skill:** You must declare a Knowledge area of study when taking this skill. Examples are Physics, Chemistry, Metallurgy, Biology, Mathematics, Ithalosian Art, Explosives, Weaponsmith, Blacksmith, Machining, Dwarven History, Grinding, Nautical Lore, Power Sources, Electricity, and Miniaturization. Any secrets you learn apply to all specializations that meet the prerequisite, unless otherwise noted. The areas of study are critical to the Techno, Sage, Mage etc classes.

**Proficient:**

Academic, Adept, Applied Knowledge, Primary Source

**Trained:**

Khurahaen Angles, Obscure, Outside Context

**Experienced:**

Bouma, Encyclopedia, Fast Learner

**Specialist:**

Gate of Ideas, Insight, Knowledgecraft

**Expert:**

Educated, Semantic Net, Supertask

**Genius:**

Erudite, Omega Point, Sublime

**Legendary:**

Hypertask

**ACADEMIC [KNOWLEDGE]**

**Prerequisite:** Proficient

Time in dusty libraries has deepened your already developed and broad knowledge base and you add a +10 bonus to skill checks in any area of study where you have at least 1 skill rank.

**ADEPT [KNOWLEDGE]**

**Prerequisite:** Proficient

You automatically succeed at TD 50 skill checks against your area of study.

**APPLIED KNOWLEDGE [KNOWLEDGE]**

**Prerequisite:** Proficient

You can tie your area of study to another skill, directly influencing the mapped skill. When you do so, you map only 1 form of Knowledge to 1 skill. If the target skill has a specialization, you must declare which specialization is affected. The amount of skill you can apply in the form of a bonus to the mapped skill is 1 for every 10 skill ranks. The area of study must be applicable to the skill for this to work, such as tactics [Knowledge] to Military or Combat or bow making [Knowledge] to woodworking [Knowledge]. Applying Knowledge to another Knowledge skill is a valid use of the secret. You can take this secret multiple times but each time it applies to a different set of skills.

**PRIMARY SOURCE [KNOWLEDGE]**

**Prerequisite:** Proficient

Effectively use non-sentient sources of information such as libraries, bureaus, guilds, and institutions. Normally, a library or similar institution provides a bonus to one or more avenues of research. You enhance the bonus by +1 for every 3 skill ranks but cannot exceed double the bonus it normally applies.



### **KHURAHAEEN ANGLES [KNOWLEDGE]**

**Prerequisite:** Trained

When you make Knowledge skill checks to gain Concrete Advantage, you gain a +10 bonus instead of +5 for each application.

### **OBSCURE [KNOWLEDGE]**

**Prerequisite:** Trained

You know a deep level of obscure detail in your area of study. Against TD 125 or higher skill checks, you get a +2 bonus to skill criticals.

### **OUTSIDE CONTEXT [KNOWLEDGE]**

**Prerequisite:** Trained

When you make a skill check against a TD greater than what you can normally roll without a critical success, you get a +20 bonus to the skill check.

### **BOUMA [KNOWLEDGE]**

**Prerequisite:** Experienced, Primary Source

When working with non-social/interpersonal information, such as texts, scrolls or pure data, you can research at rapid speed, lowering the time before making a skill check by 1 hour for every 25 skill ranks. If the time is listed in days or greater increments, you reduce it by that increment instead of hours. Regardless of your skill or the dice roll, you cannot reduce the amount of time for research below 1 hour.

### **ENCYCLOPEDIA [KNOWLEDGE]**

**Prerequisite:** Experienced, Obscure

You are a pure compendium of lore. With any Knowledge skill where you have at least 1 skill rank you can act as if you had 10 skill ranks in that skill, including for the purpose of secrets. If your skill ranks are higher than 10, Encyclopedia provides no benefit.

### **FAST LEARNER [KNOWLEDGE]**

**Prerequisite:** Experienced, Applied Knowledge

You take obtuse and unusual angles when you learn information. Select 1 Knowledge skill and 1 skill to map it to. However, the skill you select must be the same skill you selected for Applied Knowledge. When you check for skill increase with the tied, non-Knowledge skill, you add a +1 bonus to any skill results if you gain a skill increase. You can take this secret multiple times but each time it applies to a different set of skills.

*Example – Throded uses Fast Learner to bind Tactics [Knowledge] to the Combat skill. When he gains checks for skill advancement in Combat and succeeds, he gains a +1 bonus to any skill he earns.*

### **GATE OF IDEAS [KNOWLEDGE]**

**Prerequisite:** Specialist, Fast Learner, Drunkard's Walk [Engineer]

When you take Gate of Ideas, you apply it to a 1 Knowledge area of study. The skill you selected for Fast Learner and the skill you select for Gate of Ideas must be the same.

- Gate of Ideas provides a vast reservoir of knowledge to call on when creating a new design that uses the same Knowledge area of study as part of its requirements. When creating a new design, you lower the time required to create the new design by 1 day for every 15 skill ranks. Regardless of your skill you cannot reduce the amount of time for the new design below 1 day.
- Gate of Ideas provides a +10 bonus to skill checks in the area of study.

### **INSIGHT [KNOWLEDGE]**

**Prerequisite:** Specialist, Adept, Intuitive Leap [Engineer]

You are so well versed in your area of study that you can make flash insights and intuitive leaps.

- Make Concrete Application and Realize Facts checks (basic use of skill) without expending an action as long as you have 45 skill ranks in the Knowledge area of study
- Make a special Research in Field skill check (basic use of skill). Make an immediate skill check against the TD when you start the research. You gain half the bonus for the research facility when making this skill check and if you succeed, you went right to the information you needed and spend only a minute instead of d6+4 hours.

### **KNOWLEDGECRAFT [KNOWLEDGE]**

**Prerequisite:** Specialist, Outside Context, Encyclopedia

You can lower a skill check TD in your area of study by 1 tier (Very Hard to Hard, Hard to Challenging, etc.) by accepting a +10 bonus to skill fumble.

### **EDUCATED [KNOWLEDGE]**

**Prerequisite:** Expert, Fast Learner, Insight, Critical Thinking [Engineer]

Add a +20 skill advancement bonus to the Knowledge skills you have applied the Fast Learner secret.

### **SEMANTIC NET [KNOWLEDGE]**

**Prerequisite:** Expert, Encyclopedia, Insight, Serendipity [Engineer]

You know how to break down information into



semantic equivalents, finding universal models in all information. All Knowledge areas of study gain a +10 skill advancement bonus.

### SUPERTASK [KNOWLEDGE]

**Prerequisite:** Expert, Fast Learner, Knowledgecraft, Insight, Field Observation [Engineer]

You have trained to conceptualize and blend highly skilled tasks into one. Select a target skill that you have mapped as noted under the Fast Learner secret and a second skill. Each skill must have 75 skill ranks or more to make into a Supertask. You cannot tie a skill back to itself, the two must be different. These skills are the tasks that make up the Supertask. The skill uses must meet the following requirements to qualify:

- Must take a normal or quickened action only
- Feasibly possible, even if statistically ridiculous

The supertask is counted as a special maneuver that takes a normal action, regardless of the individual skill use requirements but otherwise is governed by the normal requirements for each use of skill. When you make a skill check you use the largest bonus of the two skills but otherwise treat the check as if you would have if you completed the tasks separately. You must name the two actions from the skills you are combining into a Supertask. Only these two named actions can be bound into one. To use other actions from the skills requires the formation of another Supertask.

*Example – Throded wants to make Combat and Guard into a Supertask. To do so he needs to have Fast Learner in one or the other and 75 skill ranks in Combat, Guard and the Knowledge skill mapped under Fast Learner [In this case Tactics, which he has as a knowledge skill]. Throded meets the requirements and now has Combat tied to Guard in a Supertask. That way he could use Counter [Guard] and Concussive Strike [Combat] as one action. He sarcastically refers to it as his “stone thumb”.*

### ERUDITE [KNOWLEDGE]

**Prerequisite:** Genius, Educated, Uncertainty Principles [Engineer], Semantic Net, Theory of Experience [Engineer]

For skills you have applied the Fast Learner secret, you gain a special skill advancement bonus. Normally you cannot make a critical success when making a skill advancement roll. However, you apply your normal skill critical success bonuses to your skill advancement roll. If you roll a critical success, you always advance 1 skill point regardless of the roll.

### OMEGA POINT [KNOWLEDGE]

**Prerequisite:** Genius, Gate of Ideas, Insight, Knowledgecraft, Uncertainty Principles [Engineer]

When you take Omega Point, you apply it to 1 Knowledge area of study. The skill you selected for Gate of Ideas and the skill you select for Omega Point must be the same. Omega Point allows you to make a special design creation roll with any new design that uses the same Knowledge area of study as the primary prerequisite. Omega Point allows you to internally conceptualize the entire design process from start to finish. This triples the normal unmodified time requirement and raises the TD by +75 but allows you to make the attempt without expending any resources. If you fail, you can try again but at a further +25 penalty to the TD for each additional time.

### SUBLIME [KNOWLEDGE]

**Prerequisite:** Genius, Khurahaen Angles, Uncertainty Principles [Engineer], Semantic Net, Bayesian [Engineer]

You can make unmatched uses of knowledge in your area of study.

- When you make Knowledge skill checks to gain situational advantage, you gain a +20 bonus instead of +5 for each application.
- Make a special Research in Field skill check as outlined under Insight except you gain the full bonus for the research facility when making this skill check.
- +5 critical success chance with your chosen area of study

### HYPERTASK [KNOWLEDGE]

**Prerequisite:** Legendary, Supertask, Uncertainty Principles [Engineer], Bayesian [Engineer], Sublime Hypertask is like Supertask, except you can blend three separate skill uses into one. Requires Legendary or higher skill ranks in all the involved skills. Two of the skills must come from a Supertask you have previously created. All other prerequisites of Supertask apply. Also, just like Supertask, you must define which actions from the skills are combined into the Hypertask. Only these actions count as the Hypertask.

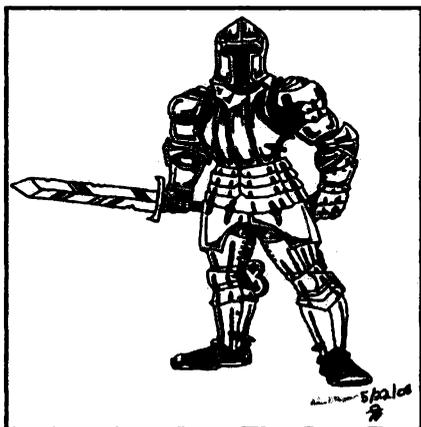
*Example – Throded’s master learned a Hypertask, melding the skills Combat, Guard and Weapon into one. He has the required 150 skill ranks in each skill and had previously bound Combat and Guard into a Supertask. With his Hypertask, he has melded Reflexive Defense [Guard], Reflexive Attack [Combat], and Sping Attack [Weapon] into a normal action.*



### Arduin Legend: Feada Friend Finder

Few hobbits are born to rival Feada, not just for her legendary agility and nimbleness, but for her amiability and capacity to laugh in the direst of situations. In fact, during the Third World Ring Quest when her group trekked along the path of Vritz's Steps and descended into the Grotto of Captured Voices, none would speak for fear of losing their voices (as the legends said) but she laughed in the face of such fear, and her laugh was forever secured, frozen in the purple ice like the voices of all who spoke there. Her cheer was peerless, and seeing her laugh again after casting its joyous cry into the ice and realizing the truth of the grotto, her companions were able to go on.

Even later in the World Ring Quest, when they were harrowed and besieged by the Living Diseases of Kurtos, her humor lived on and she kept good cheer even as they consumed her to the last bit of her hairy feet! Consumed in turn by a vast anger at her loss, her companions overcame the living diseases with magic and mind and were able to call her back from death's embrace, though the taint of the Living Diseases never left her once-eaten flesh.



## LORICA [—]

The study, application, and understanding of protective devices in combat, such as chain mail, cloth armors, leather, plate and so forth. You can use this skill to understand weak points, failures, and how to best use them to advantage either defensively or offensively.

**Agile Armiger.** You can use a quickened action and a Lorica skill check to negate the one of the hindrances placed on you by armor. Only penalties to Dodge, Enc or Maneuver skills may be negated and only one of them at a given time may be affected. The TD to succeed is equal to 10 times the penalty of the armor hindrance. If you succeed, the hindrance is negated for that CF Action Count and for 6 CF Counts afterward or until your next CF Action Count, whichever comes first. Outside of melee, you negate the penalty for a minute. If someone has used Disadvantage Armor against you, the disadvantage they apply must be first countered before you can negate it with Agile Armiger. If they disadvantage your armor in against the same hindrance you have used Agile Armiger to overcome, they negate the benefits of Agile Armor instead of applying any further penalties.

*Example - Throded is wearing Chainmail half armor. He wants to negate the -10 penalty to Dodge it applies. He uses a quickened action and attempts TD 100. He rolls well and succeeds. Later in the mele he succeeds in using Disadvantage Armor against his armor's Dodge hindrance, negating the effect of Agile Armiger and returning his Dodge penalty back to its normal hindrance. Throded reserves his quickened action to parry later but his foe uses his to Disadvantage Armor once again, lowering Throded's hindrance to Dodge from armor by an additional +12, making it a total of -22 dodge.*

**Bolster Defense.** Increase your defensive capacity by mitigating the amount of BODY armor takes when absorbing an attack that damages it. Expend a quickened action to make a TD 100 Lorica skill check. If you succeed, you reduce the amount of BODY damage inflicted onto your armor by 1 for every 5 skill ranks you have in the Lorica specialization. Regardless of how skilled you become you can only reduce the amount of BODY damage inflicted to 1-BODY and never zero or less.

*Example - Chaeryn has 43 skill ranks with Cloth armor.*

## SKILLS

## SKILLS

He can reduce the amount of BODY damage inflicted to his armor by 9. Even if the armor only takes 7-BODY damage, he can only negate 6 points of it as 1-BODY damage will always pass through no matter his skill.

**Disadvantage Armor.** You can make an attack to deny, overcome, or worsen one aspect of an opponent's armor. You must have 10 skill ranks or more in the armor type of your opponent for this maneuver. Make an attack like normal but if you succeed you can lower the BODY, DR, or DEF of the armor by 1 for every 5 skill ranks in the Lorica category. You can also use the same maneuver to worsen the CF, Dodge or Enc penalty given by armor. Regardless of the option you choose, you cannot lower the benefit armor provides below zero or worsen a penalty by more than double the normal penalty. None of these options permanently damage the armor but do affect it for d4+2 melee rounds or until countered.

**Don or Doff Armor.** Normal donning or doffing armor takes an amount of minutes equal to the normal CF penalty for the armor type. You can hastily don or doff armor reducing this to melee rounds instead of minutes but must make a TD 50 plus the armor's maneuver hindrance skill check or suffer a 50% additional armor hindrance penalty due to an incorrect fit. If you have help, you can cut this time frame in half. To fix additional hindrance from donning armor incorrectly requires a melee round spent solely adjusting the armor and a TD 75 skill check. Or, you can spend a minute adjusting your armor and not make the additional skill check.

**Harden Defense.** Sometimes the best thing is to take it on the armor, even if it damages or destroys it. Harden Defense requires a quickened action and a TD 75 to use. If you succeed, you can convert the BODY value of your armor into DR against all attacks in a CF Action Count and for 6 CF Counts afterward or until your next CF Action Count, whichever comes first. Each point of BODY you use counts as damage to the armor. If you expend them all it breaks into pieces.

*Example – Throded picks a fight with an ogre. Throded goes first and reserves his action and the ogre slams him with a wicked blow, rolling a critical success and inflicting 99 HP damage. Knowing the blow will kill him if it gets through, Throded uses a quickened action to make the TD 75 needed to Harden Defense. He rolls an 84, more than enough and adds the 21 BODY of his chainmail half armor to his DR. At the same time he gives up his reserved normal action to Bolster Defense, using his 61 skill ranks (rolling a 123 against the TD 100) to lower the BODY damage his armor takes by*

*13 points. The blow would have destroyed his armor but his Bolster Defense allows it to retain 13 BODY. Still it reduces the damage by 35 to 64 HP. Throded has another 9 DR and 59 HP, so he survives but only with 4 HP! Not a good way to start the fight!*

**Overcome Disadvantage.** Counter or overcome another's Lorica maneuvers against you or another. When countering an opponent's maneuver, it takes a quickened action and you make opposed skill checks. When attempting to overcome the effects of a Lorica maneuver, it takes a normal action and requires a TD 100 skill check to completely overcome 1 effect such as lowered DR, worsened Enc and so forth.

**Specialization Skill:** You must declare a Lorica category when taking this skill. Any secrets you learn apply to all specializations that meet the same requirements, unless otherwise noted. Lorica has 5 specialization categories: Cloth, Leather, Mail, Plate and Unique. The armor categories encompass a set of like armor types except Unique which specify a single type, such as powered space armor or Hoja-Pai.

**Proficient:**

Deflecting Embrace, Hardened Embrace, Light Fighter, Speed Armoring

**Trained:**

Agile Shell, Second Skin

**Experienced:**

Armor Savvy, Warding Brace

**Specialist:**

Deflecting Steel, Nimble Shell

**Expert:**

Marshaled Case

**Genius:**

Impassable Steel

**Legendary:**

Ward Critical

**DEFLECTING EMBRACE [LORICA]**

**Prerequisite:** Proficient

You can use a quickened action to use your armor to make a Block maneuver, using your Lorica skill against the attack, as long as it has a DR 2 or higher. As with all Blocks, the damage is compared to your armor's DR. Any damage in excess of the armor's DR, damages the armor's BODY on a one-for-one basis. If the armor's BODY is reduced to zero, the armor is rendered useless until repaired and the remainder is applied to you. Even while useless it still applies its penalties until removed.



### HARDENED EMBRACE [LORICA]

**Prerequisite:** Proficient

You can use a quickened action to enhance the protective quality of your armor with a combination of skill and maneuvering. You enhance the DR quality of that armor by 1 for every 10 skill ranks but are capped at a max of double the normal DR. The effect lasts that CF Action Count and for 6 CF Counts afterward or until your next CF Action Count, whichever comes first.

### LIGHT FIGHTER [LORICA]

**Prerequisite:** Proficient

You have become accustomed to the weight and restriction of armor and can reduce the impairment of armor by Enc to movement by 1 for every 5 skill ranks. You cannot reduce the penalty below zero. You can only reduce the penalty of the armor; penalties from actions, maneuvers or specialty abilities are not affected.

### SPEED ARMORING [LORICA]

**Prerequisite:** Proficient

You are practiced at the art of donning and doffing your armor alone and with great speed and can do so in half the normal time. When quick donning or doffing armor you only make a skill check against the maneuver hindrance of the armor instead of base TD 50 plus maneuver hindrance.

### AGILE SHELL [LORICA]

**Prerequisite:** Trained

Moving quick in armor is a honed talent you have earned with practice, experience and pain. You reduce the impairment of armor to CF/Dodge by 1 for every 15 skill ranks. You cannot reduce the CF/Dodge penalty below zero. You can only reduce the CF/Dodge penalty of the armor; CF/Dodge penalties from actions, maneuvers or specialty abilities are not affected.

### SECOND SKIN [LORICA]

**Prerequisite:** Trained

Armor has become as natural to wear as the clothing and you reduce the armor hindrance applied to Maneuver skills by 1 for every 5 skill ranks. You cannot reduce the maneuver hindrance below zero. You can only reduce the maneuver hindrance of the armor; penalties from actions, maneuvers or specialty abilities are not affected.

### ARMOR SAVVY [LORICA]

**Prerequisite:** Experienced, Second Skin

Knowing the strengths and weaknesses of armor provides both advantages and opportunities to exploit

or build upon.

- When making a charge maneuver you add a +1 bonus for every 10 skill ranks to charge damage. You are limited by your skill and the BODY provided by the armor with this bonus.
- When determining the benefits of Second Skin, Agile Shell and Light Fighter, you are considered +10 skill ranks higher than your true skill rank.

### WARDING BRACE [LORICA]

**Prerequisite:** Experienced, Deflecting Embrace

Skill and experience have shown you how to move and maneuver in armor to enhance the coverage it provides, allowing you to extend it to bodily areas ordinarily not covered. When a critical success would normally strike or damage an area not covered by your armor you can make a quickened action to take it on your armor anyway, treating that area as if it was armored. Any damage you intercept this way is applied directly to the BODY of your armor, bypassing DR, damaging it on a 1-for-1 basis. If the BODY of your armor doesn't hold up, the critical still affects you anyway.

*Example – Chaeryn is fighting two salt legs who took umbrage with his presence on the docks. Not impressed with the two thugs, Chaeryn gives them a good taste of his brawling skills. One of them pulls a dagger, however and gets a lucky critical hit in, rolling well enough to hit him in the eye, pretty much an instant kill shot. Chaeryn uses Warding Brace and a quickened action to use his silk armor to intercept it. The GM sets the HP damage at 28 – Chaeryn is lucky his silk armor can take it, though it's badly damaged in the process.*

### DEFLECTING STEEL [LORICA]

**Prerequisite:** Specialist, Warding Brace, Hardened Embrace

Stopping attacks from doing damage is more than just taking it on the armor. How to move, stand, maneuver and turn is critical to ablate and mitigate the power and effect of attacks.

- You can use armor to make a Block maneuver, treating it as an additional quickened action solely usable for this purpose.
- When comparing the amount of damage to the armor's DR after a successful Block maneuver, add +1 to the armor's DR for every 10 skill ranks before determining how much damage the armor absorbs.
- You gain the benefits of Hardened Embrace without expending a quickened action to do so.



### NIMBLE SHELL [LORICA]

**Prerequisite:** Specialist, Fluidity [Athletics], Armor Savvy

Maneuvering in armor is an art and you have applied it to learn how to turn, slip and redirect blows that strike your armor.

- You gain a +1 bonus to DEF from armor for every 3 skill ranks but cannot gain a larger bonus to DEF than the armor's normal BODY.
- Versus Knockdowns, Overruns and other attacks or maneuvers that aim to trip, knockdown, force you to move or throw you to a prone position you add a bonus equal to double the Enc of your armor.

### MARSHALED CASE [LORICA]

**Prerequisite:** Expert, Nimble Shell, Deflecting Steel, Combat Maneuvering [Athletics]

You have full control over your armor and understand the use of its bulk and strength. Add the bonus you normally gain from the Enc of armor when making the Charge maneuver anytime you would normally add BODY damage. If actually execute a Charge action, you double the Enc bonus that armor provides.



### IMPASSABLE STEEL [LORICA]

**Prerequisite:** Genius, Marshaled Case, Desperation [Combat], Circle of Eyes [Combat], Synergy [Athletics]

Your skill with armor weaves an impassable defense. With a normal action you can use your armor, as long as it has a positive DR, to block any attack as explained under Deflecting Steel but against any number of attacks in that CF Action Count and for 6 CF Counts afterward or until your next CF Action Count, whichever comes first. However, you add a +10 beyond the bonus provided by Deflecting Steel to the armor's DR to determine how much damage the armor absorbs for each attack blocked.

### WARD CRITICAL [LORICA]

**Prerequisite:** Legendary, Impassable Steel, Intuitive Combatant [Combat], Genius Athletics, Whirlwind Defense [Guard]

As a quickened action you can elect to have your armor take a critical strike, even for instances where it ordinarily would not absorb the critical. Still, there are limits. Subtract the critical roll made on the critical hit chart from the BODY of your armor. If the roll exceeds your armor's BODY score, the armor explodes into fragments, effectively destroyed while you take the remainder of the critical hit chart roll as personal BODY damage. Otherwise, the critical roll value is the amount of BODY damage your armor takes from the critical hit.

### ARDUIN LEGEND

#### KUHUR-KHONKKIAIL

Pronounced "Coo Con-CHI-eel" in Old Dwarven, this is the demigod that was slain on the cloud littered steps of the High Gates of Star Fang Mountain. Who or what slew him is lost to the mists of time but the curse he left on the entire mountain is still felt. Its power brought the hordes that destroyed Rhingalore and curses anyone who sets foot on the mountain, especially those that take anything from its ruins.

## MANUFACTURE [REAS]

You are trained in a trade or art that creates a finished product. Use Manufacture to follow a design to create a finished product. The design details the resources, TD, time, knowledge, risk and other details involved to make the final product.

**Craft Object:** Craft an object using a design (see **Manufacture and Design** section).

**GM NOTE:** Manufacture, Mechanic, and Engineer skills are different. The physical crafting of anything falls under the Manufacture; Mechanic handles the manipulation, repair or usage, while the process, system or careful design of anything falls under Engineer. The Engineer skill can make a schematic to build a gun, a crossbow or a wheel and pulley system but cannot provide the skill necessary to actually physically craft it. This falls under Manufacture, which can craft anything but, cannot be used to derive a plan to do so, or improve on an existing design by enhancing or otherwise removing defects. Mechanic would provide the ability to use or manipulate the object, including repairing, assembling or disassembling it.

### **Proficient:**

Detailing, Efficient Tools, Takzeit, Work Components

### **Trained:**

Jidoka, Journeyman, Prefab, Salvage

### **Experienced:**

Enhance, Nesting, Retool

### **Specialist:**

Changeover, Craftsman, Treat

### **Expert:**

Convergence, Enrich, Process Efficiency

### **Genius:**

Artifice, Perfect

### **Legendary:**

Masterpiece

## DETAILING [MANUFACTURE]

**Prerequisite:** Proficient

You are a fine hand at detailing your work, adding quality and value to everything you craft. You can only Detail an item once.

- When making a Quality roll for a newly manufactured piece, add +1 to the roll for every 5 skill ranks. Quality determines the value of the piece you manufacture. Detailing an object adds

+20% to the time required to manufacture it.

- When Detailing an already crafted object, you add +10% to the piece's value. You can detail any object with a TD 75 skill check. If you fail, reduce the object's value  $d10 \times 2\%$ .

## EFFICIENT TOOLS [MANUFACTURE]

**Prerequisite:** Proficient

All manufacture processes need tools but you can make even the most basic tools extend to meet the complexity of any of task at hand. When using tools you extend the TL range of tools by +1 for every 50 skill ranks.

*Example – Solterra often makes fetishes to hold spiritual power and the tools he uses are important. Even though he has 33 skill ranks, he adds a +1 TL bonus to any tools he uses.*

## TAKZEIT [MANUFACTURE]

**Prerequisite:** Proficient

You understand how to make better use of your time when manufacturing. All designs require a certain amount of time spent into making the design. Your work efficiency reduces creation time by -1 hour for every 2 skill ranks of time.

## WORK COMPONENTS [MANUFACTURE]

**Prerequisite:** Proficient

Frequently, materials used in manufacturing are gained in raw form. You can either reduce the time required to extract the raw materials by -20%, or increase the quality of the materials by +20%. Either options incurs a +10% increase in the gathering time. You must either complete this task yourself or directly supervise (be on scene) those who do to gain this advantage.

## JIDOKA [MANUFACTURE]

**Prerequisite:** Trained

You add a +10 bonus to rolls to determine if defects occurred as a part of the manufacturing process.

## JOURNEYMAN [MANUFACTURE]

**Prerequisite:** Trained

You automatically succeed at TD 50 skill checks. You must have the proper tools and materials at hand for the design you are working on to gain this bonus. You must complete this task yourself or directly supervise (be on scene) to gain this advantage.

## PREFAB [MANUFACTURE]

**Prerequisite:** Trained

You can pre-build and allocate resources to common portions of a design. Designate a design that you use as a model and a value in resources you are dedicating



to the prefabricated material. You can Prefab 5 times your skill ranks in resources per day but it requires a base TD 20 plus the amount of resources you prefab. If you succeed, the prefabricated material then becomes a module of resources with the value you designated. When applying a module to design requirements, you reduce the time required by using already prepared and worked resources. An amount of Prefab material equal to the design resource requirements cuts the total Manufacture time by 50%. Smaller amounts reduce it proportionally. If the module you use has more resources than you need, the extra is considered wasted.

*Example – Throded uses Prefab to make 100 GS blocks of steel, silveel, and mithril each. Every 1 GS of metal is considered a resource unit, requiring him to make a TD 120 for each block of metal. He desires to make a suit of armor that calls for 300 GS of steel and 1000 GS of mithril over a 20 week period. He could use the prefab blocks to speed the time required by the design since the material is already made and prepared. In this case, providing 100 GS of steel and 100 GS of mithril would allow him to cut the design time by 15%.*

#### **SALVAGE [MANUFACTURE]**

**Prerequisite:** Trained

You can scavenge and salvage reusable materials. You can never recycle or salvage more than 50% of the materials involved. You must either complete this task yourself or directly supervise to gain this advantage.

- You can recoup 1 percent for every 3 skill ranks of the resources required for manufacturing a design.
- When you apply modules of material (Prefab) to design creation, you recycle half of any Prefab amounts normally lost to waste.

#### **ENHANCE [MANUFACTURE]**

**Prerequisite:** Experienced, Journeyman

Manufactured items are the sum of their components physically but only a fraction of their previously combined APT due to the processing applied to them during manufacture. With Enhance, a skilled manufacturer bolsters the raw APT of the individual components, allowing the final product to retain +20% more APT. Normally a manufactured item loses 40% to 90% of the raw APT as a byproduct of the manufacturing process. Enhance lengthens the process, adding +50% to the time to manufacture.

#### **NESTING [MANUFACTURE]**

**Prerequisite:** Experienced, Prefab

You can efficiently make parts from raw material while minimizing scrap from the process. Nesting is like Prefab, except for every 1 unit of resources you Prefab it counts as 25% more, so every 4 units of resources counts as 5 instead.

#### **RETOOL [MANUFACTURE]**

**Prerequisite:** Experienced, Takzeit

You understand how to tailor your manufacturing facility to be more efficient with 1 type of manufacturing. Select a design to use to retool your facility. It takes 100 GS and 2d12 days per facility size and a TD 125 skill check. If you succeed, you make the facility more efficient at manufacturing this design. The facility reduces the time needed in a design that requires a workshop by 5% for every 25 skill ranks. However, the same facility is correspondingly worse at other manufacturing, penalizing the time needed by 10% for every 5% benefit gained every 25 skill ranks.

**Note:** Facilities are sized by the number of people who can simultaneously work on projects.

#### **CHANGEOVER [MANUFACTURE]**

**Prerequisite:** Specialist, Compartmentalization [Engineer], Retool

You can Retool a facility rapidly and efficiently. Changeover treats a facility as only half the size it truly is for the purposes of Retool.

#### **CRAFTSMAN [MANUFACTURE]**

**Prerequisite:** Specialist, Journeyman, Takzeit

You automatically succeed at TD 75 skill checks. You must have the proper tools and materials at hand for the design you are working on to gain this bonus. You must complete this task yourself or directly supervise (be on scene) to gain this advantage.

#### **TREAT [MANUFACTURE]**

**Prerequisite:** Specialist, Enhance, Nesting

Treat is a higher form of Enhance and seeks to protect and retain the raw APT of the base components throughout the manufacture process to allow as much of the raw APT to pass through to the final product. Treat builds on Enhance and allows you to roll twice and take the best value when determining how much of the raw APT is passed to the final product. Treat lengthens the manufacture process, adding +50% to base unmodified time and +25% to the resources required. These requirements are in addition to Enhance (which adds +50% to base unmodified time to manufacture as well).



### CONVERGENCE [MANUFACTURE]

**Prerequisite:** Expert, Craftsman, Treat, Agile Development [Engineer]

You know how to synergistically combine multiple modification (MOD) designs into a single MOD and apply it to a design. Normally, each MOD adds to the creation TD when applied during the Manufacture of an object. If done singly, each has its own TD and resource requirements. You can combine 1 MOD for every 25 skill ranks, using only the highest TD of them all and adding +10 TD for every additional MOD during object creation. You do the same for applying MODs to an already existing object as well.

*Example – Lougren wants to make a Long Sword, normally TD 75, but also want to apply MODS of Sharpness (TD +75/125) and Durability (+25/75). Since he is adding the MODS during the manufacture process and not after the fact, he will only take the highest TD (+75) and add +10 for a total of +85. The Long Sword with the MODS would require a TD 160 to manufacture.*

### ENRICH [MANUFACTURE]

**Prerequisite:** Expert, Craftsman, Treat, Compartmentalization [Engineer]

The goal of Enrich is to build up the APT of the components that go into a manufactured item, in order to raise the APT of the final product. Unlike Treat and Enhance, which seek to preserve the raw APT of the base components, Enrich uses other material to raise the APT of the base components. Enrich lengthens the process and raises the cost/resources by +100% and steps the TD to the next level. In return, it allows you to raise the raw APT of the base components by +1% per skill rank. Enrich can be used in conjunction with Treat or Enhance but not Perfect.

*Example – At 75 skill ranks, you could raise the raw APT of the base components by +75% but it would lengthen the manufacture process and resource cost by +100% and raise the TD to the next level.*

### PROCESS EFFICIENCY [MANUFACTURE]

**Prerequisite:** Expert, Salvage, Changeover, Nesting, Agile Development [Engineer]

You understand how to tailor processes to add a bonus to create items in a facility. Select a design to prepare your facility. It takes 20 GS and 3d8 days per facility size and a TD 125 skill check. In the facility, you add +1 to manufacture rolls for every 3 skill ranks. You must directly supervise (be on scene) to gain this advantage. The preparation requires expenditure of +100% the time normally required.

You retain this bonus from Process Efficiency for as long as you create the same item.

### ARTIFICE [MANUFACTURE]

**Prerequisite:** Genius, Process Efficiency, Changeover, Nesting, Continuum Laws [Engineer]

When you manufacture objects in a facility, you increase the TL level of the facility by +1 for every 35 Manufacture skill ranks. You cannot increase a facility's TL beyond your own.

### PERFECT [MANUFACTURE]

**Prerequisite:** Genius, Efficient Tools, Enrich, Continuum Laws [Engineer], Bayesian [Engineer], Convergence

When you (personally) create an item you pass on the full APT of the base components to the final product. To perfect an item requires the expenditure of +100% time and resources.

### MASTERPIECE [MANUFACTURE]

**Prerequisite:** Legendary, Artifice, Perfect, Supertask [Knowledge], Sublime [Knowledge], Bayesian [Engineer]

You can create masterful pieces that innately have the best or several of the best qualities the item can contain. Manufacturing a masterpiece automatically gives d4+2 critical skill successes. A masterpiece always takes +300% time required in the design. Supertask and Sublime must be tied to the Manufacture skill.



## MECHANIC [REF]

Mechanic handles the manipulation of objects, their repair, assembly, disassembly and use. Operating a portcullis, repairing broken chinks in armor, cranking a series of complicated valves, turning a wrench, or even operating a printing press all apply to this skill.

**Assemble Device.** Put together a device that has been separated into pieces. Subtract your TL from the item's TL and then multiply the remaining TL by 25 to determine the TD required. If the remainder is a negative number then it requires a TD 25 to succeed. You can reverse this process to disassemble a device with the same skill check.

**Blind Activation.** Activate a device when you have no idea how to do so or what the device will do. Blind Activation is manipulating a device, object or machine until it works. Blind Activation is always accidental and non-repeatable; meaning you have to make another roll to activate it again. Subtract your TL from the item's TL and then multiply the remaining TL by 25 to determine the TD required. If the remainder is a negative number then it takes a TD 25 to succeed. You can reverse this process to deactivate a device with the same skill check.

**Disable a Device.** You can disable a device to make it cease to function, such as disabling a trap or a catapult. If you have not successfully used Object Analysis (Engineer skill) on the device then you are doing so blind and double the TD. Otherwise, with a successful Object Analysis you subtract your TL from the item's TL and then multiply the remaining TL by 25 to determine the TD required. If the remainder is a negative number then it requires a TD 25 to succeed. You can reverse this to enable a disabled device as well.

**Repair an Object.** Repair an object using the rules outlined in the **Manufacture and Design** section.

**Sabotage Device.** Alter a device in such a way to make it do something adverse. The object or device must have sufficient complexity to quality (GM adjudicates) for sabotage. What will happen and what situation is stated when the sabotage is done. If the sabotage relies on parts, magik or other things not normally part of the device, the saboteur provides the additional requirements. Subtract your TL from the item's TL. Multiply the remainder by 5 and add or subtract it from a base of 150 to determine the TD to succeed at the sabotage. If you fail to Sabotage the device, roll a d4. On a 1 the device detonates,

explodes or otherwise breaks apart, damaging anyone directly around it for d10 HP per TL of the device. On a 2 it works but immediately and on you (if possible). On a 3 it fires off a randomly selected time by the GM. On a 4 you jam up the device in such a way to make it useless.

*Example – Chaeryn spent a time during his childhood working as a tinkerer and learned to fix and break all manner of things. He has 34 skill ranks in Mechanic and a TL 4. After breaking into a rich merchant's house and then his house vault, Chaeryn would like to leave a little surprise for the unsuspecting merchant when he comes to check on his riches. Surveying the vault door again, Chaeryn decides he can sabotage it to jam shut without ever opening again! The TL of the vault door and its mechanisms are TL 3. Chaeryn's TL is 4, so the remainder is -1 or -5 off the base TD 150 for a total of 145. Luckily Chaeryn carries some high quality tools (+30 on Mechanics skill checks) but it's still going to be a challenge to set it up correctly!*

**GM NOTE:** See Manufacture and Engineer skills.

### **Proficient:**

Bricoler, Fashion Tools, Serviceable

### **Trained:**

Advanced Mechanic, Fast Repair, Safety Acts

### **Experienced:**

Exploit, Repair Anything

### **Specialist:**

Adjust Settings, Problem Solver

### **Expert:**

Master Mechanic

### **Genius:**

Duct Tape Mechanic

### **Legendary:**

Whatever Works

## BRICOLER [MECHANIC]

### **Prerequisite:** Proficient

You can tinker, tune and repair objects with ease. When making repairs on an object, you consider it 1 TL lower than it actually is for every 35 skill ranks to determine resource requirements for the repair.

*Example – Chaeryn attempts to repair a TL 5 device he bought at an auction. He is only TL 4 but with Bricoler he reduces the effective TL of the device to TL 4 even though he only has 16 skill ranks. The GM sets the TD at 175, way out of his ability to repair it unless he gets a critical success.*

## FASHION TOOLS [MECHANIC]

### Prerequisite: Proficient

You can fashion tools out of whatever is on hand. You can create of a tool of any TL you desire. Multiply the tool's TL you are attempting to create by 25 to figure the TD. If the normal materials to create the tool are not on hand you double the TD required and the tool is makeshift, lasting only d10 uses before breaking. If you fail the skill check, the materials are wasted.

## SERVICEABLE [MECHANIC]

### Prerequisite: Proficient

Broken doesn't always mean useless; you have learned to use your hands and tools to make decent repairs on simple things, fixing snags, tears, or replace missing pieces, and so on. This art lets you to attempt minor repairs or fixes to TL 3 or lower items and put them back in service. Make a skill check using the TD to make the item. If you succeed, you have a serviceable item but it will have minimum durability, reliability, and substandard quality. If you fail you can try again but after the second failure you destroy or render useless what you were fixing.

## ADVANCED MECHANIC [MECHANIC]

### Prerequisite: Trained

You have advanced skills in fixing, repairing and assembling things. You add +2 to your TL for figuring the increment of Time and Wealth when making repairs. Add a +10 bonus to Mechanic skill checks.

## FAST REPAIR [MECHANIC]

### Prerequisite: Trained

You can fast tinker, tune or repair something, even under strenuous or combat conditions.

- You ignore penalties from combat or arduous conditions (like hanging from a rope or upside down) when making Mechanic skill checks.
- You can also make a special repair check to temporarily fix a device or object in a single melee round. Double the normal TD to repair it to see if you succeed; success means it will stay fixed for 1 melee round per 5 skill ranks.
- You can speed normal repairs too, taking only half the time by doubling the TD.

## SAFETY ACTS [MECHANIC]

### Prerequisite: Trained

You have learned the hard way to take safety measures. Reduce your Fumble Chance with the Mechanic skill by +2 and add a +10 bonus with all Mechanic skill checks.

## EXPLOIT [MECHANIC]

### Prerequisite: Experienced, Advanced Mechanic

You can push 1 aspect of an object or machine to act beyond its normal capacity. Exploit requires preparation and is not useable in combat. Some natural limits to this exist and the device in question must be of sufficient complexity to support exploiting some facet of its ability.

- The exploited area must not directly rely on the skill you are actively using to produce its effect. The damage of a laser pistol, the pull on a bow and other things not defined by your skill are eligible, as is the turn radius of a wagon and so on.
- You must have the resources, time and know-how in the area you are attempting to exploit. An Exploit requires 1 minute and d10 Wealth per TL of an item. At least 10 skill ranks in the appropriate skill is required. Equivalent TL tools are required as well. Without metallurgy, blacksmithing or smithing of some kind, a person could not exploit the damage capability of a sword. The GM is always the ultimate arbitrator on whether you can or cannot exploit something.

Regardless, Exploit allows you to push something to perform outside its normal parameters. How much it performs outside of specifications is equal to your Mechanic skill ranks, rounded to the nearest 10th (i.e., a 43 is a 40 and a 58 is a 60). However, half the amount you Exploit is also the chance it will malfunction or fumble when used.

*Example – Lougren spends his time in the forge making some special changes to his crossbow. He chooses to Exploit the damaging power of his crossbow. With 50 Mechanic skill ranks, he can raise the damage of the crossbow by 50% but also bump its fumble chance by +25. The change isn't permanent though and when he uses the crossbow against some bandits on the road, the enhancements he put in place fail after the initial shot.*

An Exploit is a singular event and not a permanent change. Physically changing something to perform beyond its normal max on a temporary or permanent basis is more a function of Engineer and Manufacture. A GM may also rule something is or isn't Exploitable.

## REPAIR ANYTHING [MECHANIC]

### Prerequisite: Experienced, Serviceable

You have developed a knack for repairing anything. You can attempt to Repair an Object (base use of skill) check on any physical object, from sewing tears



in clothes to fixing hi-tech machinery. You ignore any normal penalties for attempting to work on something of higher TL. If you fail you can try again but if you fail twice you destroy, render useless, or, in circumstances where the either of the two are not possible, just cannot repair it.

### ADJUST SETTINGS [MECHANIC]

**Prerequisite:** Specialist, Exploit, Fast Repair  
You can tune and adjust the settings of a device, tailoring it to your needs. The device must have a REL attribute to qualify and be one you can reasonably adjust (GM adjudication). It takes a full melee round and TD 100 to tweak the device's settings but the effect lasts 1 minute for every 10 skill ranks and provides a +30 REL bonus.

You can permanently adjust a device to fit you with a TD 150 skill check and 2d10 minutes. However, if you fail you introduce a minor flaw into the device.

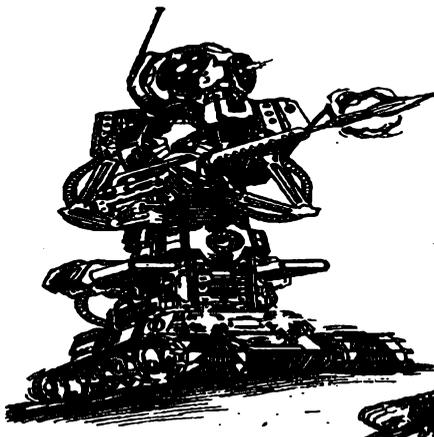
### PROBLEM SOLVER [MECHANIC]

**Prerequisite:** Specialist, Advanced Mechanic, Repair Anything

You are a master when it comes to solving how to repair, manipulate, assemble or work a device. You halve the normal penalties for attempting to work on something of higher TL than your own with any base use of skill (Assemble Device, Blind Activation, Disable a Device; Repair an Object, and Sabotage Object).

### MASTER MECHANIC [MECHANIC]

**Prerequisite:** Expert, Problem Solver, Craftsman [Manufacture], Agile Development [Engineer]  
You have master level skill in fixing, repairing and assembling things. You automatically succeed at TD 75 skill checks. You must have the proper tools and materials at hand to gain this bonus. Add +1 TL.



### DUCT TAPE MECHANICS [MECHANIC]

**Prerequisite:** Genius, Master Mechanic, Exploit, Intuitionism [Engineer], Semantic Net [Knowledge]  
You can fix, assemble, activate, and disable anything, even if all you have is the barest of resources. You can make an attempt against anything, even if all you have on hand is string, duct tape, saw dust, torn strips of cloth, or similar trivial items.

- When making a repair attempt, ignore all resource requirements.
- Consider your TL +5 higher when determining all other requirements

### WHATEVER [MECHANIC]

**Prerequisite:** Legendary, Duct Tape Mechanics, Arduinian Effect [Engineer], Supertask [Knowledge]  
It doesn't matter what it is, you know you can do it. Supertask must be tied to the Mechanic skill and a related Knowledge skill.

- Automatically succeed at any Mechanic skill check equal to your skill ranks or less with the proper tools and material on hand to complete the task.
- You can boost your TL any number of times by adding +15 for each additional TL to the Mechanic skill check required to succeed.

## MEDICAL [REAS]

You are trained in the study, diagnosis, treatment and possible prevention of disease and injury. The Medical skill is the study of body systems, their diseases and treatment, and the applied practice of that knowledge.

**Evaluate Health.** Determine the health of a living creature. The exam requires a TD 75 skill check and 3d10 minutes. If you succeed, you know the health (CON) of a creature and if suffering any overt ailments, such as sickness, infections, diseases, and so on. Internal disease or hidden wounds require a TD 150 skill check.

**Give First Aid.** Apply first aid. When performing first aid on a person, it takes d10 minutes, no matter how many wounds exist. If a second person helps, this time is reduced by half. If a third assists, it is one-third the time. More than three working on the same person provides no added benefit. When you treat critical wounds, disease, or keep a person from dying, you roll for possible complications (see Adventuring section).

**Provide Care.** Provide medical care for someone who is ill or suffering. Providing successful medical care requires a TD 75 skill check and gives the patient the benefits of Healing under Care as outlined in the **Adventuring** section.

**Proficient:**

Anatomy, Care, Diagnosis, Triage

**Trained:**

Autopsy, Medic, Practitioner

**Experienced:**

Field Surgery, Healing Hand, Physiology

**Specialist:**

Forensics, Pharmacology

**Expert:**

Surgery

**Genius:**

Doctor

**Legendary:**

Holistic Healing

**ANATOMY [MEDICAL]**

**Prerequisite:** Proficient

You can learn and understand the internal workings and plumbing of 1 creature type for every skill rank. This reduces the chance of complications when using your Medical skill on a creature by 1 for every 5 skill ranks. You can never reduce this chance below a minimum chance of 1%. This bonus to reduce complication stacks with all other bonuses.

**CARE [MEDICAL]**

**Prerequisite:** Proficient

When you care for people they gain the benefit of Healing Under a Physician's Care for every day of full rest. Under normal or limited activity, they should only gain Cared for Healing.

**DIAGNOSIS [MEDICAL]**

**Prerequisite:** Proficient

You use your pool of medical knowledge, reasoning and intuition to determine whether a sentient being is

hurt, dying, diseased, or otherwise afflicted with an ailment. Diagnosis works like the basic use of skill except you can do so as a normal action. You can only view overt, visible effects and must succeed at a TD 100 skill check. You reduce the chance of complications by -10% if you use the Medical skill on a person immediately after you Diagnose them. This bonus to reduce complication stacks with all other bonuses.

**TRIAGE [MEDICAL]**

**Prerequisite:** Proficient

You can Provide First Aid to more than 1 person at a time. Each additional person adds +25 to the TD for each individual you treat.

**AUTOPSY [MEDICAL]**

**Prerequisite:** Trained

You understand how to perform autopsies on creatures to pinpoint cause, time of death, learn about creature type's internal processes, and other relevant uses. Success and veracity is determined by a roll versus the TD of the corpse and any opposing skill.

**MEDIC [MEDICAL]**

**Prerequisite:** Trained

Experience and training have taught you to think on your feet and act decisively. Medic allows you to reduce the TD penalty for Triage to +15 instead of the normal +25 per person and to only take d6 minutes instead of d10 minutes for Provide First Aid (basic skill use).

**PRACTITIONER [MEDICAL]**

**Prerequisite:** Trained

You are highly effective in your field and reduce the chance of complications by -10 while adding a +20 bonus to Medical skill checks. This bonus to reduce complication stacks with all other bonuses.

<b>FIRST AID</b>	
<b>Action is...</b>	<b>TD</b>
Stop non-critical bleeding, bandage a wound, burn, immobilize bones, etc.	TD 50
Treat poison or venom to reduce primary or secondary effects (select one)	TD 75
Treat an infection, kill incubated parasite, rot, drug effects, etc. When treating the primary or secondary effects you can neutralize them for a period equal to the skill check in minutes but neither goes away and will affect the patient once the treatment wears off.	TD 75
Detoxify poison, venom or drugs. Detoxify requires an appropriate pharmacopoeia or medical kit for the countermeasure.	TD 125
Handle a critical wound, burn, or other critical effect (stun, stagger, etc.). Treatment only stops the effects but does not allow for the recovery of attribute or characteristic damage.	TD 150



## FIELD SURGERY [MEDICAL]

**Prerequisite:** Experienced, Medic

You can perform surgery in field conditions, ignoring the modifiers environmental conditions normally apply to the chance of complications. Aside from normal treatment, you can also treat the physical ravage of critical wounds, setting broken bones, sawing off limbs, putting things back together and so forth. You can make a TD 200 skill check to treat a single instance of ADROIT, REF, STR, MASS, SIZE, CON, BODY, CF, and COORD attribute damage. If you succeed, 1 point per 25 skill ranks is recovered every 10 minutes. Field Surgery takes 2d6 hours and has a chance of complications. You check for complications whether you succeed or fail. You reduce the percent chance of a complication by -1 for every 5 skill ranks. This bonus to reduce complication stacks with other bonuses.

## HEALING HAND [MEDICAL]

**Prerequisite:** Experienced, Care

You accelerate the healing process of anyone left in your care. For every 25 skill ranks, a person in your care gains the another full day worth of healing in a single day.

## PHYSIOLOGY [MEDICAL]

**Prerequisite:** Experienced, Anatomy

You have complete understanding, inside and out, from a medical standpoint, of the type or species of creature you have with Anatomy.

- You automatically succeed for TD 75 Medical skill checks.
- When you apply First Aid (base use of skill) you can raise the TD to heal any HP damage inflicted as well. Each HP you attempt to restore back to a living being adds +15 to the TD for First Aid. Regardless, first aid of this manner will not restore more than the victim's RR in HP and they will return at a rate of 1 HP per minute. When you heal someone in the manner, you check for complication as outlined in the **Adventuring** section.

*Example - Wildren is an old hand at the medical skill, having used it many times to patch up his comrades (71 skill ranks). Chaeryn gets very banged up and when the dust from the melee settles, Wildren gets out his medical kit to patch him up. Chaeryn's RR is 7 and he took nothing but normal wounds. Attempting to return 7 HP adds +105 to the TD 50 normally required, making it a TD 155. Wildren rolls well, getting a 192. It took Wildren 4 minutes (d10 minutes) to patch up Chaeryn and over the next 7 minutes he'll get back 1 HP per minute. Chaeryn had taken a total of 42 HP damage, but subtracting out Wildren's bonuses from secrets*

*(Anatomy [-15], Practitioner [-10] reduces the chance of complications to 17%. He rolls well beyond that so the healing is complication free.*

## FORENSICS [MEDICAL]

**Prerequisite:** Specialist, Autopsy, Trained Forensics [Know]

You have the talent and skill to break down the details of a murder or death and rebuild the circumstances that led up to the event. The TD and time involved is based on the event and any opposing skill.

## PHARMACOLOGY [MEDICAL]

**Prerequisite:** Specialist, Practitioner, Care

More than just the knowledge of and use of drugs and other pharmaceuticals, you understand how to apply them to the appropriate situations medically to enhance or worsen treatment. Add a +20 bonus to Medical skill checks when using a pharmacopoeia or medical kit and reduce the chance of complications by -10%. This bonus to reduce complication stacks with all other bonuses.

## SURGERY [MEDICAL]

**Prerequisite:** Expert, Field Surgery, Pharmacology, Physiology

You can perform surgery to treat critical wounds, diseases, cure disabilities and so on. Bonuses from the secret to reduce complication stacks with other bonuses.

- When treating critical wounds or attribute damage as outlined in Field Surgery, you lower the chance of complications by -10%.
- When treating poison, venom, infection, rot and other similar status ailments, you reduce the chance of complications by your skill ranks.
- Make a TD 200 skill check to remove disease. If you succeed, the disease is removed. It takes 2d6 hours and you check for complications like normal.

## DOCTOR [MEDICAL]

**Prerequisite:** Genius, Surgery, Forensics, Insight [Knowledge], Educated [Knowledge]

You automatically succeed at TD 150 Medical skill checks and reduce the chance of complications by your skill ranks for all Medical skill uses. This bonus to reduce complication stacks with all other bonuses.

## HOLISTIC HEALING [MEDICAL]

**Prerequisite:** Legendary, Doctor, Erudite [Knowledge], Sublime [Knowledge]

You can make a Medical skill check without tools or pharmacopoeia but the action adds +100 to the TD.



## MEDITATION [EGO]

You achieve a state of concentrated attention on some object of thought or awareness, usually by turning the mind inward. To use Meditation, you declare the duration of your meditative state at the start and spend that amount of time, whether or not the skill check for the benefit you seek is successful or not. Meditation dampens stimulus from the outside world to focus on the internal and you have a -75 PER while meditating.

**Control Dreams.** You can control and remember dreams. You can use dreams to remember something from your past with a TD 100 skill check or as a divinatory technique (GM adjudicates all factors). During a dream you can make a TD 75 skill check to assert conscious control over the dream. Control Dreams does not provide interpretation of dreams. Use Dream Interpretation [Knowledge] to interpret a dream.

**Deep Meditation.** Drop into a deep meditative rest that counts one-for-one as an hour of complete bed rest. Deep meditation also provides a one-half (+½) hour bonus per hour meditated if you succeed with a TD 75 skill check. The TD is made after meditation and the bonus added if successful. During Deep Meditation you are completely oblivious to the world around you.

*Example – Chaeryn meditates for 6 hours. He rolls against TD 75, getting an 81 and counts the 6 hours of deep meditation as 8 and one-half hours of sleep.*

**Meditative Rest.** Sleep or rest in an uncomfortable state, such as in bonds, tied with rope, on a hard, rocky surface, etc. The meditative state requires TD 50 skill check. Success means you ignore environmental penalties for rest period selected.

**Overcome Influence.** Resist existing control over your mind, such as the effects of hypnosis, brainwashing, propaganda, magik control or mental control. Requires a TD 100 and d20 days to gain a new save or skill check against the effect. If you fail the save or skill check, the influence still exists.

*Example – When he was younger, Chaeryn was nearly sold as a slave. Beguiled by a slave taker's magik medallion, Chaeryn used Overcome Influence to fight the effects. Lucky for him 4 days (out of a possible d20) after being beguiled he got another save, which allowed him to break the effect and escape. Otherwise who knows where he might have ended up!*

**Slow Body.** You can slow down one or more body functions with a TD 100 skill check and 1 minute of meditation. You can slow down the amount of air you need to breathe, the circulation of your blood and other functions. You can slow it down to 50% norm but to lower it farther to achieve a state of suspended animation requires a TD 150 skill check.

### **Proficient:**

Focus, Mindfulness, Rigpa

### **Trained:**

Contemplation, Inner Strength, Thin the Veil

### **Experienced:**

Center the Core, Flush Toxins, Hakomi

### **Specialist:**

Autogenic, Stillness, Trance

### **Expert:**

Transcendent Will, World in a Mote

### **Genius:**

Not Even Illusion, Only the One

### **Legendary:**

Antaboga, Orichalcum Reverie

## FOCUS [MEDITATION]

### **Prerequisite:** Proficient

Focus allows you to overcome the distractions that lie between you and a goal. Distractions can come from any source, be it physical (broken arm, bleeding, perforated lungs, pain), mental (madness, fears, phobias) or environmental (too far away, too difficult to get to, impassible, etc.). Focus requires an opposed roll using the sum negative factors as the TD and a normal action.

*Example – Chaeryn, as a child, was chased one evening by a few of the Red Kurtz gang members in the alleys of Talismondé. At one point in the chase he climbed up a wall to a rooftop to hide for a moment. When he heard them below him he realized he must continue via rooftops to lose them. Immediately he was confronted with his fear of heights when he realized he must run across several slippery rooftops. While Chaeryn can do nothing about the wetness of the tiles, he could grapple with his internal fear of heights (TD 75) and the chill affecting his body (TD 50). A successful skill roll against the combination of those two factors (142 versus a TD 125) negated his penalties to run across the wet rooftops.*

## MINDFULNESS [MEDITATION]

### **Prerequisite:** Proficient

Mindfulness is a passive state of meditation, providing a one-time bonus of +10 bonus to PD and a bonus of +1 to PER for every 5 skill ranks.

### RIGPA [MEDITATION]

**Prerequisite:** Proficient

Using a normal action and a TD 100 skill check you can slip into a state of heightened awareness. If you succeed, you have slipped into a state of primordial internal and external awareness that you can maintain with a quickened action every melee round. While in Rigpa you get a bonus of +1 for every skill rank to PER and can make PER checks against internal attacks, maneuvers or circumstances ordinarily unnoticed, such as PSI maneuvers, Channel actions, scrying, etc.

### CONTEMPLATION [MEDITATION]

**Prerequisite:** Trained

You slip into a centered state and drop into an inner world. While in such a state, you can concentrate upon any problem facing you for d100 minutes and make a TD 100 skill check. If you succeed, the GM will give you a hint or the answer to the dilemma confronting you. You cannot figure out things alien to your training, culture or nature.

### INNER STRENGTH [MEDITATION]

**Prerequisite:** Trained

You can meditate for 2d4 minutes and then apply a bonus of +1 for every 5 skill ranks to a single task or action if you complete it within 1 minute for every 10 skill ranks afterward. If the task is a single one but one broken into several small skill checks against the same skill, such as climbing, you gain the bonus to all the sub-task skill checks as long as they are within the same skill.

*Example – Having recently robbed a rich abode, Chaeryn finds himself heavily loaded with bags of highly sellable items and staring at a wall he must scale. Not pressed for time but worried about some of the breakables he is carrying, Chaeryn stills his inner turmoil, meditating using Inner Strength for a few minutes (2d4) to get a +10 bonus to the climb. He needs a TD 150, climbs at 18 ft speed and must scale an 88 ft wall. The task is to scale the wall but it will take 5 skill checks to do it. He gets the bonus to all the sub-task skill checks.*

### THIN THE VEIL [MEDITATION]

**Prerequisite:** Trained

You thin the veil between the seen and unseen when you meditate. You can sense incorporeal beings, spirits, invisible objects, nexus points and like things by making a TD 100 PER check. All the limitations of PER apply.

### CENTER THE CORE [MEDITATION]

**Prerequisite:** Experienced, Inner Strength

You meditate for 5d10+50 minutes to center your

inner power and then gain a bonus of +1 for every 2 skill ranks to a single task or action if you complete it within 1 minute for every 5 skill ranks.

### FLUSH TOXINS [MEDITATION]

**Prerequisite:** Experienced, Contemplation

Enter a meditative state that allows you to purge toxins such as poison, venom, or drugs from your system. Make a TD 125 skill check. If you succeed, you meditate for 1 minute per TD point of the toxin. Flush Toxins does not stop or prevent the effects of the toxin during this time period but does leech it from your body.

*Example – During one of his escapades as a young man, Chaeryn ran afoul of a thug who delighted in poisoning his foes. One such time he poisoned Chaeryn, slipping a poison that reduced Chaeryn's Adroit and REF by 10 each. Chaeryn used Flush Toxins to pull the poison out of his body. As the TD was 175, it took 175 minutes to pull the poison out. During that timeframe Chaeryn had his ADROIT and REF reduced by 10.*

### HAKOMI [MEDITATION]

**Prerequisite:** Experienced, Inner Strength,

You can enter a special meditative restful state. Hakomi requires a TD 125 skill check and at least 4 hours of meditation out of your day of rest. In a state of Hakomi you can EITHER heal as if Healing Under Care while ignoring environmental penalties OR heal normally but recover 1 point each of WITS, REAS, CHAR, EGO, REF, MA, APT, and LEAD attribute impairment.

### AUTOGENIC [MEDITATION]

**Prerequisite:** Specialist, Hakomi, Center the Core

You can strongly influence your physical body's internal systems. Autogenic requires a TD 150 skill



check and allows you to enter a meditative state and heal like under a Physician's Care while ignoring environmental penalties. Autogenic requires at least 4 hours of meditation out of your day of rest. Also, if afflicted by a status or condition and you are outside of combat, you can attempt to counter its affects by making a second TD 150 skill check while in Autogenic. You must make 1 skill check against each status or condition. If you fail against a status, you cannot try again with Autogenic.

#### **STILLNESS [MEDITATION]**

**Prerequisite:** Specialist, Inner Strength, Mindfulness  
Stillness is a specialized form of rapid mental techniques, autohypnosis and mental triggers useable during combat. It takes a normal action and a TD 150 skill check. If successful, it allows you to cancel the effects of any single mental, emotional or physical status or condition. Each additional condition requires an extra TD 150 skill check. If you fail against one, you cannot try again.

#### **TRANCE [MEDITATION]**

**Prerequisite:** Specialist, Center the Core, Hakomi  
With at least 5 minutes of preparation, you can descend into a deep state of meditation. You predetermine the duration of your trance when you enter it. You lose total awareness of your surroundings while in a trace. While in a trance, you add a bonus of +1 for every skill rank to PD, Fear and Shock saves and treat each hour in trance as 2 hours of rest. While you can benefit from the trance to recover from exertion, a trance does not replace true sleep. If sleep is a requirement for your being, you will slowly accrue a debt if you use trance in place of sleep for more than your REAS in days, culminating in an exhausted coma state of 2d4 days, mental aberration or worse things depending the GM.

#### **TRANSCENDENT WILL [MEDITATION]**

**Prerequisite:** Expert, Stillness, Steel Resolve [Self Control], Autogenic  
You can use a normal action to make a TD 150 skill check to drop into a meditative state and add half your skill ranks to a single action each melee round. You can maintain Transcendent Will for 1 minute per skill rank out of melee; 1 melee round per 10 skill ranks in melee.

#### **WORLD IN A MOTE [MEDITATION]**

**Prerequisite:** Expert, Mindfulness, Educated [Knowledge], Center the Core  
World in a Mote is your ability to take a new insight, analyze all of its implications and simplify the concept so it is understood well. Essentially, you can make an

immediate, second skill check attempt if you fail the first skill check with the Meditation skill or with a Knowledge area of study you have mapped to your Meditation skill. If you have mapped the two into a Supertask or Hypertask, you may apply the second skill check to either as well. Educated must be tied to the Meditation.

#### **NOT EVEN ILLUSION [MEDITATION]**

**Prerequisite:** Genius, Stillness, Trance, Transcendent Will, Autogenic

Not Even Illusion is a special meditative state that requires a TD 200 skill check. While within this special state you lose awareness of events and must stay stationary. You define how long the state will last when you enter it. While in this state you are functionally invisible to anything or anyone that cannot physical view or sense you. Someone or something attempting to detect you with PER, Recon or other forms of perception must beat a TD 500 to discover your presence. This includes scrying, clairsentience and other forms of detection.

#### **ONLY THE ONE [MEDITATION]**

**Prerequisite:** Genius, Supertask [Knowledge], Trance, Implacable Resolve [Self Control], Elastic Mind [Combat]

You can call upon your inner senses and serenity at will. Using a normal action, you narrow your will to the point that nothing exists outside of a singular action. Nothing can deter you from taking or finishing this singular action short of complete destruction or disintegration. The action must be within the skills defined in Supertask. With the action you get the maximum roll on the dice (but not a critical) when determining the outcome.

#### **ANTABOGA [MEDITATION]**

**Prerequisite:** Legendary, Only the One, Transcendent Will, World in a Mote, Not Even Illusion

When you feel life slipping away, you can hold on even when your body has died. When you die you can use Antaboga to hold your ESS in your body for 1 minute longer for every 5 skill ranks.

#### **ORICHALCUM REVERIE [MEDITATION]**

**Prerequisite:** Legendary, Note Even Illusion, Elastic Mind [Combat], Implacable Resolve [Self Control], Sublime [Knowledge]

Your will is an unbreakable bridge and you passively add half your skill ranks as a bonus to PD, Fear, and Shock. All Meditation secrets and skill use that ordinarily takes a normal action can be done as a quickened action.



## MILITARY [WITS]

Military represents a combination of fundamental military doctrine - the lessons taught in basic military indoctrination - and actual combat experience. It represents a group of skills and experience in organized military or mercenary institutions, from working in them as a basic grunt to acting as part of their bureaucracy and leadership. From a practical standpoint, you will have been on at least one campaign and seen the highs and lows of combat.

**Battlefield Discipline.** You know when and how to use concealment and cover, how to move through enemy fire or fallback if routed to a rally point. Battlefield Discipline includes knowledge of practical field survival under sustained conditions, such as a siege, or just knowing to keep your feet dry, to eat when you can and to keep your equipment maintained. A TD 75 skill check is sufficient to ensure equipment and health maintenance during prolonged military actions. You can use Battlefield Discipline to evaluate an area for cover, concealment, suitable battlefield, routes of approach and so forth. GM sets the TD in all these circumstances.

**Battlefield Cleanup.** Clean up a battlefield, dispose of bodies and other debris with a TD 50 skill check. You can erase evidence of a battle with a TD 100 skill check, forcing anyone attempting to Read the Land or Track (Wilderness checks for both) to use your skill check as a TD to discover it.

**Evaluate Forces.** Examine a military force and determine its strength and weaknesses. You must study the unit for 2d4 days by examining it, gathering opinions from soldiers and more and then make a TD 75 skill check. If you do so covertly, double the time requirement and make a TD 125 skill check. If you succeed you learn how ready the unit is for battle, an approximation of its attributes, an idea of its special abilities, if any, what combat tasks it is most suited to perform, and what problems it may have.

**Figure Logistics.** Use Military to determine the logistics for a group of living beings based on the distance traveled, load carried, terrain and other factors. A TD 75 skill check provides for the proper amount and type of supplies as well as timeliness of preparation.

**Formulate Strategy.** Plan military actions and predict the actions of the enemy. Formulate Strategy lets you deduce, in advance, enemy military plans unless another person with this skill leads them. In that case, you make opposed skill checks. The amount

of information gained depends on how well you roll (but *not* on the quality of the foe's plans). A TD 75 provides a rough approximation of enemy plans. A TD 100 provides solid but sketchy enemy plans while a TD 150 provides a complete look into the enemy's plans. However, if you fail the skill check, the GM gives you *false* information.

**Military Etiquette.** Determine heraldry; understand rank structure, the functions of military etiquette and other aspects of military or mercenary life. Requires a TD 50 skill check though foreign or exotic militaries may require a higher TD (GM adjudicates).

**Use Military Communications.** Understand military communications, such as semaphore, hand gestures, military magik communication, etc. Requires TD 50 skill check to identify and understand any non-encoded military communication.

### Proficient:

Aura of Authority, Battle Cry, Bivouac, Command, Sentry, Ship Combat, Trenching

### Trained:

Forced March, Military Doctrine, Move Troops, Rally Troops, Supply Line

### Experienced:

Aerial Combat, Fortification, Siege, Tactical Leadership

### Specialist:

Concert Attacks, Coordinate Troops, Demolitions, Heraldic Awe

### Expert:

Death Before Dishonor, Operational Leadership

### Genius:

Strategic Leadership

### Legendary:

Military Genius

## AURA OF AUTHORITY [MILITARY]

### Prerequisite: Proficient

You have cultivated a sovereign authority that enhances your native leadership capabilities. When exercising Command or any level of Leadership (Tactical, Operational, Strategic and so on) you add a +10 bonus to skill checks and speed passive improvements of Leadership by +10%.

## BATTLE CRY [MILITARY]

### Prerequisite: Proficient

Sometime the only way to turn the tide of battle is to change its tune. Battle Cry is a powerful chant, shout or yell that serves many purposes. Using a normal action you can make a skill check to attempt incite bravery, instill fear or other effects. When alone, you



can only affect a single target; if utilizing Leadership (tactical or higher) over a unit, you can affect an equal amount of enemies if they take up your Battle Cry as well. Regardless, you roll a skill check against the PD of the target (s). If you succeed, you inflict the status you seek, such as inspiring courage (bravery status), calmness (calm status), instilling fear in an enemy (despair, fear statuses) or desire to do something (desire status).

### BIVOUC [MILITARY]

**Prerequisite:** Proficient

You understand how to find and set up a fortified and tactically defensible encampment. The base TD is 50 modified by +5 for each person, being, animal or wagon sized bulk of equipment. Bivouac takes 10 minutes per person, animal or wagonload of equipment to prepare. You can direct +1 additional person per skill rank to assist you in the Bivouac and each person reduces the TD by -5, to a minimum TD 50. If you fail the skill check, it means you did not form a good enough bivouac to gain a bonus. If you succeed, you have set up a defensible encampment that provides a +10 bonus to 2 of the following: Alertness, Toughness, Difficulty, or Defense. The amount you surpass the TD can be split on a 1-to-1 basis as desired over the following elements:

- **Defense** provides a DEF bonus to people in the Bivouac. Once an attacker is within the bivouac the bonus is lost.
- **Alertness** provides a bonus to Recon.
- **Difficulty** is a penalty to ground movement applied to anyone moving into or out of the bivouac, including against jumping. Other types of movement, such as flying or tunneling are not obstructed in this manner unless the some portion of the Difficulty is set against this type of movement. Multiply this value by 10 to determine the TD required for someone to circumvent the Bivouac perimeter with Military.
- **Toughness** is amount of HP damage required for a single being to breakthrough the Bivouac perimeter. A Bivouac must sustain 10 times this amount before being considered rendered useless.

*Example – Throded, Chaeryn, and Wildren hole up for the night, building a Bivouac for protection. Between them and their animals they will need a TD 80. He rolls a 138. He applies the two +10 bonuses to Alertness and Difficulty. The overage of 58 he splits into 33 to Difficulty against foot movement and flight and the rest to (25) to Toughness. Thus, they have constructed a bivouac that give a +10 bonus to Recon, slows foot movement through it by 28, flight by 15, and*

*requires 25 HP to destroy before getting through it. Later that night when a boar tests the perimeter, it can't get through (17 move versus the 28 move penalty) so it moves on. It could have broken its way through if it inflicted 25 HP damage.*

### COMMAND [MILITARY]

**Prerequisite:** Proficient

Command is the unique and special understanding of how to call upon others using observation, motivation and/or manipulation to get them to implement your will. You can directly Command 1 person for each point of LEAD and designate a subordinate commander for every 5 LEAD points. A subordinate commander can handle half as many people as you can or more, if their LEAD provides for it.

You can determine a unit's attributes with a TD 75 skill check after 5d20 days. If you succeed, you get an accurate view of the unit's loyalty, personal loyalty, morale, improvement increment, potential, and current abilities, if any. Some military units have a special ability they can use when acting as a unit, such as a special cavalry charge, an arrow barrage, etc.

You can also change a unit's attributes. Requires you to have gauged a unit's attributes previously or it doubles the TD. You can change any single attribute by d4 points. Abilities cannot be modified or gained with Command. To change an attribute, subtract the unit's improvement increment from a base 200. The result is the TD to improve any attribute. If you succeed in the skill check, subtract the unit's improvement increment from a base 100 and add the value (plus or minus) to base 50 to find how many days it takes to enact a change.

*Example – Khronin is in command of a small unit of 14 priests. Khronin's LEAD is 29 so he can command them easily enough and he designates 3 subordinate commanders to help. After spending some time with them he gets a feel for their capabilities and learns they are: Loyalty 87, Personal Loyalty 31, Moral 88, and Improvement 28. He also gets a breakdown of their professions and abilities. Khronin has a strong military background, 59 skill ranks and a +41 bonus to Military skill checks due to his upbringing, culture and sheer capability. Seeing that their personal loyalty to him is very low (a 31), he decides to raise it. He needs a 172 to succeed, a daunting task. If he does succeed, it will take 122 days to see a change.*

### SENTRY [MILITARY]

**Prerequisite:** Proficient

You are trained to be alert for danger. You add a +20 bonus to PER and a +10 bonus to Recon skill checks.



### SHIP COMBAT [MILITARY]

**Prerequisite:** Proficient

You are versed in the techniques and proficiencies of shipboard fighting and have honed it to an art. You may apply any military maneuvers or leadership techniques while fighting on ship. You may use your military skill to conduct combat on the seas. You may also use your fortification talents to enhance a ship like you would any other structure (such as Fortification).

### TRENCHING [MILITARY]

**Prerequisite:** Proficient

You understand how to carve and shape terrain for use offensively or defensively, such as defending against direct missile fire, holding a line against a charge or similar maneuvers. You also understand how to use existing cover effectively. When you gain Partial or Substantial Cover, you add a +20 bonus to the benefits.

### FORCED MARCH [MILITARY]

**Prerequisite:** Trained

You understand how to both push yourself or troops to move for sustained periods of time, with minimal rest, food or drink or foregoing everything altogether. When dealing with troops, make a skill check by subtracting their morale from 100 to find the TD for each day of forced march. Morale, however, declines with the duration of the march, and each day reduces morale -5. The difficulty of terrain, any conflicts, lack of food, water and rest all reduce the morale rating as well. When applying this solely to yourself, you can march 1 day (to physical limits) for every 5 skill ranks.

### MILITARY DOCTRINE [MILITARY]

**Prerequisite:** Trained

You can use military doctrine to command more people than your personal leadership would allow.

- When exercising Command, you can command 1 person per skill rank. You can designate 1 subordinate commander for every 3 LEAD who can handle half as many people as you can or more, if their own Military skill provides for it.
- When using Command or a like secret to gauge a unit's attributes, you only require 3d20 days.
- To change unit attributes, you subtract the unit's improvement increment from 175 instead of 200.
- When determining the time duration to change the unit's attribute, subtract the unit's improvement increment from 75 instead of 100.

### MOVE TROOPS [MILITARY]

**Prerequisite:** Trained

You know how to move a unit of people equal to your LEAD or less quickly and safely from one point to another. Troop movement encompasses formations, supply line management, communications, reconnaissance and scouting and such things. Move Troops allows you to use your Military skill as either Escape or Evasion when moving overland.

### RALLY TROOPS [MILITARY]

**Prerequisite:** Trained

Anyone can become the focus that turns the tide of conflict but you have cultivated the ability to do so with powerful effect. When you or a unit under your command is affected by a status such as fear, dread, despair, etc., you can make a TD 100 skill check to throw off the effects. If the status was the result of an attack, magik, PSI or similar source, you must win in an opposed skill check to succeed.

### SUPPLY LINE [MILITARY]

**Prerequisite:** Trained

You know how to efficiently protect the movement and maintenance of armed forces ft supplies. You can use your skill with 1 supply route for every 10 skill ranks. The supply line gains your half skill ranks as a bonus to the following:

- Detection from reconnaissance
- Escape and Evasion
- Detecting ambushes

### AERIAL COMBAT [MILITARY]

**Prerequisite:** Experienced, Trained Combat

You are versed in the techniques and proficiencies of airborne fighting and have honed it to an art. You may apply any military maneuvers or leadership techniques while fighting in the air. You may use your military skill to conduct combat while airborne. You can use your fortification talents to enhance a flying ship or barge like you would any other structure (such as Fortification).

### FORTIFICATION [MILITARY]

**Prerequisite:** Experienced, Bivouac

You know how to work with fortifications, including the ability to use them to best advantage in warfare, and the basics of their use tactically and strategically. You can change attributes of Fortifications with a skill check using a TD of 25 modified by +5 by the size of the fortification. Fortifications are sized by the number of people they can house.

You make a separate skill check for each one of



the following if you apply them. Fortification takes 10 times the fortification size in hours for each point of advantage you build in. You can give a bonus of +1 for every 5 skill points but cannot provide more than double the benefit the fortification already provides. See below for specific advantages.

- **Alertness** provides bonus to Recon against infiltrators or enemy actions outside the fortification or within it as designated.
- **Attack** provides bonus ATK to defenders against attackers outside the fortification or to counter siege maneuvers that use ATK.
- **Defense** provides a bonus to DEF to defenders against attackers outside the fortification.
- **Health** provides an enhancement to health to fight or avoid disease or food corruption.
- **Routes and Access** applies internally to the fortification and is a bonus to or against movement. Things like reorganizing the interior of a fortification to slow down movement of attackers or allow a broad expanse of defensive fire from archers or sally points by raiders.

#### SIEGE [MILITARY]

**Prerequisite:** Experienced, Military Doctrine  
You can wage war on a fortified position or fortification. You may use your Military skill to directly counter any bonuses an opposing commander may have provided or negate existent ones from the structure.

#### TACTICAL LEADERSHIP [MILITARY]

**Prerequisite:** Experienced, Military Doctrine  
You know how to control and deploy groups of soldiers on the level of a squad (maximum of 1 soldier per skill rank in a squadron) and can also do the following:

- Handle 1 squadron for every 15 skill ranks; apply any military maneuvers you know to the squadrons.
- Communicate vital information to squadrons by making a skill check of base 100 minus their loyalty.
- Passively improve the morale and loyalty of the squadrons by +1 for every 15 skill ranks. This effect is gradual, improving point by point every 10 days you maintain leadership.

#### CONCERT ATTACK [MILITARY]

**Prerequisite:** Specialist, Aura of Authority, Magnify Presence [Social]

Using a normal action, you can direct an attack on a target and give any allied combatants that engage the same opponent a bonus to attack. Allies can gain a

+1 bonus for each 5 skill ranks to attack. All allies must be able to understand your commands to gain the benefit and go after your CF Action Count in the melee round. You can be engaged in battle with the same target or a different opponent and give a bonus to 1 person for each 10 skill ranks.

#### COORDINATE TROOPS [MILITARY]

**Prerequisite:** Specialist, Tactical Leadership, Magnify Presence [Social]

The talent to coordinating differing troops of people towards a common goal or objective. You can organize remote actions simultaneously using a form of communication or prearranged time frames. This can be as simple as moving several squadrons of people on a parade ground to covert movement of squads and troops across hundreds of miles and myriad terrains. The GM sets the TD for this course of action.

#### DEMOLITIONS [MILITARY]

**Prerequisite:** Specialist, Specialist Explosives [Knowledge], Applied Knowledge [Knowledge]  
Everything from sapping fortifications to placing mines to using precision attacks with mundane, magik, or mind to destroy things. Applied Knowledge must be mapped to the Military skill with Explosives [Knowledge].

Demolition is a Siege action that requires access to proper resources (such as mines) and allows you to make a skill check against a Fortification to damage or destroy a portion of it. When applying any of these forces, you make a skill check to overcome the difficulty of the target or to add as a percentage to damage to destroy things. Demolitions also allow you to use mines, explosives and other demolition items without checking for a pre-trigger botch. See individual demolitions items for details on pre-triggers.

#### HERALDIC AWE [MILITARY]

**Prerequisite:** Specialist, Rally Troops, Aura of Authority

The mere sight of you, your standard, or some other display of heraldry evokes powerful emotions. You may select any status (see Battle Cry) and elect to apply it towards enemies or allies (you must choose one). Allies gain a passive benefit equal to the status you choose and you can inflict a negative status on enemies if your skill check overwhelms their PD. You can provide a negative or positive influence equal to the amount of people you can Command or exercise Leadership over as long as you, your heraldry or display is prominently displayed. If you, it or your display is slain, torn down, or otherwise rendered



useless, all bonuses become opposing penalties and penalties become bonuses of equivalent strength.

### DEATH BEFORE DISHONOR [MILITARY]

**Prerequisite:** Expert, Heraldic Awe, Incite [Perform], Rally Troops

You know exactly what to say and do to inspire the ultimate sacrifice out of a unit. Requires a TD 150 skill check but provides an equivalent 150 PD against status or emotion influencing effects, and a second save chance against Fear or Shock effects.

### OPERATIONAL LEADERSHIP [MILITARY]

**Prerequisite:** Expert, Tactical Leadership, Magnify Presence [Social], Insight [Knowledge]

The next step to leading is taking command to control and deploy large groups of soldiers. Operational Leadership adds or replaces the following Tactical Leadership bonuses:

- Handle 20 soldiers per skill rank in a unit.
- Passive morale and loyalty improvement is +2 for every 15 skill ranks.
- A subordinate commander gains a +1 bonus for every 15 skill ranks to their Military skill if they have Tactical Leadership.

### STRATEGIC LEADERSHIP [MILITARY]

**Prerequisite:** Genius, Operational Leadership, Educated [Knowledge], Concert Attack, Coordinate Troops

The next step to leading is taking command to control and deploy groups of soldiers on single or multiple battlefields. Educated must be mapped to the Military Skill. Strategic Leadership adds or replaces the following to Operational Leadership bonuses:

- Handle 100 soldiers per skill rank in a unit.
- Passive morale and loyalty improvement is +2 for every 10 skill ranks.
- Subordinate commanders with Tactical Leadership gain a bonus of +1 for every 10 skill ranks to their Military skill.
- Subordinate commanders with Operational Leadership gain a bonus of +1 for every 5 skill ranks to their Military skill.

### MILITARY GENIUS [MILITARY]

**Prerequisite:** Legendary, Strategic Leadership, Erudite [Knowledge], Supertask, Death Before Dishonor

You are unparalleled on the battlefield. Erudite must be mapped to Military skill. Supertask must be mapped to Military skill and Principles of War [Knowledge].

- Use a TD 200 skill check for Heraldic Awe

- Handle 1000 soldiers per skill rank in a unit.
- Passive morale and loyalty improvement is +3 for every 10 skill ranks.
- Subordinate commanders with Tactical Leadership gain +1 Military skill bonus for every 10 skill ranks.
- Subordinate commanders with Operational Leadership gain a +1 Military skill bonus for every 5 skill ranks.
- Subordinate commanders with Strategic Leadership gain the benefit of 1 other Military Genius benefit listed above (you decide).

### ARDUIN LEGEND:

#### SHION DEACOUR THE ELDER

In the annals of Viruelandia history, few generals are regarded as well as Shion Deacour the Elder. He never lost a battle. Skillful alike in strategy and in tactics, he had also the faculty of inspiring his soldiers with confidence. Several songs and ballads were made concerning his tales and deeds, especially his famous charge against the Zinzinyi armies on the Tremble Plains and his defense of the city of Chyntzco against overwhelming odds, including his impassioned rhetoric that stirred the sleeping gods of the city to rise up and combat the minor godling that had gotten involved in the battle.

Deacour was chief among the generals that fought in the east and added numerous lands to the Viruelandia. In fact, he was so successful and succeeding generals were so prominently unsuccessful that popular superstition has it that only a Deacour could win a battle in the east against the savage nations there.



## MIND [EGO]

Mind is the manipulation of inner power and includes the mnemonics, mental triggers, psychosomatic and psychological conditions required to make mental powers work.

**Specialization Skill:** You must declare a mental power or Academy of the Mind when taking this skill.

### **Proficient:**

Mental Agitation, Mind Blur, Mind Key, Mind Sheer, Speed of Thought

### **Trained:**

Dueling Thought, Embedded Symbology, Thought Crusher, Thought Without Shadow

### **Experienced:**

Mental Agility, Mental Trigger, Mind Eater

### **Specialist:**

Conflicting Strike, Duality, Thought Razor

### **Expert:**

PSI Bore, Thought Swarm

### **Genius:**

Think Twice

### **Legendary:**

Thought Flood

## MENTAL AGITATION [MIND]

### **Prerequisite:** Proficient

You understand how to make the inner strength you use for a mental power extend farther. You lower the total PSI requirement for mental powers by -1 for every 20 skill ranks. You cannot lower the PSI cost beyond a minimum of one.

## MIND BLUR [MIND]

### **Prerequisite:** Proficient

Using a quickened action, you can concentrate solely on using your mental powers, considering your Channel skill ranks to be +15 ranks higher.

## MIND KEY [MIND]

### **Prerequisite:** Proficient

You automatically attempt to Face (see mental power of the same name in the **Mental Powers** section) the target of any mental power you use. If you succeed (Face requires a successful Mind skill check against the target's PD), you gain a +10 to Mind skill checks against the target, a constant point of reference, and PER checks against them regardless of where they are if they stay within a 50 ft radius.

## MIND SHEER [MIND]

### **Prerequisite:** Proficient

You understand how to apply scathing attacks with you mind. You add a +1 bonus for every 10 skill ranks to damage you inflict psychically through your mental powers. Powers that do not ordinarily inflict damage do not gain a benefit from this secret.

## SPEED OF THOUGHT [MIND]

### **Prerequisite:** Proficient

Speed of Thought takes a quickened action. After using your Mind skill in a CF Action Count, you gain a +5 CF bonus to the next CF Action Count as long as you do not utilize weaponry, physical, or magik maneuvers. Mental powers, Mind skill maneuvers or uses, Channel skill uses or maneuvers or Noetics skill uses or maneuvers are fully allowed. Otherwise, you lose the bonus. The bonus can carry over into the next melee round.

*Example – Sagat, a friend of Chaeryn has this secret. He normally goes on CF 29, 22, 15, 8 and 1. If he uses a mental power on CF 29, he can push his next CF Action Count to CF 27 if he uses another mental power or a Channel/Noetic skill use. Otherwise he'll go on 22. If he uses a mental power on each CF Action Count and expends a quickened action, he would go on 29, 27, 20, 13, and 6 instead of 29, 22, 15, 8 and 1. If he starts the next melee round with a mental power, he would go on 34 instead of CF 29.*

## DUELING THOUGHT [MIND]

### **Prerequisite:** Trained

You are used to fighting with mind and body against opponents and maintaining the balance to be effective with both. You employ these techniques constantly, reaping a +15 bonus to PD and DEF.

## EMBEDDED SYMBOLGY [MIND]

### **Prerequisite:** Trained

A particular language helps you translate inner power to mental constructs efficiently and accurately. Add a +2 bonus to all Mind skill Critical chances. You may only take this secret once and gain its benefit. If you take it again you switch the language that has meaning to you.

## THOUGHT CRUSHER [MIND]

### **Prerequisite:** Trained

Thought Crusher requires a quickened action. Against a target you have successfully used Mind Key against (or the Face mental power) any damage you inflict with a mental power also reduces their CF by -1 for every 20 skill ranks. The CF reduction is immediate and lasts 1 minute per 10 skill ranks.

*Example – Sagat engages in a mental duel with an opponent. He uses Thought Crusher while his opponent is using Speed of Thought. Sagat's skill ranks are 129 and each time he inflicts damage, he lowers his opponent's CF by -7 while his opponent raises his CF +5 each he uses a power. It's a long battle but Sagat slowly wins by bringing his opponent to zero CF.*

### THOUGHT WITHOUT SHADOW [MIND]

**Prerequisite:** Trained

Using a quickened action, you hide your mental power from observers if a visible effect exists, and dampen its emanations, and other activity to disguise its use. An observer using an ability to detect your psychic power must use your Mind skill check as the TD to succeed.

### MENTAL AGILITY [MIND]

**Prerequisite:** Experienced, Mind Blur

You reduce the Fumble chance of your mental power by 1 for every 10 skill ranks. You cannot reduce the Fumble penalty for using the mental power below one.

### MENTAL TRIGGER [MIND]

**Prerequisite:** Experienced, Mental Agitation

You understand how to subsume living thought in frozen blocks of mental power until you release it. Similar to the Hang Spell secret, you can freeze mental powers to release later. Use the same details for Hang Spell (See Cast skill) subbing PSI for Mana.

### MIND EATER [MIND]

**Prerequisite:** Experienced, Thought Crusher  
Mind Eater requires a quickened action. Against a target you have used Mind Key against (or the Face mental power), any damage you inflict with a mental power disorients as well.

YOUR SKILL RANKS	DISORIENTATION
25 – 74	Shaken
75 – 125	Unsettled
126+	Staggered

### CONFLICTING STRIKE [MIND]

**Prerequisite:** Specialist, Medium [Channel], Mind Eater

Conflicting Strike requires a quickened action. Against a target you have used Mind Key or the Face mental power against, you can elect to have any mental power you successfully use make the target's Channel skill checks harder, a penalty of -1 to their skill checks for every 10 skill ranks. This penalty is cumulative with multiple mental powers and lasts for 1 minute.

### DUALITY [MIND]

**Prerequisite:** Specialist, Medium [Channel], Mind Blur

Select a mental power of 45 skill ranks or higher when you take Duality. With the chosen mental power, you use it as a quickened action. You cannot apply Duality to an Academy of the Mind though you could select a mental power from one.

### THOUGHT RAZOR [MIND]

**Prerequisite:** Specialist, Mental Agility, Power Efficiency [Channel]

You add a bonus of +1 to the Critical success chances of mental powers for every 10 Mind skill ranks.

### PSI BORE [MIND]

**Prerequisite:** Expert, Mind Brew [Noetics], Thought Razor, Mind Eater

PSI Bore requires a quickened action. Against a target you have used Mind Key against (or the Face mental power), any mental power you successfully use on them drains 1 Mana or PSI for every 10 skill ranks from the opponent as well.

### THOUGHT SWARM [MIND]

**Prerequisite:** Expert, Mental Trigger, Power Trap [Channel], Back Brain [Noetics]

You can contain and hold mental power. The Thought Swarm acts like Spell Rack (see Cast skill) in all ways subbing PSI for Mana.

### THINK TWICE [MIND]

**Prerequisite:** Genius, Power Web [Channel], Duality, Power of Will [Noetics], Thought Swarm, Mental Agility

On any CF Action Count you can use the equivalent of two normal actions worth of mental powers as long as you do not utilize weaponry, physical, or magik. Mental powers, Mind skill maneuvers or uses, Channel skill uses or maneuvers or Noetics skill uses or maneuvers are fully allowed. Normal APT limits apply and you cannot exceed your Channel limits for a melee round.

### THOUGHT FLOOD [MIND]

**Prerequisite:** Legendary, Unfettered [Channel], Thought Swarm, Think Twice, Multitask [Noetics]

Like Think Twice except you can use one mental power for every 50 skill ranks instead of just two.

*Example – Coerln has Thought Flood and a skill rank 150. Each CF Action Count he just uses mental skills he can make 3 normal actions worth of mental powers.*



## MISSILERY [ADROIT]

Missilery is the strategies devised for overcoming your opponent through guile and opportunities created by cunningly leading an enemy's action astray according to the circumstances to attack weak points. You use this skill to expose your opponent's weaknesses. Missilery is very similar to Combat, but formed specifically around thrown weapons and missile weapons.

**Dead Eye Shot.** When firing from an ambush with a missile weapon, you can make a TD 50 skill check to enhance the bonuses gained during the Ambush. In the Ambush melee round only, you can add another +20 bonus to ATK and +2 to Criticals with the missile weapon in hand. After this timeframe, the bonuses are lost.

**Fast Reload.** Load a missile weapon quickly; includes gathering hand held missiles into a ready position, such as quickly grabbing another knife after throwing, more martiobarbuli, and so on. Primarily applies to missile weapons such as crossbows, pistols, rifles and other similar weapons. Fast Reload requires a TD 75 skill check and lowers the time to load by 1 melee round.

**Gauge Shot.** Counter environmental penalties such as wind, rain, environment, and other effects or determine distance to target. Make a skill check using double the penalty as a TD to counter their effect or TD 50 to figure distance. Takes d6 minutes to gauge a shot or 1 melee round for distance.

**Impromptu Shot.** If a foe moves toward your position, moving from your normal range with the missile weapon to a position too close for you to normally use the missile weapon, you can use a quickened action and make a TD 75 to make a rapid impromptu shot when they cross your minimum range mark. For hand held missile, minimum range is considered 10 ft. The attack is a base 50 minus COORD penalty to ATK but is otherwise treated like normal.

**Mobile Missilery.** You can make a TD 100 to counter the penalties for firing while moving or running and from a moving platform, such as a saddle, a chariot, and the deck of ship or other thematically correct circumstances.

**Speed Shot.** You can use a quickened action to fire an additional missile with a weapon that does not have a reload wait time but suffer a base 50 minus COORD penalty to ATK with both attacks. Even if you normally reduce the reload wait time with skill or

native talent you cannot use it with Speed Shot. The device must be physically altered to have no wait time to qualify.

*Example – Chaeryn can use a short bow, crossbow and a dagger and has a COORD 35. If he used Speed Shot with his short bow, he could fire 2 arrows at a -15 penalty from a short bow. He could also throw 2 daggers with the same penalties but could not apply Speed Shot with the crossbow because it has a reload wait time.*

**Unorthodox Firing Position.** You can make a TD 75 to counter the penalties for firing from an unorthodox position such as kneeling, upside down, prone, squatting or hanging on a wall.

### **Proficient:**

Aim, Counter Fire, Distracting Shot, Long Range

### **Trained:**

Debilitating Shot, Phantom Bead, Snipe

### **Experienced:**

Bank Shot, Crack Shot, Ranged Maneuver, Suppressing Fire

### **Specialist:**

Aimless Draw, Close Combat Missilery, Multishot

### **Expert:**

Barrage, Determined Shot, Sharpshooter

### **Genius:**

Koraio Eye

### **Legendary:**

Hail of Death

## AIM [MISSILERY]

### **Prerequisite:** Proficient

You are a master at patiently waiting and timing your shots with exquisite accuracy. You can use a normal action to take aim. You gain no bonus for the first CF Action Count. The next CF Action Count and each CF Action Count thereafter, you gain a +1 bonus to ATK for each 5 skill ranks. You can Aim and gain the bonus for 1 CF Action Count for every 10 skill ranks. You could Aim for longer but here is no additional benefit for longer durations. If you lose line of sight on your target, the benefits of the Aim are lost as well. Each CF Action Count of bonuses is added to the previous one until the attack is made. You gain the bonus at the beginning of the CF Action Count. The bonuses only apply to the attacks you make in the CF Action Count you attack, regardless of how many you make. However, if you move (willingly or unwillingly), lose sight of your target, or make another action other than Aim, it disrupts the Aim benefits.

*Example – Chaeryn takes Aim on CF Action Count 35. On CF Action Count 28 Chaeryn continues to Aim and garners his first bonus, which at skill rank 45 is +9. On CF Action Count 21, his total Aim bonus is +18. If he holds the Aim through CF Action Count 14 until CF Action Count 7, his total bonus will be +36 when he attacks that CF Action Count.*

### COUNTER FIRE [MISSILERY]

**Prerequisite:** Proficient

You can use a quickened action to retort fire with a single attack against a missile attack that misses you, including if you Dodge or Parry the attack to make it miss. This includes using a mechanical bow such as a crossbow or a firearm to Counter Fire but the weapon must be preloaded.

### DISTRACTING SHOT [MISSILERY]

**Prerequisite:** Proficient

You can make an attack to distract others, reducing their CF. Make an ATK like normal against the combatant's DEF. If you hit and they do not Parry, Block or Dodge the attack, you inflict no damage but reduce the CF Counts of any CF Action Counts they have for the melee round by -1 for every 15 skill ranks. The distraction only lasts one melee round. You can stack multiple distracting shots.

*Example – On CF Action Count 35 Chaeryn uses Distracting Shot on an opposing mage who is preparing a lightning strike spell. Chaeryn succeeds in hitting him and at skill rank 45 lowers his CF by -3, dropping the enemy mage's CF to 24. When Chaeryn goes again on CF Action Count 28, he hits again, dropping the enemy to CF 21.*

### LONG RANGE [MISSILERY]

**Prerequisite:** Proficient

You understand the secret to striking at ranges others find daunting or impossible. You reduce the penalty for firing at farther distance increments by -1 for every skill rank. Also, you have a fifth distance increment for missile weapons that has a -150 ATK penalty.

### DEBILITATING SHOT [MISSILERY]

**Prerequisite:** Trained

You can use a normal action to make hard hitting or cunningly precise shots to slow down and impede an opponent. Make an attack roll like normal but at a -50 penalty. If you succeed and the attack is not Dodged, Parried, Blocked or otherwise stopped, you can give up 1 point of damage you ordinarily would inflict to reduce your opponent's CF by -1 for every 15 skill ranks. The CF penalty remains until they dislodge the missile (which requires a TD 50 STR check).

### PHANTOM BEAD [MISSILERY]

**Prerequisite:** Trained

Phantom Bead adds a +25 bonus to skill checks made to succeed at using the basic skill actions of Mobile Missilery or Impromptu Shot. Also, if you have the Aim secret, you do not lose the benefits of Aim if you lose sight of your target but it requires you to have had at least 1 CF Action Count of Aim prior. If you take another action other than Aim, this benefit is lost.

### SNIPE [MISSILERY]

**Prerequisite:** Trained

Snipe allows you to ignore Partial Cover or Concealment, regardless of source.

### BANK SHOT [MISSILERY]

**Prerequisite:** Experienced, Snipe

You understand how to bounce or bank an attack off another surface to hit a target out of sight. Bank Shot requires a normal action and a successful attack made at a -30 penalty. You can use any available nearby surface to bank a missile to hit a combatant (apply the ATK roll to determine hit or miss). You can get around Substantial or less Cover using this technique but only inflict half normal damage. You can also use this to bank shots around obstacles to hit targets.

### CRACK SHOT [MISSILERY]

**Prerequisite:** Experienced, Elastic Mind [Combat]

As a crack shot with missile weapons you only suffer half the normal ATK penalties for making Missilery actions from secrets, base skill use, or applying ranged maneuvers as outlined under the Ranged Maneuver secret. You ignore -20 or less environmental penalties as well, regardless of source.

### RANGED MANEUVER [MISSILERY]

**Prerequisite:** Experienced, Aim

You understand the art of employing a melee maneuver you know with a missile attack. Thus, you could make a ranged disarm, a ranged grapple, or a ranged whirling strike attack. A melee maneuver used in this fashion has a -50 penalty to attack. You cannot use a maneuver that states it cannot be used by a missile or ranged weapon.

### SUPPRESSING FIRE [MISSILERY]

**Prerequisite:** Experienced, Dancing Weapon [Weapon]

You can use a normal action to release a rapid stream of missiles to prevent a foe or foes from moving forward toward your position or a position you designate. To lay down suppressing fire you must release 2 - 5 (roll) times your normal rate of fire with your missile weapon for each CF Count you attempt



to prevent their movement. You can lay down suppressing fire on 1 foe for every 10 skill ranks but they must all be within a 20 ft square. Suppressing Fire only requires a TD 75 to succeed but none of the missiles inflict damage unless a foe or foes challenges your suppressing fire by moving. In that case, make 1 ATK roll against each opponent who challenges your suppressing fire. If you hit, 2-5 (roll) missiles strike your opponent.

This secret cannot be used with missiles weapons that have a reload time but CAN be used with firearms or mechanical bows capable of multiple shots equal to the number required.

### AIMLESS DRAW [MISSILERY]

**Prerequisite:** Specialist, Precision [Weapon], Crack Shot

When you use your missile weapon you have trained to fire twice instead of once with a normal action. Roll an ATK at a -30 penalty and if you miss, you miss with both. If you hit, roll damage twice, once for each missile. This secret cannot be used with missiles weapons that have a reload time but CAN be used with firearms or mechanical bows capable of multiple shots equal to the number required. It can be used freely with other secrets or uses of skill, such as Speed Shot.

### CLOSE COMBAT MISSILERY [MISSILERY]

**Prerequisite:** Specialist, Weapon Cunning [Weapon], Aim

You know and can apply the art of using missile weapons at short ranges effectively. For every 45 skill ranks, you can reduce the ER to use the weapon by one.

### MULTISHOT [MISSILERY]

**Prerequisite:** Specialist, Weapon Cunning [Weapon], Anticipation [Recon]

You can use a normal action to launch multiple missiles as one attack towards a single target. You can choose to fire 1 missile for every 15 skill ranks simultaneously as one attack with a cumulative a -15 penalty and a +1 Fumble for each missile. This secret cannot be used with single shot mechanical bows such as a crossbow or but CAN be used with firearms or mechanical bows capable of multiple shots equal to the number required.

*Example – Chaeryn, with 75 skill ranks, could fire 5 arrows simultaneously but they would all have a -75 penalty to hit and +5 to Fumble.*

### BARRAGE [MISSILERY]

**Prerequisite:** Expert, Multishot, Spread Attack [Weapon], Ranged Maneuver

As a special maneuver that takes the rest of your actions for a melee round, you can release 1 missile starting on your CF Action Count and another single missile every CF Count afterwards towards a target you can see, to the limits of your ammunition, until CF Count 0 or you you fire a max of 1 missile per 10 skill ranks. Each missile suffers a -50 ATK and +5 Fumble chance. This secret cannot be used with missiles weapons that have a reload time but CAN be used with firearms or mechanical bows capable of multiple shots equal to the number required. The benefits of any secret leading up to the use of Barrage is gained, such as using Aim to gain a bonus, but no secrets or maneuvers may be applied afterwards. Barrage, Multishot, Aimless Draw, Ranged Maneuver and other secrets that are separate maneuvers requiring actions cannot be used with Barrage.

*Example – Chaeryn manages to survive the lightning strike the enemy mage threw at him and retorts with Barrage on CF Action Count 21. At skill rank 75, he can fire 1 missile at CF 21 and 8 more over the next 8 CF Counts. By CF Count 17, the mage is a pincushion of arrows! If the situation had been different and Chaeryn had been using Aim for the first two CF Action Counts, he could have applied the accumulated bonuses from Aim (+30) to his attacks.*

### DETERMINED SHOT [MISSILERY]

**Prerequisite:** Expert, Hard Hit [Weapon], Burst of Power [Combat], Ranged Maneuver

You can use a normal action to launch a piercing attack that can penetrate Cover or even other foes to hit another target. Make an ATK like normal. If a person has Cover and you miss, apply your damage to the Cover. If you pierce the Cover, halve the ATK roll and apply it to the target. If you hit, apply damage normally. If you hit a person between you and your target, resolve the damage like normal. If you pierce their DR and do 1 HP damage, halve the ATK roll and apply it against a combatant within Medium ER beyond the target to see if they are struck as well. If you hit, apply damage.



## SHARPSHOOTER [MISSILERY]

**Prerequisite:** Expert, Crack Shot, Precision [Weapon], Weapon Cunning [Weapon]  
Sharpshooter allows you to ignore Substantial Cover or Concealment, regardless of source.

## KORAIO EYE [MISSILERY]

**Prerequisite:** Genius, Barrage, Second Attack [Weapon], Pinpoint Attacks [Combat], Sharpshooter  
You increase the critical range of missile weapons by one-third again their normal listed critical chance.

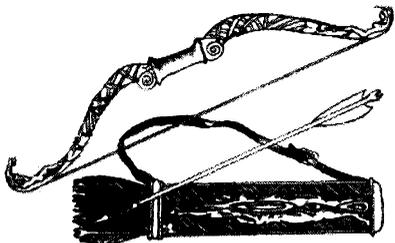
*Example – Chaeryn uses a short bow, which normally lists the critical chance as 93. With Korairo Eye, one-third of 8 is +3, increasing his critical chance to 90. If he had a long bow with its critical chance of 84, he would increase it by +5 to 79.*

## HAIL OF DEATH [MISSILERY]

**Prerequisite:** Legendary, Third Attack [Weapon], Reflexive Attack [Combat], Sharpshooter, Pinpoint Attacks [Combat], Barrage

You are unsurpassed at unleashing a rain of death on your foes. As a special maneuver that takes all actions for the a melee round, you can make a normal attack at -30 ATK and a reduced -10 critical success chance with 1 missile per 15 skill ranks against any number of foes on your CF Action Count. You can perform this action again for every 25 skill ranks, launching the attack rapid fire one at a time on successive CF Counts. If you reach CF Count 0 at any point you are done. This maneuver leaves you Outmaneuvered on your next melee round but otherwise not penalized. This secret cannot be used with missiles weapons that have a reload time but CAN be used with firearms or mechanical bows capable of multiple shots equal to the number required.

*Example – Chaeryn runs into a pack of ghouls. Blessed with distance from them when the encounter starts, he uses Hail of Death on CF 35. At skill rank 150, he unleashes a rain of 10 missiles on CF Count 35. On CF Count 34, he losses 10 more and so on until the end of CF Count 32, where he runs out of missiles. He shot 40 missiles but could have fired for another 2 CF Counts if he had the ammunition.*



**SKILLS**

## NOETICS [EGO]

Noetics is the study & application of the body of lore surrounding mental power. The skill includes info about mental theory, psychic traditions, deciphering of psychic phenomenon, and adjacent areas of study.

**Alpha State.** You can tune your mind, body and spirit into strong union to assume a higher of consciousness. It requires 2d4 minutes and a TD 75 to attain this state. While in Alpha State, you add a +30 bonus to PD and a +10 to Mind and Noetics skill checks. You can stay in an Alpha state for a max of 1 minute for every 5 skill ranks.

**Analyze PSI.** Identify mental powers, constructs, residues, disturbances, memories and other affiliated psychic subjects. This process of examination takes 1 minute of careful inspection and requires TD 50 skill check. In melee, this act takes a normal action and requires a TD 100 skill check. In either case, if you are opposed by another's skill, you make an opposed Noetics skill check. In some cases, mental deception or other factors may dictate a different TD.

**Auric Shield.** Use a quickened action and a TD 50 skill check to tighten down your psychic emanations, adding +75 to the TD for others to detect you through your use of Noetics and Mind skills/mental powers and +25 bonus to your PD. The auric shield lasts for that CF Action Count and for 6 more CF Counts or until your next CF Action Count, whichever occurs first.

### Proficient:

Enshroud, Inner Gate, Leap Beyond, Needle of Thought, Orchestrate Energy, Shield Mind, Synaptic Synchronicity

### Trained:

Closed Mind, First Advantage, House the Will, Mental Static, Thought Not Sight, Unshackle Ego

### Experienced:

Empty Mind, Mind Brew, Power of Will, Thought Ripple, Thought to Aptitude

### Specialist:

Back Brain, Burn Synapses, Dynamic Mind, Subliminal Concordance

### Expert:

Multitask, Serene Temple

### Genius:

Echo of Infinity, Hyperfrenzy

### Legendary Secrets [150+]:

Stalk the Void

**SKILLS**

### ENSHROUD [NOETICS]

**Prerequisite:** Proficient

As a quickened action, you can take upon yourself a near tangible presence when you use a mental power. Make a single Noetics skill check to compare against the PD of everyone that has line of sight on you. Those you succeed against are immediately affected by a Social Motif of your choice. You do not need to have Social Motif to apply it. You cannot use Social Motifs that have prerequisites, such as Influential or Elite. The enshrouding presence you call lasts for 1 melee round for every 5 skill ranks.

### INNER GATE [NOETICS]

**Prerequisite:** Proficient

You have opened the inner gates of your mind and body and add +1 to your APT for every 5 skill ranks.

### LEAP BEYOND [NOETICS]

**Prerequisite:** Proficient

When you successfully use a mental power that inflicts psychic damage on a victim, you can choose to give up damage to forge inroads into their mind, leaping beyond their defenses. These pathways are only temporary and fade at the end of the melee round. For every HP of damage that pierces their PR, you can give up 1 HP of damage for every 5 skill ranks to forge a channel that gives you a +10 bonus to Mind skill checks and +1 critical success bonus against them.

*Example – Sagat has 150 skill ranks and the Leap Beyond secret. He uses Mind Crush to attack an opponent and elects to give up 10-HP damage that pierces his opponent's PR. In return he gets a +100 bonus and +10 critical success chances against them for the rest of the melee round.*

### NEEDLE OF THOUGHT [NOETICS]

**Prerequisite:** Proficient

Your thoughts can pierce the eye of a needle. You have a +10 bonus with mental powers that use the Mind skill.

### ORCHESTRATE ENERGY [NOETICS]

**Prerequisite:** Proficient

You can mentally visualize and conduct the flow of power. When determining how well you handle working PSI beyond the norms, you can opt to make a Noetics skill check in place of a Channeling skill check.

### SHIELD MIND [NOETICS]

**Prerequisite:** Proficient

You understand how to shield and protection your mind and gain a bonus to PD equal to +1 for every 2 skill ranks.

### SYNAPTIC SYNCHRONICITY [NOETICS]

**Prerequisite:** Proficient

You know how to bolster and magnify your natural talents. Add your CHAR score to APT to demonstrate this inner affinity.

### CLOSED MIND [NOETICS]

**Prerequisite:** Trained

You understand how to ablate and redirect attacks on your mind and add 1 to PR for every 10 skill ranks.

### FIRST ADVANTAGE [NOETICS]

**Prerequisite:** Trained

First Advantage is a mental trick to short fuse and hype up your reactions, providing a +5 bonus to CF. It requires a TD 75 skill check and is hard on your body, inflicting d10 HP of damage. You can use First Advantage every melee round if desired, but it requires a TD 75 skill check at the beginning of each melee round and inflicts d10 HP of damage if you are successful due to the strain.

### HOUSE THE WILL [NOETICS]

**Prerequisite:** Trained

You can cluster different mental powers into Houses of Will and thought to gain powerful proficiency. House the Will is handled mechanically like the Arcanology secret Spell Group, substituting psychic powers and PSI in place of spells and Mana.

### MENTAL STATIC [NOETICS]

**Prerequisite:** Trained

You can use a normal action to attempt to disrupt the use of the Mind or Noetics skill or maneuvers. You can affect an area equal to 1 ft sphere around you for every 2 skill ranks. If anyone attempts to use a Mind or Noetics skill (such as a mental power or Noetics maneuver) they suffer a -1 penalty for every 2 skill ranks. Mental Static affects everyone, including you. Mental Static only lasts as long as you maintain it by expending a quickened action. While you can only maintain one Mental Static action per melee round, overlapping Mental Static maneuvers compound one another, doubling in strength for each additional Mental Static in use.

### THOUGHT NOT SIGHT [NOETICS]

**Prerequisite:** Trained

You rely more on sensing the thoughts and mental activity of other living beings than your sight. When denied visibility of a target you know is present you can make a Noetics skill check against their PD to pinpoint them well enough to use mental powers or secrets against them. However, they must be within your skill ranks in feet away to succeed.



### UNSHACKLE EGO [NOETICS]

**Prerequisite:** Trained

You unshackle your ego and id, adding a value equal to your EGO score to APT.

### EMPTY MIND [NOETICS]

**Prerequisite:** Experienced, Shield Mind

Empty Mind allows you to make a mental Dodge maneuver against psychic attacks and mental maneuvers. Your mental Dodge bonus against an attack is equal to your MA against a TD 100 to succeed.

### MIND BREW [NOETICS]

**Prerequisite:** Experienced, Synaptic Synchronicity

You are more powerful with mental attacks and when you use a mental power that inflicts damage, add a +1 bonus for every 15 skill ranks to the damage.

### POWER OF WILL [NOETICS]

**Prerequisite:** Experienced, Unshackle Ego

You can tie one mental power (not an Academy of the Mind but the mental power can come from within one) to your EGO to embody your will. This binding causes 2-EGO impairment when formed and requires 2d10 minutes of mental focus and tuning every day sustained. Once done, you add your MA as a bonus to Mind skill checks when you use this mental power and add your EGO to 1 of the following of your choice: damage, area of effect (in feet), range (in feet) or duration (as a bonus to the listed increment of time). Once set for the day, this bonus is fixed. While you can only take this secret once, you can change the mental power it affects. To change powers requires you to take 2-EGO impairment and spend 2d10 minutes retuning to the new power. This can be done once per day.

### THOUGHT RIPPLE [NOETICS]

**Prerequisite:** Experienced, Overchannel [Channel]

You can use a normal action to make a Noetics skill check against the PD of every living being in a sphere 1 ft per skill rank. For each being you succeed against, you have tuned to their mental pattern as long as they have at least 1 REAS and 1 ESS. You use them as passive receptors to assist in your Channel skill and gain a bonus of +1 bonus to channel per entity. Bonuses gained from Thought Ripple apply to the max amount of PSI you can move in a CF Action Count. This bonus persists for as long as the tuned people stay within your area of effect.

### THOUGHT TO APTITUDE [NOETICS]

**Prerequisite:** Experienced, House of Will

You understand how to marshal thought to mentally engineer your experience in one area. For mental powers you have designated in a House of Will, you have a +20 skill advancement bonus.

**Back Brain [Noetics]**

**Prerequisite:** Specialist, Empty Mind, Unshackle Ego  
You engage the unused portions of your brain.

- Even when distracted, asleep or unconscious your back brain is alert, keeping you from harm. You can use the Empty Mind secret in such situations, always gain PD against attacks and can make active Noetics, Mind and Channel skills checks to counter actions, not matter if asleep or unconscious.
- You can assign your back brain to pick up maintenance for mental powers, Mind or Noetics skills as long as the maintenance is a quickened action only.

### BURN SYNAPSES [NOETICS]

**Prerequisite:** Specialist, Orchestrate Energy, Medium [Channel]

You can take a quickened action to temporarily burn away cognitive ability in order to draw out explosive amounts of PSI. The act impairs your REAS, EGO, WITS, and ESS each by 1 point for a full day but provides an immediate 5d10+50 PSI.

### DYNAMIC MIND [NOETICS]

**Prerequisite:** Specialist, Back Brain, First Advantage

While you are in an Alpha State (see base use of skill), mental powers that usually require a normal action to use can be done as a quickened action.

### SUBLIMINAL CONCORDANCE [NOETICS]

**Prerequisite:** Specialist, Unshackle Ego, Harness Power [Channel]

You create a low level concordance with an attribute, tuning your ability to use mental power to this attribute. Select 1 attribute from REAS, WITS, EGO or CHAR. This attribute is the focus of the concordant bond and you add its value directly to APT for all purposes. However, the link is directly tied to this attribute and any effect, attack, sickness or other event that damages or impairs the attribute, also equally affects your APT, reducing or modifying it as well. Also, if you ever deplete (voluntarily or otherwise) all your PSI, you must make a TD 100 attribute check or lose d3 from that attribute permanently. You may take this secret more than once but each time it applies to a different attribute.

### MULTITASK [NOETICS]

**Prerequisite:** Expert, Insight [Knowledge], Discipline [Self Control], Subliminal Concordance  
You must tie Subliminal Concordance to both WITS and REAS. Multitask allows you to use a quickened action to make a Noetics or Mind skill normal action (any).

### SERENE TEMPLE [NOETICS]

**Prerequisite:** Expert, Back Brain, Closed Mind, Shield Mind

You use your Noetics skill ranks in place of your normal PD. All normal bonuses still apply.

### ECHO OF INFINITY [NOETICS]

**Prerequisite:** Genius, Contemplation [Meditation], Subliminal Concordance, Multitask, Semantic Net [Knowledge]

You separate mind from the body and enter into a union with the infinite akashic stream. It is a form of ultimate experience that unleashes vast reservoirs of ordinarily untapped psychic energy. To enter this mental state requires a TD 175 skill check after you prepare for 50 – MA in months. If you fail, you must make a TD 100 EGO check or lose d3 points of EGO permanently. If you succeed, you are sucked away into this timeless ecstatic state for d100 days. During this time you experience wonders beyond imagining and when you return are charged with tremendous mental power. Each day you are away adds your Noetics skill ranks in PSI that you realize when you return. This massive increase in your personal power pool is counted as a natural increase in capacity that lasts for 1 day for every 10 skill ranks. Requires you to have Subliminal Concordance tied to EGO.

### HYPERFRENZY [NOETICS]

**Prerequisite:** Genius, Multitask, Dynamic Mind, Subliminal Concordance, Semantic Net [Knowledge]  
Put yourself into a heightened state where you can Supertask as outlined under the secret of the same name in Knowledge, any two skills together as long as both are of at least Specialist or higher. Hyperfrenzy is draining and every CF Action Count of use you have a 20% chance of impairing 1 of your WITS, REAS or EGO attributes by d3 points. Subliminal Concordance must be applied to WITS, REAS and EGO.

### STALK THE VOID [NOETICS]

**Prerequisite:** Legendary, Subliminal Concordance, Only the One [Meditation], Unfettered [Channel], Echo of Infinity

You understand how to explode the untapped depths of inner power and convert yourself into pure power to walk the Multiverse clothed in thought. You can do this at any time, even at the moment of death. However, once done, this state is hard to reverse as you are seduced by the ecstasy of godhead you assume in this formless, undetectable, nearly thoughtless existence. You must succeed at a TD 250 skill check to return to the physical world and at least d20 days will elapse before you can reform. Typically you reform somewhere you have a strong focus or mental affinity. This act is not done without cost, however. You must make a TD 100 attribute check for each of your attributes. If you fail, you lose d4 points off that attribute permanently. Subliminal Concordance must be tied to WITS, REAS, EGO and CHAR.

## PERFORM [CHAR]

Present a role or work of art before an audience, even if the audience is one, such as to sing on stage, compose a sonnet or speak in front of a crowd.

**Express.** Communicate an idea, mood, urge, feeling or suggestion/course of action. The type of performance dictates the time length but you must make at least a TD 75 skill check to get the audience to understand the expression. Moods, urges and feelings only last for as long as the performance. You must be able to communicate with the audience for this to work. Express influences and inspires the audience but does not command them. To communicate a suggestion or course of action but you must make a skill check as noted on the Audience Size table and it will only last for your skill ranks in minutes before fading. The GM may rule that certain emotional states are too subtle for a person to convey in this manner.

*Example – Jerrod, a friend of Chaeyrn, is looking for him in Melkalund. He is pressing one of his contacts for information when a group of Chaeyrn's underworld associates come into the area. Jerrod uses express to convey to his audience he is no one to trifle with. Since there is only 8 of them, Jerrod would normally only need a TD 75 but the GM rules they are especially unimpressed with Jerrod's appearance or the fact he is a hobbit and raises it to TD 125. Jerrod succeeds and even after he is done performing, the GM rules there is a lingering effect that helps bolster him in the eyes of the audience.*



**Choreograph.** Arrange and direct a group of performers in a performance from rehearsal to execution. Choreograph includes prearrangement or walkthroughs and other preparatory processes to improve performance. Choreograph requires 200% the time needed for the performance and a TD 75 skill check but gives a +20 bonus to the Perform skill check.

**Convey.** Inform, convince and convey information, even things ordinarily opposed by the listeners' beliefs or allegiance. This use of Perform seeks to interact with an audience equally by suspending their normal bias and prejudice. See below for the skill check required. If you fail, the audience does not understand. You must be able to communicate with the audience for this to work. You can use Convey covertly to target a single or several people. Doing so raises the base TD by +50 and if you fail, the covert info may be available to the rest of the audience if you rolled above the base TD needed.

AUDIENCE SIZE	
Size	TD
1	TD 50
2 - 10	TD 75
11 - 35	TD 100
36 - 70	TD 125
71+	TD 150

**Specialization Skill:** You must declare a Perform category when taking this skill. Any secrets you learn apply to all specializations that meet the same requirements, unless otherwise noted. Perform have the following specialization categories:

**Act:** The ability to recreate through actions, movements, mannerisms, or personality a particular person, event or time so an audience or viewer both recognizes and believes the subject and is moved by the artist's rendition. You can learn one particular character persona, event or timeframe skillfully for each skill rank.

**Art:** A creative expression of art using a medium. You can learn one particular medium for every 10 skill ranks, such as painting, statuary, drawing, sculpting, etc..

**Composition:** Writing, such as poems, songs, texts or treatises. You can learn one particular style of writing for every 10 skill ranks.

**Dance:** Your focus is dance. You can learn one particular dance well for each skill rank you have.

**Entertainment:** Your focus encompasses a

range of performances that infringe on some of the other listed ones, such as mime, juggling, jesting, pranks, antics, circus skills, flame breathing, costuming, design and layout, arrangement, or other like skills.

**Musical Instrument:** Your focus is a musical instrument or instruments. You can play one instrument for every 2 skill ranks. You can play music, memorize it, learn songs or tunes by ear, improvise or influence feelings through playing based on your skill.

**Oration:** Your focus is in your speech and your ability to address others. This skill can use arguments or merely move people.

### Arduin Legend: Nessyiu

They say when Nessyiu was born, a song unheard in the cosmos was sung and even the gods took pause to listen. Song and life filled Nessyiu's half-divine, immortal form from hoof to hairy head. He was an often seen visitor to the halls of the Emerald Star Gods, entertaining with song and dance. For a centaur, Nessyiu was renowned for his acrobatic ability and could somersault and tumble like a lean Hobbitt high on root ale.

Nessyiu hated war and conflict and learned quickly his music could the sooth the savage, beseech the hard hearted and make even the most barren ground throng with life. When the Nexus Wars began, Nessyiu traveled south, his music a wave of calm soothing the land as he went. Alas, for all his intentions, it was not to be. In Morvaen he met his end, as explosives set by Morvaenian forces to repel the invading Viruelandians exploded, ripping them to shreds and sadly slaying Nessyiu as well. They say his final note was his first off one, bitter and black, squelched as was his immortal form. They say the Emerald Star Gods have never forgiven the Morvaenians and took away their ability to hum and sing, cursing them to sing off tune and flat and to never have satisfaction in life or love.

**Song:** Your focus is the pure unaccompanied or accompanied expression of your voice in song, hymn or chant. You can learn one particular song precisely for each skill rank you have.

**Theater:** Your focus is theatric expression. You use this expression to create a drama (with or without props) to capture the attention of the audience and compel them to respond to the fiction, suspending their beliefs to join you in the saga of the story. You can truly act out events or handle them symbolically, while you draw in the audience and convey an intended message or particular effect. You can learn a particular form of theater (comedy, satire, etc.) well for every 10 skill ranks.

**Proficient:** [1+]:

Derring-do, Descant, Fugue, Gauge Audience, Solicit

**Trained:**

Harmony, Influence, Second Impression, See the Dream

**Experienced:**

Captivate, Expression, Join

**Specialist:**

Unlimited Repertoire, Performing Seduction

**Expert:**

Incite, Two-in-One

**Genius:**

Performer's Heart

**Legendary:**

Performance to Phantasm

### DERRING-DO [PERFORM]

**Prerequisite:** Proficient

You take great risks, almost reckless ones. You add a +10 bonus to TD 100 or higher Perform skill checks.

### DESCANT [PERFORM]

**Prerequisite:** Proficient

You can overwhelm or undercut another's use of the Perform skill, negating their effects while providing a desired effect instead. Make an opposed Perform skill check with the other performer; if you succeed, you can apply an effect of your own in place of theirs. If you fail, you gain a -10 circumstantial penalty to Perform skill checks against that performer and the audience for a day.

### FUGUE [PERFORM]

**Prerequisite:** Proficient

Mix two or more specializations of Perform, using the highest TD and best skill bonus of the Perform skills.

*Example – Khronin and Wildren enter Khurahaen. Khronin has been here before and chooses to use Fugue to the Compose*

*specialization of Perform to make a song about the city while using his Song specialization of Perform to belt it out on the spot. The GM rules a TD 100 for the Composition and TD 50 for the Song. Khronin has 35 skill ranks in Compose and 27 in Song. He gets to use the 35 skill ranks against the TD 100 to succeed. He rolls well and does, attracting a small crowd with his impromptu composition and performance.*

### GAUGE AUDIENCE [PERFORM]

**Prerequisite:** Proficient

You can appraise the reactions of an audience and determine the mood, gain some insight into where they are (as a crowd) moving and what state they just left. You can also determine the constituency of an audience as well, including who are the most influential, who are hiding or secretive, and so forth. See the Audience Size table for the skill check. A successful Gauge Audience provides a +20 bonus to Perform skill checks with the audience. Gauge Audience does not work with the Art or Composition specializations unless you are actively creating them in front of an audience.

### SOLICIT [PERFORM]

**Prerequisite:** Proficient

You know how to work an audience to coerce them to provide money or services. The action requires a Perform skill check as outlined in the Audience Size table (see above). They must listen or otherwise witness and feel the effect of your Perform skill and an audience requires at least one one-half minute of interaction per individual for this to work. If you succeed, the crowd will provide you with various types of the local means of trade. How much depends on the audience.

- Find the Basic Wage level for the area you are working (see GM).
- Roll d4. A 1 is two steps lower, 2 is one step lower, 3 is of equal rank, and 4 is one step higher.
- Take the minimum wage amount and multiply it by the audience. This represents the liquid cash an audience has on hand to give to your performance.

Soliciting a service is harder. It requires at least 1 minute per audience member and adds +25 to the TD. If you succeed, 10% + 1% for every point beyond the TD required of the audience will assist or do the service you have asked.

*Example – Later on Khronin elects to serenade 5 harlots and use his Solicit secret. His dice roll and bonuses come to 110, 10 points above the TD 100 required. He convinces 20% or 1 of them to provide him something on the house.*



### **HARMONY [PERFORM]**

**Prerequisite:** Trained

You can combine your Perform skill with another performer or an environmental element to gain greater effect. You can combine with one additional person or environmental effect for every 10 skill ranks. Each additional person adds a +10 bonus to the Perform skill checks even if they have no skill ranks in the Perform skill. Environmental effects can vary in their effect and are adjudicated by the GM.

### **INFLUENCE [PERFORM]**

**Prerequisite:** Trained

You can create a lasting influence on the audience. Your use of Perform skill lingers 1 melee round for every 2 skill ranks past the end of your performance for as long as the audience stays in the area of your performance.

### **SECOND IMPRESSION [PERFORM]**

**Prerequisite:** Trained

Normally when you meet another person, a first impression check is made to determine whether they recognize you by reputation, fame, etc. If you make a TD 75 Perform skill, you can provide another person a second chance to make this check.

### **SEE THE DREAM [PERFORM]**

**Prerequisite:** Trained

Select 1 specialization and add a +10 skill advancement bonus. You can take this secret more than once but each time it applies to a different specialization.

### **CAPTIVATE [PERFORM]**

**Prerequisite:** Experienced, Influence

You can completely absorb an audience in your performance, making them think of nothing else and lose track of time. They must listen or otherwise witness and feel the effect of your Perform skill and an audience requires at least one minute of interaction per individual for this to work. Make a Perform skill check using the Audience Size table (see above) +75. If you succeed, you pull the audience into almost living the performance. You can keep them in this state for as long as you perform. While Captivated, an audience will ignore non-life threatening events going on around them and stay focused on you.

### **EXPRESSION [PERFORM]**

**Prerequisite:** Experienced, Influence

Ordinarily, you can express ideas, moods, urges or feelings with your performing skills. However, you understand how to instill and present fully a (single) particular idea, interpretation, or dogma in a work.

This is transmitted to a viewer or audience, even if there is no language or communication in common. Make a Perform skill check using the Audience Size table +75.

### **JOIN [PERFORM]**

**Prerequisite:** Experienced, Harmony

You can pull the audience into the performance, drawing them into living or acting it out with you. Make a Perform skill check like normal using the Audience Size table (see above) but add +50 to the TD to draw the audience to join you in the performance.

### **UNLIMITED REPERTOIRE [PERFORM]**

**Prerequisite:** Specialist, See the Dream, Rapport [Social]

You can remove the limit ordinarily imposed by skill proficiency for the specialization defined in See the Dream. This allows you to learn a number of performing devices (songs, dances, etc.) based on your REAS score for each skill rank.

### **PERFORMING SEDUCTION [PERFORM]**

**Prerequisite:** Specialist, Captivate, Rapport [Social]

You target a single entity to seduce through your performing arts. While typically sexual seduction, you can also seduce an individual to accept an ideological, rhetorical or spiritual standpoint, inclining the victim to do something or believe something they would not normally do. See the Social skill secret Woo for details on seduction, using your Perform skill check in place of the Social skill in the write up.

### **INCITE [PERFORM]**

**Prerequisite:** Expert, Join, Cool Headed [Social], Captivate

You can rouse an audience perform some action. To do so you must make a Perform skill check using the Audience Size table (see above) +100. Incite allows you to get an audience to spontaneously act, riot, revolt, demonstrate, rush out to save someone or take up a cause or even undertake some community work, like clean up a street, repair a building and so forth. This sentiment will last as dictated by your Influence secret.

### **TWO-IN-ONE [PERFORM]**

**Prerequisite:** Expert, Expression, Captivate, Magnify Presence [Social]

You can combine the effects of two "active" Perform secrets into one, even if they are the same. You must use the higher of the two TD required to succeed but use the higher of any skill ranks if combining secrets. Descant, Gauge Audience, Solicit, Harmony, Second



Impression, Expression, Join, Captivate, Performing Seduction, Performer's Heart, Performance to Phantasm, and Incite are "active" secrets. Dream, Derring-do, Influence, Fugue, Unlimited Repertoire, and Two-in-One are "passive" ones.

### PERFORMER'S HEART [PERFORM]

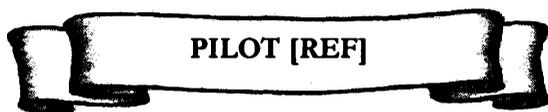
**Prerequisite:** Genius, Unlimited Repertoire, Two-in-One, Incite, Detachment [Self Control]

You can use your Perform skill to inspire or inflict a status or conditions on a single target. It takes a normal action and a Perform skill check versus your victim's PD. If you succeed, you inflict one emotional effect. Unless otherwise stated, the effect lasts for one full day.

### PERFORMANCE TO PHANTASM [PERFORM]

**Prerequisite:** Legendary, Performer's Heart, Social Empathy [Social], Incite, Performing Seduction

Your ability to convey, influence and captivate an audience is so real it literally becomes a phantasmal accompaniment to the performance, pulling in the audience to what is happening. You must make a Perform skill check like normal but also apply it to the audience member's PD as well. Those drawn into this quasi-reality state and fail the PD check cannot break away or work counter to the production. As an example, you could tell a tale of death, focused on one individual who is so drawn into the tale they literally live a quasi-real version of it. If they carried the tale to its ending, you could literally perform them to death (if you overcame their PD).



Operating a vehicle or object that does NOT use your body's physical ability to drive it, such as a wagon, automobile or even a catapult.

**Crisis Drive.** Crisis driving differs from normal driving and includes situations such as chariot chases, hazardous weather or riding through a hail of arrows or magik. In most instances this requires a TD 75 to keep control of the vehicle. However, the difficulty will vary depending on the circumstances and the GM will determine new TD as applicable.

**Drive.** You can drive with perfect confidence, being able to control the horses or other creatures or none as appropriate without attracting attention or

causing possible accidents with a TD 25 skill check. If the animals become spooked for some reason, you can make a TD 75 to retain control of them. Alternately, if you lost control of them you can make a TD 75 to regain control of spooked animals harnessed to a wagon, cart or chariot, etc.

**Specialization Skill:** You must declare a vehicle when selecting this skill. Each vehicle is considered a specialization. Any secrets you learn apply to all specializations that meet the same requirements, unless otherwise noted or stated in the secret.

**Proficient:**

Mover, Polished Basics

**Trained:**

Intermediate Techniques

**Experienced:**

Maneuvers

**Specialist:**

Advanced Techniques

**Expert:**

Stunts

**Genius:**

Master Moves

**Legendary:**

Unreal Moves

### MOVER [PILOT]

**Prerequisite:** Proficient

You can coordinate the actions of multiple vehicles. You can handle any number of vehicles but the TD for any skill checks rises by +5 for every additional vehicle.

### POLISHED BASICS [PILOT]

**Prerequisite:** Proficient

You automatically succeed at TD 50 or less skill checks.

### INTERMEDIATE TECHNIQUES [PILOT]

**Prerequisite:** Trained

You can "push" one aspect of your vehicle or object, using your skill ranks as a percentage increase. If you exceed its maximums, you run the risk of destroying or damaging it by 1% for each 1% increase beyond its max.

### MANEUVERS [PILOT]

**Prerequisite:** Experienced, Intermediate Techniques

You can put a vehicle or object through its paces, taking it to maximum capacity for twice as long as normal. You are also +30 to maneuvers as well. Not all vehicles have maneuvers. Those that do are listed by the vehicle.



### ADVANCED TECHNIQUES [PILOT]

**Prerequisite:** Specialist, Maneuvers, Bricoler [Mechanic]

You can attempt a maneuver you know from another vehicle or object with a different vehicle or object if feasibly possible, and where you have at least 25 ranks in the base vehicle. Skill checks are applied as normal for the object or vehicle the maneuver is taken from. If the skill check is failed, the vehicle or object is damaged in some way by the failed maneuver.

*Example – Craise, a friend of Khronin, is a master of the chariot. The chariots he uses have multiple maneuvers but his favorite is the sideswipe. While piloting a wagon, Craise is accosted by three horse riding bandits. Unperturbed, he uses the sideswipe maneuver he knows from the chariot with the wagon to smash into one of the riders, sending him and his horse flying.*

### STUNTS [PILOT]

**Prerequisite:** Expert, Advanced Techniques, Fast Learner [Knowledge], Exploit [Mechanic]

You can do stunts with a vehicle or object, such as spin a catapult on one wheel, make a cart do a pirouette, etc. The GM sets the TD of the maneuver attempted versus the circumstances and the ability of the vehicle to perform it. The Knowledge skill must be in the vehicle or object type, such as Siege weapons for a scorpion or Wagons for a cart or carriage.



**SKILLS**

### MASTER MOVES [PILOT]

**Prerequisite:** Genius, Stunts, Adjust Settings [Mechanic], Problem Solver [Mechanic]

Each class of vehicles and most objects have master moves that can only be done by an individual with this skill.

### UNREAL MOVES [PILOT]

**Prerequisite:** Legendary, Master Moves, Supertask [Knowledge]

You can do unreal, unrealistic, impossible moves with a vehicle if you can succeed at a TD 200 skill check. The Knowledge skill chosen for this secret must be in the vehicle or object type being piloted, such as Wagons [Knowledge] or Powered Space Armor [Knowledge]. The Supertask must be tied to the Pilot skill.

## PNEUMA [ESS]

The Pneuma skill is about faith, devotion, conviction and the manifestation of belief more than an understanding of the differing religions, their interactions and dynamics. That information is held within Religion [Knowledge].

**Chastise.** Expend Faith to confront or chastise another being, living, spiritual, dead, or otherwise. You must choose the method of delivery (touch, sight, sound, etc.) and name the victim for this to function (general terms only required). **The victim must be able to sense the method of delivery you select.** Using a visual representation (such as presenting your holy symbol) to a blind man would be ineffective. Your voice (intoning the scriptures of your divinity) to the same would not. This effect has a 30 ft range and affects whatever targets the dogma of your religion dictates. It requires 1 Faith and uses a Pneuma check against the MD of your target. If you succeed, the target is gripped in a vise of righteous dilemma and descends into a state of internal torment and repentance. At your choice, the target at this point is rooted to the spot and Stunned or forced to flee at its full speed away from you. Either way the effect lasts 1 melee round for every 5 skill ranks.

*Example – Khronin hears tales of an old haunted manse in the town that devours the unfortunate souls of those who stray within its walls. Seeking it out and entering within, he comes face to face with a grey ghost. He Chastises the ghost, expending Faith and forces it to flee.*

**SKILLS**

**Commune.** Use faith to speak to a higher power. Each religion details how it communes with its deity. Communion can take the form of knowledge, reaffirming understanding, or even as a form of intervention or intercession. Communion takes 1 Faith and may take more depending on the interaction. Each communion allows the player to ask the GM a question; though the GM is not bound to answer it or may answer it partially, in riddles, with omens and signs, etc.

**Entreat Boon.** Entreat with one's deity for a boon. A boon can take any form and is detailed by the player when entreated. Boons always come with strings such as quests, vows, hard requirements or life changes, if fulfilled. The TD is based on the type of boon, religious dogma and the deity. A boon costs 1 Faith for each TD tier, starting with Simple (TD 25).

*Example - Khronin, Lougren, Chaeryn, Throeded and Wildren have a very bad encounter with a Shadow Demon. Khronin manages to escape by the barest margin. Later on, he Entreats Boon of his deity, using the Faith he has left to ask for the resurrection of his entire party. The GM rules he has enough to raise 1 of the four but Khronin expends all but 1 Faith in the process.*

*Khronin could just have easily done the same to smite a band of undead, to surmount an obstacle between him and a goal, or to whisk him from the jaws of death. It could also call upon your deity's divine host, specific influence in a temple or other items..*

**Measure Faith.** Determine the strength of another's faith. It takes one full minute of scanning and concentration and a TD 100 skill check. If a person opposes your detection, you make opposed skill checks instead. If you succeed you know generally the size of the person's Faith Pool.

**Proficient:**

Divine Grace, Fanaticism, Fasting, Logos, Shrive

**Trained:**

Aura of Faith, Divine Armor, Share Burden, Watchful Spirit

**Experienced:**

Avoid Curse, Invocation, Penance, Symbology, Touch of Grace

**Specialist:**

Unearthly Wisdom, Uncommon Faith, Vow

**Expert:**

Reprimand, Sacred Rite

**Genius:**

Invincible Spirit, Mysticism

**Legendary:**

Untrammled Faith

## DIVINE GRACE [PNEUMA]

**Prerequisite:** Proficient

Your faith is a tangible presence that sways the weapons of enemies away. The secret converts Faith into DEF for a full day. Divine Grace requires at least 1 minute of invocation and 1-Faith; in return it provides a +1 bonus for every 3 skill ranks. You can elect to apply the bonus to MD or PD in place of DEF. You may only apply this secret once per day.

## FANATICISM [PNEUMA]

**Prerequisite:** Proficient

Strong sense of authority and uncompromising zeal allows you to place a +1 bonus for every 5 skill ranks into any single Save, any single DEF, an attack roll, or to a solitary skill. Fanaticism requires at least 5 minutes of invocation, 2-Faith, and lasts for a full day. You can shift this bonus at any time but no more than once per melee round. You can only use this secret once per day.

## FASTING [PNEUMA]

**Prerequisite:** Proficient

A lengthy act of denying food, sleep and drink aimed towards the purpose of purification and/or suffering. Fasting can be used to purify the flesh from poisons, toxins, curses or debilitating magik. The length of fasting and Faith required depends on the affliction's TD. Subtract your skill ranks from 200 to determine the number of hours you must fast. At the end of this time make a skill check against 150% of the poison, toxin, curse or debilitating magik's TD. If you succeed, you throw off the ailment.

## LOGOS [PNEUMA]

**Prerequisite:** Proficient

Add a +2 bonus to Faith Growth rolls.

## SHRIVE [PNEUMA]

**Prerequisite:** Proficient

This secret is mechanically the same as Chastise, except the state of terror and suffering causes physical damage. Each melee round the victim is afflicted, they take 1 HP damage for every 10 skill ranks plus the listed afflictions.

## AURA OF FAITH [PNEUMA]

**Prerequisite:** Trained

Empower your faith to pervade your very flesh and keep you going when death, disease, harm or other ailments or wounds would have slain you. The secret converts Faith into HP for a full day. Aura of Faith requires at least 1 minute of invocation and 1-Faith; it provides a +1 bonus for every 5 skill ranks into HP for a full day. You may only apply this secret once per day.



### **DIVINE ARMOR [PNEUMA]**

**Prerequisite:** Trained

Your faith is a steely barrier that you can wrap around you to weather even the most fervent trials. The secret converts Faith into DR for a full day. Divine Armor requires at least 1 minute of invocation and 1-Faith; it provides a +1 bonus for every 10 skill ranks. You can apply the bonus to MR or PR in place of DR. You may only apply this secret once per day.

### **SHARE BURDEN [PNEUMA]**

**Prerequisite:** Trained

You understand how share or place the entire burden of faith on another living being or upon a sacred object that embodies faith, such as a reliquary. Share Burden takes a quickened action and requires a TD 100 skill check unopposed by the target. If you succeed, you can pass some or all of an instance of Faith point loss to the target, reducing their Faith by the amount shared instead. You dictate how much of the Faith loss is shared. If they do not have enough Faith, the difference is subtracted from you. Share Burden only shares Faith loss after the fact: meaning it shares the Faith loss after you have completed the maneuver or magik that caused the requirement in the first place. You cannot use Share Burden to meet a requirement for magik or secrets.

### **WATCHFUL SPIRIT [PNEUMA]**

**Prerequisite:** Trained

Your faith is the watch guard of your soul. You can make opposed Pneuma skill checks as a defense against the soul, spirit or ESS draining or blasting attacks of enemies, using the ATK roll of the enemy as the TD. If successful, the attack is negated.

### **AVOID CURSE [PNEUMA]**

**Prerequisite:** Experienced, Logos

When afflicted with a curse, you can make a Pneuma skill check opposed by the cursing person's skill. If you succeed, the curse fails.

### **INVOCATION [PNEUMA]**

**Prerequisite:** Experienced, Medium [Channel]

You beseech the divine to intervene on your behalf in small matters of Faith. When casting a prayer [Entreaty] or using a ritual [Ceremony] that has a requirement for 1 Faith point, you can make a TD 125 Pneuma skill check. If you succeed, your divinity has heard your invocation and the Faith point is not required. If you fail, your invocation was not heard and you provide the Faith as normal. When you select this secret, you indicate which skill (Entreaty or Ceremony) you can enhance. To provide this benefit for both would require you to take the secret twice.

### **PENANCE [PNEUMA]**

**Prerequisite:** Experienced, Share Burden

Penance allows you make a TD 125 skill check when you transgress dogma or suffer a Crisis of Faith to reduce the loss of Faith by  $-d3+1$ . Penance requires 1 Faith that is expended whether you succeed the skill check or not. Penance can also be used when another person is reduced to zero or less Faith. You can make a TD 125 skill check to relieve them of their dilemma. Penance If you succeed you bring them back to 1 Faith.

### **SYMBOLGY [PNEUMA]**

**Prerequisite:** Experienced, Magnify Presence [Social]

You understand how to refine your faith into a tangible symbol that inspires and empowers you. The symbol must take a physical form. Once formed, you must pray, meditate or otherwise perform the normal faith ceremony required for your religion using the symbol at least once per day to gain the benefits listed below:

- When you expend 1 Faith for a Profession, Path or Pneuma secrets, such as Aura of Faith or Divine Armor, the duration is increased from hours to days and days to weeks instead. Only secrets that use a 1 Faith point can benefit from this increase.
- Add a +3 bonus to Faith Growth rolls.

### **TOUCH OF GRACE [PNEUMA]**

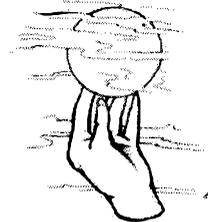
**Prerequisite:** Experienced, Aura of Faith

Your faith is a thing of gravity and authority, permeating your being. The secret converts 2 Faith into an attribute bonus for a full day. Touch of Grace requires at least 1 hour of invocation and 2-Faith for a +1 bonus for every 15 skill ranks to a single attribute. You may only apply this secret once per day.

### **UNEARTHLY WISDOM [PNEUMA]**

**Prerequisite:** Specialist, Logos, Watchful Spirit

You have attained a state of transcendence through faith and may call upon deep wells of knowledge and understanding. Unearthly Wisdom requires 2-Faith to use. Add your APT as a bonus to any single roll. You can only apply the bonus once per CF Action Count and it lasts for 1 melee round for every 10 skill ranks.



### UNCOMMON FAITH [PNEUMA]

**Prerequisite:** Specialist, Symbology, Medium [Channel]

When you use a Ceremony, Entreaty, Pneuma, Path, or Profession secret that uses 1 Faith point, make a TD 125 skill check. If you succeed, you do not use the Faith.

### VOW [PNEUMA]

**Prerequisite:** Specialist, Invocation, Symbology

There are many vows and each are a path for increasing power, gaining Faith or myriad other things. Each religion has its own list of accepted/restricted vows. Requires Invocation be applied to the Ceremony skill.

### REPRIMAND [PNEUMA]

**Prerequisite:** Expert, Shrive, Touch of Grace, Unearthy Wisdom

Reprimand is handled like Shrive but you can choose to inflict one of the following instead:

- Damage them for 1-HP damage per 5 skill ranks. If you make this election the secret requires 3-Faith.
- Inflict 1-BODY damage for every 25 skill ranks if affecting a corporeal being. If you make this election the secret requires 5-Faith.
- Inflict 1-APT damage for every 15 skill ranks if affecting an incorporeal being. If you make this election the secret requires 5-Faith.

### SACRED RITE [PNEUMA]

**Prerequisite:** Expert, Invocation, Symbology, Unearthy Wisdom

A special, significant rite performed at a religious center or other sanctified religious area. The chosen place must be able to support the rites (see Religion and Power section). Each religion has a different rite or rites they can conduct. Sacred Rite allows you to focus and work the faith required to enact the Sacred Rite. Requires Invocation be applied to the Ceremony skill

### INVINCIBLE SPIRIT [PNEUMA]

**Prerequisite:** Genius, Unearthy Wisdom, Symbology, Uncommon Faith, Invocation

Your faith is an invincible, ineffable strength that allows you to resist the most powerful acts of enemies. Invincible Spirit requires 2-Faith and allows you to substitute a skill check in place of a normal DEF (Psychic DEF, Magik DEF or DEF) or save (Fear, Shock, Disease, Poison/Venom). The effect lasts for a full week. You can shift this bonus at any time but no more than once per melee round.

Requires Invocation be applied to the Ceremony and Entreaty skills. You may only apply this secret once per week.

### MYSTICISM [PNEUMA]

**Prerequisite:** Genius, Thin the Veil [Meditation], Symbology, Unearthy Wisdom, Uncommon Faith, Invocation

Mysticism is deep contemplation of faith and your place in the hierarchy of your deity. You can enter a meditative repose to build your Faith. Make a Pneuma skill check and subtract from a base 200 to determine the number of days it takes to build 1 Faith point. Zero or less results mean you can build 1-Faith per day. While in repose, you can do nothing else. Any interruption or delay breaks the meditation and you lose any benefit. Requires Invocation be applied to the Ceremony and Entreaty skills.

### UNTRAMMELED FAITH [PNEUMA]

**Prerequisite:** Legendary, Invincible Spirit, Mysticism, Vow (at least 2 accepted by your religion), Overchannel [Channel]

Your spirit is strong, powerful and unconquerable.

- You apply the benefits of Uncommon Faith to all secrets, rituals [Ceremony] or prayers (Entreaty) that require 2-Faith.
- Faith Pool is always considered to be equal to one-tenth of your Pneuma skill ranks for the purposes of prayers or rituals, unless its actually higher.
- Invincible Spirit applies its benefits to 1 DEF and 1 Save simultaneously. You can shift the bonus to either as outlined.

### RECON [WITS]

Recon is the inspection or exploration of an area to gather information, usually by the means of physical and covert observation. Recon replaces Perception when you make a studied or detailed inspection of an area, person or item.

**Act as Observer.** Act as a spotter for a missileer, siege weapon, artillery, sniper or other thematically aligned situation. It means matching the target to the method of attack, using vision, visual aids, maps, positioning systems, magik or whatever tools apply to the form of attack and making corrections and adjustments as needed. Basic skill check to succeed is TD 75. The GM modifies this based on the situation, tools, communication ability, and terrain available to act as a spotter. Give a +1



bonus for every 3 skill ranks and it lasts only for as long as you act as an observer.

**Detect Ambush.** Detecting ambushes is paying attention to the same details that you would use to lay an ambush. As a normal action, make an opposed Recon skill check with the Combat skill of the ambusher. If you succeed, you detect the ambush when attacked and are not Outmaneuvered against attacks until your first CF Action Count. All other penalties still apply. After the ambush melee round, you conduct battle like normal.

**Find Hidden.** Look for secret or concealed entrances, a hidden or stealthy person and other similar situations. You can Recon an area 10 ft square per 1 minute with a TD 100 to discover anything. You can choose to cover up the evidence of your search, spending 1 minute covering up evidence for every 1 minute you spent search. Your skill check becomes the TD for others to notice.

**Follow Trail.** Anyone can hunt down or follow a trail but they double the base TD (see Track secret). An untrained tracker who loses a trail cannot make another roll to find it and continue on.

**Perspicuity.** Use 1 minute of observation and a TD 75 skill check to pick up on the emotions and thoughts of another without having those emotions and thoughts communicated in an objectively explicit manner. Perspicuity gives a +10 bonus to Interpersonal skills for one hour with the observed individual.

**Search for Clues:** When you don't know what you are looking for, but you need to spot anything that seems out of place or somehow significant, you can make a TD 100 to find relevant clues. The GM provides the hint or clue if you make the skill check but can raise or lower the skill check as needed to fit the situation.

**Proficient:**

Case, Close Search, Hazard Awareness, My Eye to Yours, Signaling,

**Trained:**

Distance Estimation, Eavesdrop, Mapping, Track, Trail Blazing

**Experienced:**

Area Search, Eye for the Hidden, Vigilance

**Specialist:**

Anticipation, Assess Security, Evade

**Expert:**

Observation, Suspicious Eye

**Genius:**

Exfiltrate

**Legendary:**

Intuitive Awareness

## CASE [RECON]

**Prerequisite:** Proficient

Case is the secret of rapidly assimilating details about a place, area, structure or building. You can then draw sketches from memory outlining its interior and exterior layout, security, and the position of objects, people, etc. to the structure. You must spend 1 melee round for each 10 ft square within, around, and near the structure. To do so covertly requires 1 minute for each 10 ft square. Your skill check becomes the TD for others to notice.

## CLOSE SEARCH [RECON]

**Prerequisite:** Proficient

With a normal action you can scan an area 5 ft square or smaller and make a single skill check that includes Find Hidden and Search for Clues checks (see basic skill use). You can apply this maneuver to find items concealed upon a person, in a piece of furniture or inside a small area (5 ft square area maximum). Outside of melee you can do the same, 1 minute to scan a 5 ft square but do so at a +20 bonus for the combined Find Hidden and Search for Clues skill check.

## HAZARD AWARENESS [RECON]

**Prerequisite:** Proficient

You gain a reflexive Recon skill check against any ambush or surprise attack. If you succeed, you gain the benefits described under Detect Ambush and halve the CF penalty an ambush inflicts during the ambush melee round.

## MY EYE TO YOURS [RECON]

**Prerequisite:** Proficient

You can use a quickened action to convey the results of a Recon skill check to 1 other person for every 10 skill ranks as if they had made the skill check.

## SIGNALING [RECON]

**Prerequisite:** Proficient

Create and interpret signals of a particular type. You can master 1 type of signaling for every 5 skill ranks. Signaling can range from anything from like semaphore, symbols, and physical cues to nonverbal signaling such as body language, paralinguistic, or gestures.

## DISTANCE ESTIMATION [RECON]

**Prerequisite:** Trained

You can estimate how far from 1 point to another. You can also estimate how long it will take to move from 1 point to another. Determining distance or time requires a TD 50 skill check and d10 minutes. In combat you can use a quickened action to estimate



the distance between two visible or sensed objects. Determining distance or time to point requires a TD 75 skill check.

### Arduin Legend:

#### N'kalla-nonchall-Laut

The Rainbow Sea is home to many creatures and among their where beings the Amazons called N'kalla-nonchall-Laut, or the Fiends of Wave and Wind. Once Faerie, these beings mixed their heritage with the Gold Spirits of Sunken Hourchor, synthesizing through magik and endless patience something both different and strange, full of wildness and power.

Respect them, give them their due, which is aught but salted bread and fresh water — else they unleash their rage and tear a ship to shreds with shrieking wind and hammering wave.

### EAVESDROP [RECON]

**Prerequisite:** Trained

You use your Recon skill in place to unobtrusively listen in, observe and otherwise notice details about other people's conversation and actions. Eavesdrop requires a TD 75 and that you be within 1 ft for each skill rank of your target. It allows you to pick up information being passed to or from the target and to make a Search for Clues and a Perspicuity check at the same time (1 roll for the TD and both checks). Eavesdrop cannot be performed in combat. If you fail the TD, your target notices your actions.

### MAPPING [RECON]

**Prerequisite:** Trained

You understand how to create accurate depictions of terrain, structures, architecture and other important features.

### TRACK [RECON]

**Prerequisite:** Trained

You can read and identify tracks or the trail left by men, animals or creatures. Unlike Follow Trail, Tracking includes the evaluation of tracks to determine details about the tracked, such as how encumbered or burdened they are, type or speed of movement, apparent direction, number of beings and potentially whether they know they are being followed. To determine the TD required:

TRAIL TYPE	TD
Fresh trail <sup>1</sup>	TD 50
Less than an hour old	TD 75
1 – 6 hours old	TD 100
7 – 24 hours old	TD 150
Cold trail <sup>2</sup>	TD 200

<sup>1</sup> Within one minute of its making is considered a fresh trail.

<sup>2</sup> anything past 24 hours is a cold trail.

<sup>3</sup> Heavy fog, rain, wet mist, and so on. Each continuous hour adds +50.

<sup>4</sup> Apply this modification only once to the TD for the largest creature.

If the quarry tracked is actively attempting to hide their trail, they add their skill ranks to the TD. A failed roll means the signs you find are non-existent, vague, misleading or inconclusive. A second skill check is required to clarify the trail. If you fail this roll, you have lost your prey. If you fumble any roll, you lose your prey. Any critical skill checks provide a bonus of +50 to the next tracking skill check.

How long between skill checks is determined by your skill. You can track someone or something for 1 minute per every skill rank before requiring another skill check under normal circumstances. Certain instances, such as the prey passing through a nexus, taking a seven league step, taking to the air and other like circumstances would require a skill check before time elapsed to continue to track the quarry.

### TRAIL BLAZING [RECON]

**Prerequisite:** Trained

You understand how to adeptly mark a trail for easy following. Anyone using your trail adds your skill ranks to avoid hazards on the route you have marked. To successfully blaze a trail requires a TD 75 skill check for each day of the trail.

### AREA SEARCH [RECON]

**Prerequisite:** Experienced, Close Search

Area Search is a duplicate of Close Search but covers a 20 ft square area in one melee round instead.

### EYE FOR THE HIDDEN [RECON]

**Prerequisite:** Experienced, Refine Sensitivity [Self Control]

You see things others do not. Add a +30 bonus to PER and a +10 skill advancement bonus to Recon.

### VIGILANCE [RECON]

**Prerequisite:** Experienced, Hazard Awareness

You instinctively react to ambushes and are not outmaneuvered as outlined under Detect Ambush during the Ambush Melee Round. However, if you can succeed with a skill check as outlined in Hazard Awareness, you do not suffer the CF penalty for the Ambush either.

### ANTICIPATION [RECON]

**Prerequisite:** Specialist, Eye for the Hidden, Elastic Mind [Combat]

Anticipation is to rapidly estimate or read movements undertaken by other living (or undead) creatures.

- You are never denied COORD bonuses to skills, DEF, ATK, or actions unless totally immobilized, paralyzed, flattened or inflicted with a condition that prevents all movement.
- When making a physical counter to an opponent in melee you add a +10 bonus to the dice roll. This bonus can be applied to Dodge, Parry, or Block rolls, Athletics skill checks to prevent being knocked down, to rolls to stop from being disarmed, etc.

### ASSESS SECURITY [RECON]

**Prerequisite:** Specialist, Case, Experienced Intel

You make a skill check against the TD of the area, place, structure or building to determine what security is in place. Security Systems [Crime] would tell you (intellectually) how to get past each one of these while Crack Security [Crime] is the actual "hands on" physically doing so.

*Example – Chaeryn uses Assess Security on the estate manor that holds the Mancusia Jewels. He makes the TD and determines the estate is protected by roving packs of ferocious hounds at night, guarded by a 10-ft wall, Melkalund blueice locks on all the doors and windows, as well as triple layer arcane security on the main manse to prevent dimensional, t-port or extraplanar penetration.*

### EVADE [RECON]

**Prerequisite:** Specialist, Stealth [Clandestine], Track

You are a master at learning how to break away, evade and otherwise escape from pursuit or avoid conflict. Evade is NOT skill in slipping bonds or escape artistry but talent in using the lay of the land or idiosyncrasies of the environment and situations to shake off and lose pursuers. Evade adds your Recon skill ranks as a bonus to Escape and Evasion. You can also use this skill to avoid conflicts and encounters. The GM supplies the TD to evade an encounter overland.

### OBSERVATION [RECON]

**Prerequisite:** Expert, Anticipation, Evade, Vigilance  
Where PER is awareness on a gut and intuitive level and derives a quick picture of an action or activity, this is the training to notice small or watched for details while discarding unrelated ones.

- You use your Recon skill in place of normal PER checks.
- You add a further +5 to the bonus outlined under Anticipation for physical counters.

### SUSPICIOUS EYE [RECON]

**Prerequisite:** Expert, Anticipation, Vigilance, Area Search

You always get a PER check, even if normally denied a PER check or Recon skill check.

### EXFILTRATE [RECON]

**Prerequisite:** Genius, Observation, Evade, Suspicious Eye, Khurahaen Angles [Knowledge]

You instinctively reduce the ability of others to notice you or details about you; your Recon skill check becoming the TD others must surpass to notice anything about you – not invisibility to sight but anonymity to it.

### INTUITIVE AWARENESS [RECON]

**Prerequisite:** Legendary, Suspicious Eye, Observation, Elastic Mind [Combat], Intuitive Leap [Engineer], Outside Context [Knowledge]

You gain a native ability to innately gain a chance to discern any rightness or wrongness in something or some situation. You must name the circumstance for which it applies, such as feeling the wrongness of stonework outlined in the Dwarven racial ability or some other choice. You may take this secret more than once but each time it applies to a different circumstance.



## RIDE [ADROIT]

Riding is how well you handle a vehicle or object that uses your body's physical ability to drive it (skiing, surfing or rowing a boat, for example) or to ride an animal or creature of some kind.

**Mounted Maneuvers.** Control a steed in battle, rapid dismount or mount, spur it to charge, or trot for long distance. All of these take a normal action and require a TD 50 skill check. You can make a TD 125 skill check to perform these as quickened actions instead.

**Specialization Skill:** You must declare a steed when selecting this skill. Each steed is considered a specialization. Any secrets you learn apply to all specializations that meet the same requirements, unless otherwise noted or stated in the secret.

### Proficient:

Mounted Fighter, Staying on the Steed, Tricks

### Trained:

Mounted Dodge, Mounted Maneuver

### Experienced:

Coordinated Ride, War Steed

### Specialist:

Artful Rider

### Expert:

Gifted Rider

### Genius:

Unconscious Control

### Legendary:

As One Being

## MOUNTED FIGHTER [RIDE]

**Prerequisite:** Proficient

You ignore the normal -30 penalty to ATK and Maneuver skill use when mounted.

## STAYING ON THE STEED [RIDE]

**Prerequisite:** Proficient

You have a +30 bonus to skill checks against unseat or dismount actions or maneuvers.

## TRICKS [RIDE]

**Prerequisite:** Proficient

Using a normal action, you can perform tricks such as standing on an animal's back, hanging from the side, or under its belly (usually for to hide from enemies or for cover), side saddle, as well as things such as quick

mounts and dismounts; mounting a horse by leaping down from above or with a running start, leaping from the back of a horse onto another horse or wagon, and similar acts. All such tricks require a TD 75 skill check.

## MOUNTED DODGE [RIDE]

**Prerequisite:** Trained

Normally, the rider is constrained to the Dodge capability of the mount, regardless of who is the target of the attack. Mounted Dodge allows you to give your steed a +1 bonus to Dodge for every 10 skill ranks. If the steed normally cannot Dodge, no benefit is gained. Also, you can employ a normal action to use your Dodge against attacks aimed at you independent from your steed's use of Dodge.

## MOUNTED MANEUVER [RIDE]

**Prerequisite:** Trained

You can use the special maneuvers (if any) of a mount.

*Example – Wildren is riding a battle trained mount. When surrounded by a group of Orcs he employs his mount's special maneuver (Long Leap) to jump over and out of the encircling mass.*

## COORDINATED RIDE [RIDE]

**Prerequisite:** Experienced, Mounted Maneuver

You can coordinate a mounted maneuver with 1 additional person on a mount for every 25 skill ranks, even if they do not have the prerequisites to normally use the maneuver.

## WAR STEED [RIDE]

**Prerequisite:** Experienced, Mounted Fighter

You have honed your native aptitude for fighting from the back of a steed and have a +1 bonus to DEF and ATK for every 5 skill ranks while mounted.

## ARTFUL RIDER [RIDE]

**Prerequisite:** Specialist, Mounted Maneuver, Mounted Dodge

You have a +2 bonus to critical success with the Ride skill. You can use a quickened action instead of a normal action to Dodge as outlined in Mounted Dodge and add a +10 skill advancement bonus to the Ride skill.

## GIFTED RIDER [RIDE]

**Prerequisite:** Expert, Artful Rider, Elastic Mind [Combat], Proprioception [Athletics]

You can use the special maneuvers (if any) of any mount, regardless of whether you know how to ride it or not.

### UNCONSCIOUS CONTROL [RIDE]

**Prerequisite:** Genius, Synergy [Athletics], Gifted Rider, Discipline [Self Control], Coordinated Ride  
You can use a maneuver (outlined in the base use of skill) or Trick (see secret of the same name) without making a skill check or using an action to do so. You continue riding, even if unconscious or dead.

### AS ONE BEING [RIDE]

**Prerequisite:** Legendary, Unconscious Control, Lightning Reactions [Athletics], Implacable Resolve [Self Control]  
You and your mount move as one. The mount can make use of your skill ranks with any skill that uses ADROIT, REF, COORD, STR, MASS, SIZE or BODY as its governing attribute.

## SELF CONTROL [EGO]

The discipline of self mastery over your physical body and mental state; composed partially of physical training, some mental training, and strength of mind.

**Control Pain.** If the pain is inflicted by a spell, mental power or similar effect, make a Self Control skill check opposed by the skill used with the effect. If the pain is from a disease, ailment or wound, make a TD 100 skill check to handle the pain. This TD may be higher; statuses or conditions inflicted as a result of magik, mental power or other effects may have a higher TD requirement to overcome. Once you have gained control, you can hold back the pain for 1 melee round for every skill rank before you make another skill check.

**Heighten Senses.** Use Self Control to master your senses, forcing them to higher points of acuity or lower depths of sensitivity. With a TD 100 skill check, you add a +20 bonus to PER for 1 minute. You can reverse this and lower PER as well.

**Overcome Trauma.** Overcome the effects of internal or external trauma, such as broken bones, ruptured organs or shattered limbs. The act requires a TD 125 skill check to succeed. Overcoming the effect does not negate it; only puts it off for 1 melee round for every 10 skill ranks.

**Self Mastery.** Handle status ailments or conditions by mastering your emotions, quickly recovering from sensory overload, or dealing with other mental and emotional states. Each Status or Condition requires a TD 125 skill check to overcome. If an effect is imposing the condition or status, you must overcome that effect in an opposed skill check.

### Proficient:

Enduring Health, Iron Jaw, Iron Calm

### Trained:

Physical Resolve, Refine Sensitivity, Suck it Up

### Experienced:

Detachment, Discipline, Will to Live

### Specialist:

Ego Grip, Steel Resolve

### Expert:

Death's Door, Metabolic Control

### Genius:

Implacable Resolve

### Legendary:

Unyielding Will

### ENDURING HEALTH [SELF CONTROL]

#### Prerequisite: Proficient

Fend off sickness, disease, poisons, and venoms. Add +1 bonus for every 5 skill ranks to P/V and Disease.

### IRON JAW [SELF CONTROL]

#### Prerequisite: Proficient

You can resist the stunning effects caused by ailments, attacks or maneuvers. Add +1 bonus for every 5 skill ranks to Shock saves.

### IRON CALM [SELF CONTROL]

#### Prerequisite: Proficient

You can resist unsettling or disturbing events. When opposing Social or Perform skill attacks or maneuvers, you add a +1 bonus for every 5 skill ranks. You also add this same bonus to PD.

### PHYSICAL RESOLVE [SELF CONTROL]

#### Prerequisite: Trained

You can cope with physical trauma that would ordinarily incapacitate or even kill others. Your determination allows you to resist torture, press on through fatigue, pain and even bounce back from critical strikes. In any of the above situations, expend a normal action and make a TD 100 skill check to ignore the effect for 1 melee round per 25 skill ranks. Ignoring the damage does not negate it, but allows you to act in spite of it.

### REFINE SENSITIVITY [SELF CONTROL]

#### Prerequisite: Trained

You sharpen your senses at every opportunity, honing them to a razor's edge. Add a +1 bonus to PER for every 5 skill ranks. You can still use Heighten Senses as described in the base use of this skill.

### SUCK IT UP [SELF CONTROL]

#### Prerequisite: Trained

You can take extreme physical trauma and keep

going. Using a normal action and a TD 75 skill check, you can ignore 1 HP damage for every 2 skill ranks, acting in spite of it. However, at this point you lose track of damage to your body and the GM tracks your HP. Ignoring wounds does not negate them. In fact, after ignoring damage from wounds, you take d10 HP damage every melee round you chose to ignore the damage until you stop or die. You can ignore damage for 1 melee round for every 2 skill ranks. When this time elapses, you feel the effect of the HP damage. If it is more than your max HP, you die. If at any time you accrue more than 150% your normal maximum HP, you die that CF Count as your body no longer able to take the trauma.

### DETACHMENT [SELF CONTROL]

**Prerequisite:** Experienced, Iron Calm  
You can cope with mental or emotional trauma that would ordinarily paralyze or drive others insane. Using a normal action, you can throw off a status or condition, reducing it one step if you can make a TD 125 skill check, regardless of the actual strength of mental or emotional trauma. If the status or condition cannot be reduced then you do away with it altogether.

*Example – Khronin participates in a holy rite of his order that leaves him Boneweary. Invoking the Detachment secret, he makes the skill checks to step Boneweary down to Exhausted, another to Fatigued, and finally a third to do away with it altogether.*

### DISCIPLINE [SELF CONTROL]

**Prerequisite:** Experienced, Suck it Up  
You can discipline yourself to handle pain, and the statuses that also come from pain, physical or psychological damage. More than plain resolve, Discipline allows you to recover from incapacitation, outmaneuvered or stunned conditions and even mitigate penalties from ailments, such as from burns, magik attacks, combat maneuvers or critical strikes. Expend a normal action and make a TD 125 skill check to fully ignore the effects of an ailment. You can discipline yourself against a psychically imposed psychosis, for instance or the effects of pain, disorientation or like statuses, totally ignoring their normal effects.

### WILL TO LIVE [SELF CONTROL]

**Prerequisite:** Experienced, Physical Resolve  
You stay conscious and active between zero and up to your ESS in negative HP but can only take quickened actions until your HP is positive again. You also do not start losing ESS until you exhaust a number of melee rounds equal to your skill ranks.

*Example – Throded ends up in the wrong side of town and gets pulled into a riot. The mob of people sweeps him off his feet and pummels his body until he is -8 HP. Under Will to Live, he can stay conscious and active since his ESS is 15 but can only make quickened actions. He slowly drags himself away, hurt but alive.*

### EGO GRIP [SELF CONTROL]

**Prerequisite:** Specialist, Discipline, Detachment  
You can extend or shorten the effects of a status or condition. Requires a normal action and a TD 100 skill check but you can sway its effects 1 way or the other by 1 increment of time for every 10 skill ranks. The increment of time for a status or condition is the time measurement. A status that lasts 10 minutes has an increment of a minute. A condition that lasts a day has an increment of a day. Regardless of your skill, you cannot reduce the time below 1 increment of time.

### STEEL RESOLVE [SELF CONTROL]

**Prerequisite:** Specialist, Discipline, Detachment  
You may substitute your skill ranks in place of PD. When you use the Discipline secret you can do so with a quickened action instead of a normal one.

### DEATH'S DOOR [SELF CONTROL]

**Prerequisite:** Expert, Steel Resolve, Ego Grip, Will to Live  
You may attempt one final act of ultimate resolve when sitting at death's door. Succeeding at a TD 125 skill check will allow you to live 1 minute longer than you ordinarily would. While alive, you are not capable of actions in this state. The GM may rule at any time that your physical state precludes staying alive (cut in twain, beheaded, etc.) even with Death's Door. For every minute you continue to make this roll, you live when you otherwise would have died. Any additional trauma past this point shatters your resolve and you die normally.

### METABOLIC CONTROL [SELF CONTROL]

**Prerequisite:** Expert, Focus (Mediation), Steel Resolve, Ego Grip  
You can affect involuntary bodily functions like heart rate, blood flow, metabolic rate and digestion.

- Use a normal action and a TD 125 skill check to effect a change in body mechanics. You can drop into a near death like state (PER versus your skill to tell the difference) or to a frenzied state (see **Adventuring** section) and anywhere in-between.
- You can put off the effects of needing to eat, sleep, or drink for 1 day for every 5 skill ranks



but must make a successful TD 100 skill check each day.

- Use a normal action and a TD 150 skill check to stop breathing for 1 minute for each 10 skill ranks. Each minute you do not breathe in this manner inflicts 1-BODY impairment. If you exceed your BODY value, you die.
- Use a normal action and a TD 150 skill check you can take total control of your body, including being able to stop your heart for 1 minute for every 20 skill ranks. Each minute you keep your circulatory system shut down inflicts 3-BODY impairment. If you exceed your BODY value, you die.
- Use a normal action and a TD 75 + HP damage skill check to stop bleeding. Stopping bleeding from a critical hit has a base TD 125 + HP damage.

### IMPLACABLE RESOLVE [SELF CONTROL]

**Prerequisite:** Genius, Metabolic Control, Discipline, Refine Sensitivity, Elastic Mind [Combat]

You can use any base use of skill and Expert or lower Self Control secrets as a quickened action instead of a normal one. Alternately, you can use normal action and make a single skill check against the highest TD plus 50 to handle all of all the effects, statuses, or conditions affecting you in one shot instead of singly.

*Example – Throeded slumps into an alley afterwards to recover. He manages some crude first aid to get back to 1 HP. When he hears the cries and noise of the mob again, the GM rules he is afflicted with fear. He makes it to his feet and runs blindly down the alley, slips in the muck and breaks open his wounds again. Thus, bleeding, feeling the effects of Fear and Staggered from the mob's beating, he uses Implacable Resolve to try to make a single skill check to handle them instead of dealing with them singly.*

### UNYIELDING WILL [SELF CONTROL]

**Prerequisite:** Legendary, Implacable Resolve, Supertask [Knowledge], Sublime [Knowledge], Omega Point [Knowledge]

You use your Self Control skill ranks to passively replace two of the following: PD, Disease, Poison/Venom, Fear and Shock Saves. You can change which two affected but only once per melee round. Supertask must be mapped to Self Control and the Knowledge skill must be pertinent to Self Control, such as Knowledge (Akasia), Knowledge (Entheogen) and other relevant areas of study. Sublime and Omega point must both be tied to the same Knowledge area of study tied to the Supertask.

## SHIELD [REF]



The study, application, and understanding of shields in combat; you can use this skill to understand weak points, failures, and how to best use them to advantage either defensively or offensively.

**Block.** Shield users can passively Block 1 attack once per CF Action Count without expending a quickened action. To Block an attack, make a Shield skill check opposed by your opponent's attack. You can only use this passive maneuver to protect yourself. To protect another requires you to give up a quickened action.

**Bash.** Use a quickened action to strike an opponent within your native ER. Make a Shield skill check against their DEF. If you succeed, your opponent takes damage based on the shield type.

**Shelter.** As a special maneuver that uses your entire CF Action Count to hide or shelter behind a shield, using it to cover your body from attacks. See the Combined Shield Table for the amount of Cover provided. If two or more people lock shields in a formation, the Cover provided for each goes up 1 step.

COMBINED SHIELD TABLE		
Shield	Bash Damage	Shelter
Small	d2	None.
Medium	d4	Partial
Large	d6+2	Substantial
Multiple Large shields		Complete

**Snare.** Snare is a skilled attack aimed at removing a combatant's weapon with your shield. It takes a normal action and you make a Shield skill check opposed by your opponent's attack. If you win, they lose the weapon. If you fail, nothing occurs. A defender can Dodge, Parry or Block this maneuver in place of the opposed ATK roll. The weapon falls in the same space as the combatant. You can take a -20 penalty to the Snare roll to send the weapon flying away. While the direction is up to the attacker, the distance is 2d10 ft.

**Proficient:**

Additional Block, Glancing, Nimble Shield, Persevering Shield, Shield Slam

**Trained:**

Barrier, Countering Aid, Shield Butt

**Experienced:**

Shield Savvy, Second Block, Shield Guard

**Specialist:**

Floating Shield, Resolute Wall, Warding Wall

**Expert:**

Reflect, Third Block

**Genius:**

Impassable Wall

**Legendary:**

Reflexive Block

**ADDITIONAL BLOCK [SHIELD]****Prerequisite:** Proficient

You can Block one additional time, treating the extra Block maneuver as a quickened action solely useable for Block. This secret can only be taken once.

**GLANCING [SHIELD]****Prerequisite:** Proficient

You enhance the DEF and Block quality of a shield by a +1 bonus for every 3 skill ranks.

**NIMBLE SHIELD [SHIELD]****Prerequisite:** Proficient

You reduce the impairment of a shield to movement, maneuvering, CF and Dodge by -1 for every 15 skill ranks. You cannot reduce the penalty below zero.

**PERSEVERING SHIELD [SHIELD]****Prerequisite:** Proficient

Your shields survive longer. You reduce the amount of BODY damage a shield takes before applying it to its BODY attribute by +1 for every 10 skill ranks.

**SHIELD SLAM [SHIELD]****Prerequisite:** Proficient

Your Shield Bash (see base use of skill) does more damage. Treat your shield as if it were 1 size larger. For Large Shields, you inflict 2d4+2 dme.

**BARRIER [SHIELD]****Prerequisite:** Trained

You can expend a normal action to do nothing but defend with the shield to gain double the DEF and Block bonuses of the shield.

**COUNTERING AID [SHIELD]****Prerequisite:** Trained

When you successfully Block an attack, you set yourself up to Block another attack as long as it occurs before your next CF Action Count in the same

melee. You can chain +1 additional shield block for every 10 skill ranks. The additional blocks gained in this manner do not carry over into the next melee if not used.

**SHIELD BUTT [SHIELD]****Prerequisite:** Trained

Using a quickened action, you can slam your shield into an opponent that misses an attack on you. The attack is launched immediately after the miss, but the opponent must be within your native ER. Make a Shield skill check against their DEF. If you succeed, you lower their CF for the melee round based on your shield type:

SHIELD	CF LOSS
Small	1
Medium	d2
Large	d4

**SHIELD SAVVY [SHIELD]****Prerequisite:** Experienced, Barrier

As a quickened action, you can skillfully use your shield to act like it has a DR quality. The shield gains +1 DR for every 15 skill ranks. The DR from Shield Savvy is handled like DR gained from armor.

**SECOND BLOCK [SHIELD]****Prerequisite:** Experienced, Additional Block

You can Block one additional time, treating the extra Block maneuver as a quickened action solely useable for Block. This stacks with Additional Block.

**SHIELD GUARD [SHIELD]****Prerequisite:** Experienced, Countering Aid

As a special maneuver that takes all your actions on a CF Action Count, you can elect to guard only. Shield Guard replaces your normal number of Block actions with a number equal to 1 for every 5 skill ranks. The Block actions gained using Shield Guard last for the CF Action Count and 6 CF Counts or until your next CF Action Count, whichever occurs first.

**FLOATING SHIELD [SHIELD]****Prerequisite:** Specialist, Shield Guard, Circle of Eyes [Combat]

Unless your shield is destroyed or rendered useless you apply your shield benefits against any number of opponents, against attacks coming from any direction.



### RESOLUTE WALL [SHIELD]

**Prerequisite:** Specialist, Shield Savvy, Barrier  
Gain the benefits of Barrier passively, without using an action. Consider the shield's BODY to be +1 higher for every 5 skill ranks before the shield is destroyed. Resolute Wall works with Preserving Shield.

### WARDING WALL [SHIELD]

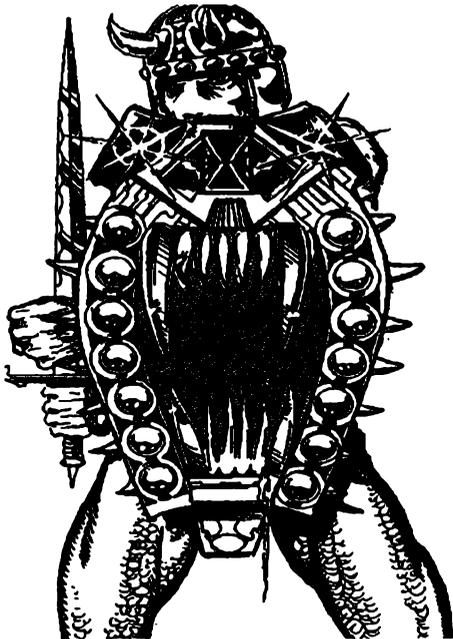
**Prerequisite:** Specialist, Lightning Reactions [Athletics], Countering Aid  
Give the DEF bonus of a shield to one additional person in an adjacent 5-foot square against the same number of opponents you can defend against with your shield.

### REFLECT [SHIELD]

**Prerequisite:** Expert, Floating Shield, Resolute Wall, Lightning Reactions [Athletics]  
Using a quickened action, you can redirect an attack instead of blocking it. Make a normal Block action. If you succeed, use your Block roll as an attack against the DEF of the attacker or another target within native ER. If the reflected attack hits your target's DEF, they take damage as if struck by your opponent.

### THIRD BLOCK [SHIELD]

**Prerequisite:** Expert, Second Block, Resolute Wall, Combat Maneuvering [Athletics]  
You can Block one additional time, treating the extra Block maneuver as a quickened action solely useable for Block. Stacks with Additional Block and Second Block.



**SKILLS**

### ARDUIN LEGEND:

#### The Iron Walls of Viruelandia

The metal shod legions of Viruelandia are renown across Khaas. Each and every legion has an unique history, steeped in glory and the blood of its soldiers. The resolute strength of the legions lies in its shield work, weaving an impenetrable wall against her foes. Perhaps the most renown, especially in the north, is the 32nd legion, the Rapax Mainz. In the 115th cycle of the world they earned the nickname of "Fearsome Wall", for their valiant action in the Sardoynx Mountains. There, they pushed back the burgeoning masses of devilish beasts that poured from a sundered nexus portal. Only three cycles later the legion were given the name of the "Unfaltering Steel", after they gave their lives by the hundreds to press and hold against a small army of Valpyr led demons that thundered forth from a failed rogue summoning. They earned the blessing of the Emperor-King for their actions and are his personal guard when he comes to northern Viruelandia from his southern capitol.

### IMPASSABLE WALL [SHIELD]

**Prerequisite:** Genius, Reflect, Warding Wall, Third Block, Kinematics [Athletics]  
Considered to automatically Shelter as outlined in the base use of skill behind your shield without expending an action, on any CF Count you are not making actions.

### REFLEXIVE BLOCK [SHIELD]

**Prerequisite:** Legendary, Third Block, Impassable Wall, Exfiltrate [Recon], Ring of Steel [Guard]  
You reflexively and passively can make a Block maneuver [without limit] against any attacks from combatants you recognize as opponents.

**SKILLS**

## SOCIAL [CHAR]

Social is a diverse area of interpersonal and intrapersonal interaction. Use the Social skill to interact with beings around you in game and as a mechanic to handle role playing. Talking to the store owner, intimidating the guard at the gate, bluffing the merchant to buy goods, smooth talking the wench serving your ale or just taunting a bully into fighting, coercing someone to carry your laundry or cook a meal are all uses. The Social skill is part information, in the sense of whom or what you know when dealing with others. The Social skill also is association, which is a determination of how well you are perceived by others; not only as yourself but by those who associate. Influence and reputation are the last portions of the Social skill. Influence is a true measure of being well connected while reputation is equivalent to fame in many ways. It's the chance someone has heard of you and what is associated with that recognition.

**GM Note:** Unless otherwise specified, the Social skill uses and maneuvers require you to be able to communicate with your audience. If you can't speak the language, you suffer a -50 penalty.

**Adjust State.** Adjust a target's mental or emotional state. You can attempt to calm a wild drunk, for instance, or even sober him in a few minutes with the right skill check. Calm a person's rage, snap someone out of shock, bolster hope, shake someone out of a mental fugue, snap them out of a fearful state and dozens of other things are possible.

Outside of melee, to change the mental or emotional state of a target requires a TD 75 skill check. If your skill check is opposed by your target, another's skill, magik, etc., make an opposed skill check with their skill or listed TD (in the case of magik or an effect). At a minimum, this takes 1 minute per MA of the target.

You can attempt this in combat as a normal action, but it requires a TD 125 skill check and is opposed as outlined above, depending on the source of the state. Dragon fear, for instance, would require you to overcome the dragon's ability. Magik fear would require you to beat the casting, and so forth.

**Bully.** Subjugate a person to your will through forceful personality, overbearing manner or domineering speech. Bully can only be used outside of melee and requires you to beat your target in an opposed Social skill check. If you fail they are +30 against any further Social skill checks from you that

day. If you succeed, you can deliver a command or set of commands to another person, which will be followed. Bully does not make the target into a slave; the target will follow the command but is free to use his own judgment and imagination about how to best accomplish the task. You can use any form of command but it can only be a single sentence and have a subject, verb, direct object/indirect object and an adjective or adverb. "You give me that sword" is valid, just as is, "Punch him in the face". Conditional statements, detailed options, and more than one sentence statements are not allowed. Commands that put the person in perceived danger (any kind) give a TD 75 Fear save; if the victim makes it, they ignore your command.

**Bureaucratic Maneuvering.** When dealing with organizations, governments, bureaucracies, and businesses, it can be difficult to find the correct people to speak with, or uncover who is responsible for what department. You can spend an hour and a TD 50 skill check to find out each step in the chain of responsibility. You can also use the same skills to move a request approved or ignored with another TD 75 skill check. The GM can add or subtract to this skill check as needed to reflect the current bureaucratic maze.

**Coerce.** Just like Bully except delivered in a non-intimidating way. Unlike Bully, if you fail the opposed Social check, they do not gain a +30 bonus against further attempts for the day.

**Etiquette.** Using a TD 50 skill check you know and understand the proper terms of behavior required in different situations. For extremely unusual occurrences the GM may modify this skill check.

**First Impression.** You can convey any Social Motifs you know to an audience. First Impression requires a TD 75 skill check. To convey multiple social motifs, make the same skill check but add +25 for each additional social motif.

**Intimidation.** You can utilize hostile persuasion to get a target or targets to take a course of action you desire. You can target a single person or a group. If done during a melee, Intimidation requires a normal action. Make a skill check. This is the Fear Save TD the target must make or be affected by your intimidation. An intimidated person is considered Shaken for all purposes until they can make a successful fear check (requires a normal action on their part) or they are no longer see the object of their intimidation.

**Project Presence.** You use Project Presence to be heard in a crowded debate or on a battlefield. It's the ability to speak with enough force of command to make others sit up and take notice. Project Presence

requires a minimum TD 75 skill check though the GM may direct a different TD based on the circumstance or the audience.

**Sense Social Situation.** Requires you to watch and listen for a 2d10 minutes prior to rolling against at TD 75 to identify the structure of a social gathering. If you succeed, you can pick out focal individuals, people on the outs, sources of tension, and how people relate to one another. The GM may direct a higher or lower TD depending on the circumstance or the audience.

**Woo.** Woo is the art of seducing someone who has no intention of being seduced. Woo extends to more than sexual congress. It includes swaying a person's point of view to one of your own. Woo is not coquetry, which leads to willing seduction, but a calculated and potentially long and gradual process of overcoming a person's resistance to accepting your offer. To do this, you must overcome the victim's Social skill with an opposed skill check. If you succeed, you reduce their EGO for the purpose of this maneuver by 1 point. The EGO loss is a temporary effect that only applies towards you, the wooing, and lasts 1 day for each point of your Social skill check. When you eventually reduce their EGO to zero, make a Social skill check opposed by their PD. If you succeed, they are seduced. If you fail, nothing occurs and you may try again.

**Proficient:**

Allure, Commanding Soul, Composure, Debate, Deceit, Goad, Lovemaking, Resist Coercion, Trustworthy

**Trained:**

Charm, Command, Connections, Manipulate, Next Impression, Rapport

**Experienced:**

Drain Will, Immersion, Induce Dependence, Magnify Presence, Seduction, Social Ward

**Specialist:**

Cool Headed, First Contact, Find Patron, Graceful Recovery, Social Empathy

**Expert:**

Acumen, Relationship Control

**Genius:**

Sagacity

**Legendary:**

Possess

**ALLURE [SOCIAL]**

**Prerequisite:** Proficient

You know how to attract others to you with a blend of skill and personal charm. You cannot use Allure in battle; it can only be used outside of melee. Choose

the target of your Allure and make a Social skill check. This becomes the TD your target must beat with a Self Control or Social skill check. If they fail, they are compelled by your presence, allowing you to do:

- **Draw** a single target to you physically. They move at normal speed to your location.
- **Focus** their attention on you. The target is -50 PER to notice anything else.
- **Hang** around you. The target is compelled to stay in your general vicinity (eyeshot) but neither come to you nor go farther away.

Allure takes 10 minutes, minus -1 minute per 10 skill ranks. Regardless of skill, a 1 minute minimum exists. If you fail or the target resists your Allure, you may attempt 1 more time, though it takes twice as long. If you fail the second time, you have a -50 social penalty with that individual for d12 months. At any point, the target can make an opposed Social skill with you to break your Allure. If they fail, they can try again 1 minute later (no limit on the amount of attempts). Allure is compelling act of social skill but not a charm. If the victim is the target of violence, overt deception, danger and other, related circumstance, the Allure is broken.

**COMMANDING SOUL [SOCIAL]**

**Prerequisite:** Proficient

You have a knack for getting your way. Add a +5 bonus to LEAD.

**COMPOSURE [SOCIAL]**

**Prerequisite:** Proficient

You can stay calm in the most agitated situations. Add a +15 bonus to Fear Saves, a +10 bonus to PD and a +5 bonus to Interpersonal skill checks when defending against mental or emotional attacks or maneuvers, such as Allure, Debate and other actions.

**DEBATE [SOCIAL]**

**Prerequisite:** Proficient

You can debate anything, even issues you lack the knowledge to debate convincingly, relying on sophistry to out-wit your opponent rather than working to out-think them. You add a +5 bonus to Interpersonal skill checks when making a skill check opposed by another person you can speak and interact with.

**DECEIT [SOCIAL]**

**Prerequisite:** Proficient

You excel at exploiting the goodwill and gullibility of others. Add a +10 bonus to all Social skill checks.



## GOAD [SOCIAL]

### Prerequisite: Proficient

You have a vast portfolio of jibes, derision, ridicule, mockery and insults. You can use these to quickly and succinctly drive a single target to distraction or anger. Outside of melee, this takes a minute and in melee, this requires a normal action. Both require a Social skill check. The target of your Goad can choose to use either their Social skill or a Self Control skill check to defend. If you succeed you goad them into doing your choice of:

- **Distract** a single target, penalizing the target with a -10 penalty to all skills and saves.
- **Goad** a single target, into a particular state (usually anger, dread, uncertainty, etc.).
- **Incite** a particular action, such as “charge me!”, “Attack me you scurvy dog!”, “Cast that magik”, or “Are you a gutless, spineless dribble of spittle like your father and your father’s father before him! Take a shot at me!”

A Goad lasts for 1 melee round for every 10 skill ranks in melee and 1 minute outside of battle for every 5 skill ranks outside of it.

## LOVEMAKING [SOCIAL]

### Prerequisite: Proficient

You have a roster of techniques for sexual encounters and understand the empathetic, emotional and mental paradigms surrounding love and relationships with your species and one other species per skill point. This allows you a +20 bonus to Social skill checks when you apply your lovemaking skills to a Social action, such as Woo, Adjust State, Charm, etc.

## RESIST COERCION [SOCIAL]

### Prerequisite: Proficient

You are thick skinned and tough when it comes to social interaction. You can shake off or avoid most social attempts to coerce, sabotage or manipulate. When defending against Social skill use or secrets, you add a +20 bonus to skill checks.

## TRUSTWORTHY [SOCIAL]

### Prerequisite: Proficient

Others see you as trustworthy. You add +1 to all Trust you build with NPCs, including Contacts, Connections or Patrons. When working towards the Trustworthy Social Motif or any Social Motif that uses Trust as a part of its requirement, you add +30 to all checks to gain the Social Motif. See the **Social Dimensions** section.

## CHARM [SOCIAL]

### Prerequisite: Trained

You understand how to charm people and make them consider you in a favorable light. Outside of melee, this takes a minute and in melee, this requires a normal action. Both require a Social skill check. The target of your Charm can choose to use either their Social skill or a Self Control skill check to defend. Regardless, if you succeed they are Charmed. Against a Charmed person, you have a +20 bonus to actions taken against them and a +20 bonus to any rolls against their actions. This lasts for 1 melee round for every 10 skill ranks in melee and 1 minute outside of battle for every 5 skill ranks outside of it. A hostile act by you or someone associated with you snaps the target out of the Charmed state automatically.

*Example – Jurna and Chaeryn meet to discuss some interesting news on the street, to eat and to catch up generally on what each other has been up to. On their way to a local eatery that serves Chundian food in Melkalund, they are delayed by military ceremony that has clogged the street. Irritated by the wait, Jurna says a few choice comments that get the crowd around her laughing and the less-than-happy attention of the soldiers working crowd control. Faced with a few irate soldiers and an equally heated sergeant, Jurna turns on the charm, quite literally, using her Charm secret on the sergeant. He blusters for a moment but she succeeds in her roll against him. She quickly charms most of them in rapid succession and soon has them ringing around the two of them as an escort to get through the crowd.*

## COMMAND [SOCIAL]

### Prerequisite: Trained

You have the knowledge and understand of how to elevate or release tension, change state, emotion or mood for one or more targets. Command duplicates the abilities of the secret Allure except you can apply the skill against 1 target for every 2 skill ranks simultaneously.

## CONNECTIONS [SOCIAL]

### Prerequisite: Trained

The Connections secret deals exclusively with connections and their interaction. It allows for the use of multiple connections simultaneously instead of the normal constraint of being able to only use a single connection. With the Connections secret, you can use 1 Connection for every 10 skill ranks. Also, your ability to cultivate connections is quicker, allowing you to speed the process. When making a cultivation roll for a Contact or Connection, add a +10 bonus to the Social skill check required and add +1 on the roll for Trust.



### MANIPULATE [SOCIAL]

**Prerequisite:** Trained

Manipulate replicates the Goad secret, but is deliverable to an audience of 1 for every 4 skill ranks and lasts for 1 melee round for every 5 skill ranks in melee and 1 minute for every 2 skill ranks outside of battle.

### NEXT IMPRESSION [SOCIAL]

**Prerequisite:** Trained

When you use First Impression as outlined under the base use of skill, roll twice, keeping the best dice roll.

### RAPPORT [SOCIAL]

**Prerequisite:** Trained

Master at creating understanding and affinity with others. Rapport replicates the Charm secret, but is deliverable to an audience of 1 for every 2 skill ranks. It lasts for 1 melee round for every 5 skill ranks in melee and 1 minute for every 2 skill ranks outside of battle.

### DRAIN WILL [SOCIAL]

**Prerequisite:** Experienced, Charm

You can target a victim and ply your talents to sap and drain their will. Outside of melee, it takes d3 hours and a Social skill check. The target of Drain Will can choose to use either their Social skill or a Self Control skill check to defend. If you succeed, you drain d6 WITS. You can make successive Drain Will attempts. Unless you hide your attempt through such means as the Clandestine secret Guile, this maneuver is obvious to anyone around. The target only notices if you fail the opposed skill check. Even if the fact is somehow communicated to them, they still must succeed at a TD 100 WITS check to notice. If you drain a person's will completely, any action you make against them is unopposed. Actions by others are responded to like normal. The effect lasts for 1 hour for every 50 skill ranks.

In battle, Drain Will takes a normal and quickened action and only drains d3 WITS. The loss to WITS only lasts 1 minute for every 50 skill ranks.

### IMMERSION [SOCIAL]

**Prerequisite:** Experienced, Experienced Intel

You can immerse yourself and assimilate any culture you desire, providing you can speak the tongue of the land. Once immersed, subtract your Social skill ranks from 200. The result is the number of consecutive days that must pass before you earn 1 skill rank in the immersed culture. Thus, if you had 25 Social skill ranks, it would earn 1 point of Culture skill for every 175 days. Immersion can only raise the target Culture skill to Experienced. Higher skill is not achievable.

### INDUCE DEPENDENCE [SOCIAL]

**Prerequisite:** Experienced, Charm

You can only use this secret once you and a target have become intimate (physical or otherwise). You can then slowly dominate the will of your target, building a strong need for you in them and an overarching desire that they cannot live without or do without you. This takes months of interaction. Each month you make a Social skill check while the target can choose to use either their Social skill or a Self Control skill check to defend.

If you succeed, roll a d8. The result becomes the dependence score of your target. Each time you continue to succeed, add the value of the next roll to the previous. When it reaches 100, they have succumbed to Induce Dependence. If you fail in the first month, you fail completely. You must wait 3d20 months before you can try again. On any other month roll d10 and subtract this amount from the dependence score. If the score reaches zero for any reason, you fail and must wait 2d12 months to try again. A person who has succumbed to Induce Dependence is considered Charmed towards you. You also have a +50 bonus to use any Social skill check or secret against people who have succumbed to your Induce Dependence.

Induce Dependence erodes slowly over time. Subtract the victim's Social skill ranks from 100. This equals the number of days that pass before a target subtracts d6 from dependence score. If they have more than 100 skill ranks, they add the additional ranks as a bonus to the d6 roll to reduce the dependence score. They are only free of Induce Dependence when their dependence score reaches zero.

### MAGNIFY PRESENCE [SOCIAL]

**Prerequisite:** Experienced, Commanding Soul

You express and amply your presence or reputation to influence those around you. Inside or out of melee, this requires a normal action and a TD 100 skill check. If you succeed, everyone with line of sight on you immediately feels the effect of all your Social Motifs and as if you had used the Project Presence base skill use.

*Example – After leaving the bar, Chaeryn steps into an alley to relieve himself. Before he can do he is attacked by three unsavory rogues. Sniffing at their obvious ineptness, Chaeryn uses Magnify Presence to express his "Feared" status. After the quick realization of just who they were about to attack sinks in, they turn tail, hoping you won't follow them. After all, you earned the Feared Social Motif killing dozens of people in duels.*



### SEDUCTION [SOCIAL]

**Prerequisite:** Experienced, Commanding Soul  
Normally, you use your talents of seduction to arouse sexual desire in someone. However, you can also use it in political, business and professional contexts. The secret of seduction is to bring someone or something into a willing action against their better judgment or even against their normal moral values. You can also seduce a victim to do something or believe something in something they would not normally. Seduction requires you to have some form of temptation in order to apply it and thus lure and snare someone into acting on it. Seduction follows the exact same rules as Induce Dependence, except you state the seduction: "woo him over to our side", "bring him to see my point of view", "instill a desire in him to steal from the business", etc.

### SOCIAL WARD [SOCIAL]

**Prerequisite:** Experienced, Shrewd [Intel]  
In the area defined by your Streetwise [Urban] and Wildswise [Wilderness], you can make a TD 100 skill check each month to ignore 1 random negative Social event for every 25 skill ranks. If your GM does not use random social events, count this instead as a random level I connection that passively acts in your favor every two months.

### COOL HEADED [SOCIAL]

**Prerequisite:** Specialist, Rapport, Command  
When making Social skill checks, you roll the dice twice, taking the higher of the two values.

### FIRST CONTACT [SOCIAL]

**Prerequisite:** Specialist, Next Impression, Magnify Presence  
Upon first meeting anyone, you automatically convey the effect all your Social Motifs without making a First Impression skill check.

### FIND PATRON [SOCIAL]

**Prerequisite:** Specialist, Applied Culture, Connections  
A Patron is a particular form of connection representing an influential and affluent individual to sponsor business, trading routes, commercial, political, social and other activities. Your skill check determines the amount of wealth and/or sponsorship provided. See **Social Dimensions** section for details. Applied Culture must be tied to the Social skill.

### GRACEFUL RECOVERY [SOCIAL]

**Prerequisite:** Specialist, Magnify Presence, Social Ward  
You lower the fumble chances of your Social skill by -2. You also have a +20 bonus to adjust your own emotional or mental state using your Social skill.

### SOCIAL EMPATHY [SOCIAL]

**Prerequisite:** Specialist, Cool Headed, Personality Profile [Intel]  
You can read the mental state or emotional condition of any target. In battle you can do so as a normal action that requires a TD 100 skill check. Outside of battle requires 1 minute and a TD 75 skill check. You can even read hidden states or conditions with a TD 125 skill check (either in or out of battle). If your target has a form of protection or ability to hide their mental or emotional state, you use the TD provided instead. If the protection is another skill, make an opposed skill check.

### ACUMEN [SOCIAL]

**Prerequisite:** Expert, Graceful Recovery, Cool Headed, Next Impression  
You lower the fumble chances by -1 for all Interpersonal skills that you have at least 25 skill ranks in.

### RELATIONSHIP CONTROL [SOCIAL]

**Prerequisite:** Expert, Seduction, Drain Will, Social Empathy  
Relationship Control is the knowledge of how to elevate or release tension between two or more individuals. You can adjust the relationship state between individuals (hostile, loving, indifferent, and apathetic, etc.). To affect the beings, you must have the individuals as contacts or connections and have the benefits of Surveillance [Clandestine] on the individuals. You do not have to conduct the surveillance; only have access to the results of the surveillance. To change a relationship one step requires TD 125 skill check, 2d100 days and d100 Wealth. The Wealth expended is based on the wealth status of the individuals. Use the higher of the two. If one individual is on a silver standard and the other on a noble standard, use the noble standard.



## SAGACITY [SOCIAL]

**Prerequisite:** Genius, Relationship Control, Acumen, Steel Resolve [Self Control], World in a Mote [Meditation]

You have a keen and farsighted penetration and judgment of yourself and others.

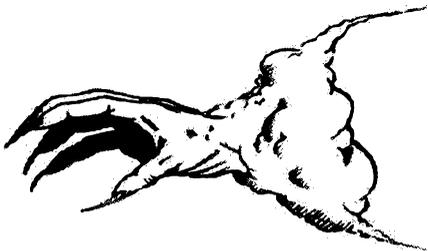
- Make opposed Social skill checks against any form of Social manipulation to change your emotional and mental state without expending an action.
- Against magikal, mental or other forms of emotional or mental state manipulation, you can use your Social skill ranks instead of PD.
- Your insight provides a +30 bonus to PER checks.

## POSSESS [SOCIAL]

**Prerequisite:** Legendary, Sagacity, Unleash Tongue [Intel], Supertask [Knowledge]

You can control the actions of any victim you choose, generally able to force the victim to perform as you desire, within the limits of its abilities. Possess requires unfettered access to the person in order to make them a slave to your will and takes 200 minus your skill ranks in days to work on the person. At the conclusion of this time make a Social skill check against their PD. If you succeed, they are possessed until your grip over them is broken (see below). You can give instructions or commands to them directly or indirectly through others, signals, signs, etc.

If the victim changes state to anything more volatile than apathetic or neutral, it will fight the possession. Also, any victim forced to take actions against its judgment, morals or nature gains an immediate attempt to fight the possession. Self-destructive or suicidal acts always give an immediate attempt to throw off the control. When a person fights the possession, they make a Self Control skill check against the possessor's Social skill check. If the possessor is not geographically present and within sight of the possessed person, the victim gets the better of two different d100 rolls when making the skill check. Supertask must be tied to the Social skill and be a related Interpersonal Knowledge.



## STYLE [—]

Style represents a particular system or structure of movements and methodology and at its heart is a system of codified practices and traditions of training towards a specific purpose, such as the ability to defend oneself from a physical, magikal or psychic threat.

**Specialization Skill:** You must declare a Style when taking this skill.

**GM Note:** Each style defines a list of secrets and the prerequisites. Each Style also defines the attribute that guides the skill and the skill category it falls under. See the **Martial Arts** section for more details.

## UNDERWORLD [WITS]

Experience in or extensive study of the underworld currents of the underbelly of population centers. Underworld deals with the shady and disreputable side of life in urban centers, such as buying protection from authorities, clandestinely transporting goods, making a buy for shady or illicit goods, or just defending turf

**Avoid Arrest or Conviction.** You know what needs to be said or done to avoid arrest or conviction. The GM sets the TD and Wealth costs to avoid arrest based on the legal system and the lawbreaking involved.

**Black Market:** You know how to find hard-to-get or illegal items at a somewhat reasonable price and how to get rid of "hot" items. The GM sets the availability and price of the goods as well as the ability of a black marketer to purchase. If you do not have an Underworld Contact that provides you access to the local black market, you must make a successful Navigate the Underbelly skill check first to make transactions on the black market, and all subsequent TD related to black market activities are +25 more difficult.

**Navigate the Underbelly.** Locate an entry, exit, navigate the urban underbelly without suffering the "light sider" penalty; find a specific "place" (Dirty Dorg's, Blue Razors, Maok-Alo Grotto, etc.) or service (like a fence) in the underbelly of an urban area by expending 2d6 hours, 3d20 Silver Wealth, and a base TD 75 skill check. The GM may raise or lower

this TD depending on local circumstances. In an area defined by Streetwise it takes only 2d10 minutes, d10 wealth and a TD 50 skill check. When navigating in an area defined by Streetwise you never suffer the "light sider" penalty.

*Example – Chaeryn takes a short trip to Khurahaen. While there he lands the opportunity to pick up some goods that the local authorities are on the look out for. Not familiar with the area, he uses his Underworld skill to sniff out a market for his newly acquired goods. It only takes a few hours, a little money and a TD 75 skill check.*

**Torture.** Coerce a victim with physical, emotional, or mental persuasion to give you information. You make an Underworld skill check opposed by your victim's Self Control skill check to follow a line of questioning (see Intel for how to gather information). You can use your skill to oppose others' coercion.

**Proficient:**

Cold Reading, Fast Talk, Gate Watch, Legalese, Transport Beings

**Trained:**

Break, Confidence, Contraband, Eye Saw, Illicit Fruit

**Experienced:**

Circle of Influence, Fake Documents, Interrogation, Money Talks

**Specialist:**

Embezzlement, Fence Goods, Finance, Squeeze Trader

**Expert:**

Covert Influence, Glib Tongue, Shadowy Resource

**Genius:**

Flexible Laws, Notoriety

**Legendary:**

Underworld Prince

**COLD READING [UNDERWORLD]**

**Prerequisite:** Proficient

Ability to convince a target, including someone you have never met before, that you know all about them. Cold Reading requires interaction on the part of a willing or neutral target. A TD 75 and d10 minutes is required.

**FAST TALK [UNDERWORLD]**

**Prerequisite:** Proficient

The ability to speak or act spontaneously and believably, inspire trust or faith in such a way the target or audience will suspend or dismiss doubt. You can come up with impromptu, plausible stories *fast* and get others to believe it. Only used to influence or

baffle people to make immediate decisions. A person who fails a TD 100 MA check believes your Fast Talk. Even if the roll is made the target does not automatically disbelieve you but instead will examine the story or action carefully.

**GATE WATCH [UNDERWORLD]**

**Prerequisite:** Proficient

You are sharp to note the unexpected. Add a +20 bonus to PER and a +10 bonus to Recon skill checks.

**LEGALESE [UNDERWORLD]**

**Prerequisite:** Proficient

You know the law and its ramifications and add a +30 bonus to Underworld skill checks to avoid arrest or conviction but double the Wealth cost when you take the bonus. Also, if convicted, you can make a TD 100 skill check and 3d100 Wealth to mitigate the sentence to the next lower offense or a TD 150 skill check and 5d100 Wealth to dismiss a single charge. Legalese takes time, usually d8 weeks (GM adjusts this time accordingly to the situation).

**TRANSPORT BEINGS [UNDERWORLD]**

**Prerequisite:** Proficient

You know how to move living creatures covertly and illicitly into, out of or through areas. A TD 75 skill check allows you to move up to 1 living being per skill rank while avoiding normal patrols or reconnaissance. Transport Beings also costs d100 Wealth for Urban areas. The GM may raise or lower the TD and Wealth as needed to reflect local area conditions. When transporting in this manner, you move at only half the normal speed possible. In an area you have defined by Streetwise or Wildswise, you use the TD listed therein to transport but at normal speeds (see each respective secret in Urban and Wilderness).

**BREAK [UNDERWORLD]**

**Prerequisite:** Trained

To break someone you must have them completely within your control and subject them to lifestyle of slavery or degradation (mental, emotion or physical). Then you train them to hardships. It requires 200 minus your skill ranks in days to work on the person and an Underworld skill check opposed by their Self Control skill check. If you succeed, they become slaves to your will. If you fail, they will never break. A being you have broken in this manner loses independent will and thought. They will follow directions and submit to authority without contest. Only maintained for as long as the being is continually subjected to the same lifestyle. Once away from it, the being recovers after d100 days.



### CONFIDENCE [UNDERWORLD]

**Prerequisite:** Trained

You exude the exact needed amount of poise, self-assurance and belief to entice people to believe you are exactly who or where you need to be. You also instill a sense of affability and trust in others that allows you to pass off the truly preposterous or implausible as absolute truth. Add a +10 bonus to build trust, make contacts, connections and to any LEAD checks.

### CONTRABAND [UNDERWORLD]

**Prerequisite:** Trained

You understand how to use the black market and find those people and agents of the "illegal" side of cities and other population centers. This is a knack for "knowing a guy who knows a guy" and you can make a TD 75 skill check to locate a black market (if one exists) in any area you go into, regardless of how exotic or complicated the situation is. You can also make skill checks to locate and procure items, always illicitly obtained by the source; illegal, exotic, forbidden or banned items for the area are also obtainable as well. The rarity of the item sets the TD for obtaining it as well as whether it is available or not. Consult the chart below for the time and coin required as well. All Wealth is determined by the local area standards. The Wealth expended is not to buy the item but to find it on the local black market (if available). You can spend the time and money and not find what you are looking for.

### EYE SAW [UNDERWORLD]

**Prerequisite:** Trained

You can size up or appraise something for a street value or underworld price. The evaluation requires a TD 75 skill check and provides a street value based on the local area with a d4 x 5% error rating. The bulk of the goods you are evaluating determine the time required. Looking over a single object takes only a minute. Consult your GM for larger volumes of goods.

### ILLICIT FRUIT [UNDERWORLD]

**Prerequisite:** Trained

Any Crime or Underworld Contacts you have provide you a +1 bonus to personal Wealth. Crime or Underworld Connections provide a +5 bonus to Wealth. When you use the Embezzlement, Finance or Squeeze Trader secrets, you have a +5% bonus to their outcome.

### CIRCLE OF INFLUENCE [UNDERWORLD]

**Prerequisite:** Experienced, Magnify Presence [Social]

You are feared, respected or known (in any combination of the three or singly) in the districts you have Streetwise or Wildwise. When you interact with local people in these areas, they recognize you and any of your Social Motifs without making a First Impression skill check. Locals are defined as those individuals who live there at least 50% of the year.

### FAKE DOCUMENTS [UNDERWORLD]

**Prerequisite:** Experienced, Legalese

Most organizations use documentation of some kind. Paperwork like bills of sale, peace notes, tax forms, legal records, bureaucratic records, outstanding debt, social contracts, and more are required by most cultures. These can be altered or fabricated. The skill check you make becomes the TD of others to pierce the fraud.

### INTERROGATION [UNDERWORLD]

**Prerequisite:** Experienced, Browbeat [Crime]

You know the techniques to get information from (unwilling) victims. This includes understanding methods of torture, drugs, good guy-bad buy routines, deception and misleading victims into giving away information and other techniques. You have a +30 bonus when torturing a victim and evaluate the information you collect with the same roll, determining the truth or falsehood of the info you gather.

CONTRABAND CHART

The item is...for the local area	Underworld skill check to find	Wealth Cost*	Time (days)
Common	TD 50	d10	d3
Uncommon	TD 100	d20	d10
Rare	TD 125	4d10	d20
Very Rare	TD 150	10d10	3d20
Unheard Of	TD 200	4d100	5d20
Unique	TD 300	10d100	10d20



### MONEY TALKS [UNDERWORLD]

**Prerequisite:** Experienced, Confidence

Money can buy anything. You can spend Wealth to gain a single bonus to a non-melee skill. You can purchase a +1 bonus per skill rank at a cost of d10 Wealth and a TD equal to double the bonus you purchase. You can apply the bonus to Business, Clandestine, Crime, Intel, Knowledge, Manufacture, Mechanic, Military, Perform, Social, Underworld, and Urban. The Wealth of the area you are operating sets the Wealth standard. Help of this nature is always illicit, illegal and noticeable. Money Talks is a form of influence people notice and will talk about; a Simple (TD 25) Intel skill check by anyone will detail your use of this secret. The bonus is only good for 1 use and once used, is gone. You don't have to use it right away but can "save" it for 1 day per 5 skill ranks.

### EMBEZZLEMENT [UNDERWORLD]

**Prerequisite:** Specialist, Fake Documents, Experienced Business

The secret to using one's trusted status to abuse access to funds or valuables, and steal. You can bilk 1% of the profit for every 5 skill ranks off the top of any operation from a trusted position. The GM is the arbitrator on what position is a trusted one. Generally, a management position with access to funds, spending or the reserve of money is required to embezzle. When you leave, the GM makes a secret Underworld skill check on your behalf to determine the TD for others to detect your Embezzlement.

### FENCE GOODS [UNDERWORLD]

**Prerequisite:** Specialist, Eye Saw, Contacts [Intel]

You know how and where to purchase, sell or move stolen articles or contraband in the area you have defined by Streetwise or Wildswise. A Fence is a form of illicit business. You must have at least 5 Underworld or Crime contacts to move goods without attracting normal legal attention. For each contact less than five, you have a +20% chance to attracting a legal reaction monthly.

### FINANCE [UNDERWORLD]

**Prerequisite:** Specialist, Contacts [Intel], Connection [Social]

You understand how to finance operations, underwrite business, launder money or provide loans in the area you have defined by Streetwise or Wildswise. Finance, also known as loan sharking, is a form of illicit business. You must have at least 5 Crime or Underworld contacts and 1 Crime or Underworld business connection to run a finance operation. For each contact less than five, you have a

+20% chance to attracting a legal reaction monthly. With the illicit connection, the chance is 100%.

### SQUEEZE TRADER [UNDERWORLD]

**Prerequisite:** Specialist, Browbeat [Crime], Confidence

You are the master at setting up "squeeze", such as illegal relationships with business for protection, business, politics, etc. To set up "squeeze" on an establishment, you must intimidate the owner or decision maker of the business via an opposed Social skill check, social motif or other means. Once intimidated, make a TD 100 skill check. The GM may modify this TD based on individual circumstances. If you succeed, you can set up an illegal relationship with a business or service equivalent to 1% of their profit for every 10 skill ranks. Some social motifs and secrets can enhance the amount you can "squeeze" from a business.

### COVERT INFLUENCE [UNDERWORLD]

**Prerequisite:** Expert, Circle of Influence, Confidence, Rapport [Social]

Use your Underworld skill in place of your Social skill in any locale covered by Streetwise or Wildswise.

### GLIB TONGUE [UNDERWORLD]

**Prerequisite:** Expert, Fast Talk, Money Talks, Lie, Circle of Influence

You can convince anyone or anything you can communicate with of whatever you like. Make an Underworld skill check against their Social skill. If you succeed they believe it. Even if later shown the story was a lie or could not happen, the conned target will defend the story until unequivocally demonstrated proved otherwise (GM adjudication).

### SHADOWY RESOURCE [UNDERWORLD]

**Prerequisite:** Expert, Circle of Influence, Money Talks, Resources [Urban]

Through underworld extortion and influence, you can put your hands on "common" items in area you have Streetwise or Wildswise with ease. Shadowy Resources is a form of illicit Silver Wealth standard equal to 1 Wealth for every 2 skill ranks. You can extort a single item in d6 days using this illicit Wealth. Shadowy Resources uses extortion and influence and requires no time expenditure on your part. However, use of this secret is illicit, illegal and noticeable; a TD 25 Intel skill check by anyone will detail your use of this secret.



### FLEXIBLE LAWS [UNDERWORLD]

**Prerequisite:** Genius, Covert Influence, Glib Tongue, Authority [Urban], Experienced Law [Knowledge]

You can make a TD 200 skill check and expend 3d100 Wealth to avoid arrest by legal authorities for all but the Royal or High crimes of the land. Flexible Laws is either done prior to the lawbreaking as a form of preparation or after the fact as a way of damage control. Either way it takes d10 days. The use of this secret is illicit, illegal and noticeable; a TD 50 Intel skill check by anyone will detail your use of this secret.

### NOTORIETY [UNDERWORLD]

**Prerequisite:** Genius, Covert Influence, Pull [Urban], Khurahaen Angles [Knowledge], Reputation [Intel]

In the area you have defined by Streetwise or Wildswise:

- When working towards a Criminal, Illicit or Underworld social motif, you add +2 to the results rolls that add to the reputation.
- You can make a TD 200 skill check to negate an act that would tear down or remove one of your Criminal, Illicit or Underworld social motifs.
- You automatically gain one of the following social motifs when you take the secret: Known, Made, Feared, or Influential.

### UNDERWORLD PRINCE [UNDERWORLD]

**Prerequisite:** Legendary, Notoriety, Sagacity [Social], Applied Culture [Culture], Flexible Laws, Shadowy Resource

You define your area of Streetwise or Wildswise as a "home base", where you are at an advantage. Your defined home base must have at least 10 Criminal, or Underworld Contacts and 4 Criminal, Illicit or Underworld Connections to gain the benefits of this secret. Applied Culture must be tied to the Culture of your home base.

- In your home base, you have a +20 situational bonus to all Interpersonal skills.
- In an area outside of your home base, you can extend a similar influence of a +10 situational bonus to Interpersonal skills where you have at least 1 Contact present in a city-sized urban area.
- Your Circle of Influence extends to any location where you have at least 1 contact.
- Shadowy Resources uses the Gold standard instead of Silver.
- Flexible Laws takes only d4 days vice d10 days and uses your Underworld skill check as the TD to be discovered.

### Arduin Legend: Toxophile

Among Amazon myth, none seemed more lethal, more villainous and darker than stormy Toxophile. Her outlook on life was it was against her and all she stood for and she spilled her bile towards living upon everyone, be it friend or foe. To her credit, she was a greater practitioner of Zan Zu Ha though her way of fighting was to take pain, to give pain, to become pain. Her dominance in battle and patriotism allowed her to steer the course of Zan Zu Ha for decades, tinting it with her way of fighting for decades. For her, only one direction existed in battle and in life, and that is forward. Her fight was to the death. And death came for her on a night as stormy as her birth and bad attitude. Her few comrades, those who could stand her venom, recorded that her last words were a curse upon death and a challenge at the same time, her last rattle of breath the same challenge she had ever shouted in life.



**SKILLS**

**SKILLS**

## URBAN [CHAR]

You know the ins and outs of an urban social setting and urban life.

**Navigate the Urban Jungle.** Navigate an urban area, find locations or follow directions. Recognize or identify basic urban divisions such as an industrial area, bad side of town, dangerous area, marketplace, and so on. Identify or recognize prominent or infamous urban leaders of a specific urban area with a TD 50 skill check.

**Scrounge Food.** You can scrounge enough food and shelter to survive at a poverty lifestyle with TD 50 skill check.

**Thrift.** Urban areas create a lot of trash and one person's junk is another one's treasure. You can spend d4 hours and make a skill check against a region's TD to locate and gather d6 Wealth worth of items from the urban environs. Anything gathered is 85% sub-quality, 10% normal quality and 5% above normal quality in some fashion. The GM may elevate the TD or change the quality percentages based on the environment or other circumstances.

**Winds of Change.** You can make a TD 75 skill check to notice or get warning of political and urban changes, such as a push to clean up the docks, a repainting effort, re-zoning an area, a politically declared plan to do some action, etc.

### Proficient:

Blind Eye, City Grasp, Cramped Maneuvers, Narrowswending, Streetwise

### Trained:

Bureaucratic Weight, Everyman, Street Smart, Take it to the Streets

### Experienced:

Collegiate Right, Legal Sanction, Resources, Street Clout

### Specialist:

Authority, Jaded, Political Say-so

### Expert:

Local Color

### Genius:

Pull

### Legendary:

Urban Legend

## BLIND EYE [URBAN]

### Prerequisite: Proficient

Living in the city or other urban environment, you have learned to turn a blind eye to distasteful, potentially dangerous, exotic or unusual things. This outlook and selective perception provides you a floating +10 bonus to Fear, Disease or PD. You can only apply the bonus to one Save or PD at any given time. You can change the bonus at will but only once per melee round.

## CITY GRASP [URBAN]

### Prerequisite: Proficient

You can spend time to learn an area thoroughly, considering it covered by your Streetwise (see secret). It takes 2d10 weeks to explore a five block square area thoroughly enough to consider it part of your Streetwise. City Grasp areas do not need to be contiguous with your other Streetwise areas. Note such areas as follows:

Streetwise <Area>

City Grasp < >

## CRAMPED MANEUVERS [URBAN]

### Prerequisite: Proficient

You can use battle maneuvers and actions in small tight spaces like crowds, narrow alleys or inside buildings and disregard the requirement for a minimum distance for charge actions or other maneuvers dependent on a base distance or space to work in.

## NARROWSWENDING [URBAN]

### Prerequisite: Proficient

You are experienced at movement through the rough and narrow back allies of an urban environment. In any urban environment, you can make a TD 75 skill check to navigate the area by lesser known ways in half the normal time.

## STREETWISE [URBAN]

### Prerequisite: Proficient

You know a certain area thoroughly. The size of the area depends on your skill. You can designate any area to wield this form of urban influence, but it must be one you can reasonable have access to, a named consecutive area of urban layout no larger than 5 square blocks per skill rank. Villages and smaller centers of civilization are best covered with Wildswise instead of Streetwise due to their more rural than urban nature. The GM is the ultimate arbitrator in this regard.

- Automatically gain the benefits of Navigate the Urban Jungle for your area of Streetwise without

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making the skill check.

- Make TD 50 skill check to navigate the area in half the normal time.
- Make a TD 75 skill check to navigate the area by lesser known ways in half the normal time. This adds +30 to your Escape and Evasion chance or to the TD for someone to follow, track, or pursue you.
- Make a TD 75 skill check to take advantage of your superior understanding of the area. If you succeed, you can apply a +5 bonus to one of a skill, ATK, DEF, Dodge, Parry, Block, or Save rolls. You can only gain a single bonus and it lasts only for 1 day.

Note Streetwise areas as indicated. If you have multiple Streetwise (you can take the secret any number of times) note them separately even if they are adjacent.

Streetwise <Area>

### BUREAUCRATIC WEIGHT [URBAN]

**Prerequisite:** Trained

In your area of Streetwise, you can spend 5d20 Wealth and d20 days to simulate the ability a Level II Bureaucratic connection. The effect lasts for 2d20 days after you spend the time and money to set it up. It lapses unless you rededicate another 3d20 wealth to continue it another 2d20 days. If you let it lapse, you must spend the time and wealth to start over.

### EVERYMAN [URBAN]

**Prerequisite:** Trained

Everyone seems to know and like you in your Streetwise area. Every week you actively spend in your Streetwise area, make a TD 100 skill check to see if you build a new random contact. If you are hiding out, using a cover or alter ego, this does not apply.

### STREET SMART [URBAN]

**Prerequisite:** Trained

Street Smart is the understanding of the less than reputable side of life and the dangers that roam the streets. You can recognize dangerous areas belonging to gangs, political factions, trading cartels and other urban divisions with a TD 75 skill check. You can make a skill check to avert potential danger (like the chance of a brawl, back alley robbery, etc.) or to avoid an encounter. The GM sets the TD to avoid the encounter.

### TAKE IT TO THE STREETS [URBAN]

**Prerequisite:** Trained

In your area of Streetwise, you can spend 3d20 Wealth and 2d20 days to simulate the ability a Level II Transportation connection. The effect lasts for 3d20 days after you spend the time and money to set it up. It lapses unless you rededicate another d20 wealth to continue it another 3d20 days. If you let it lapse, you must spend the time and wealth to start over.

### COLLEGIATE RIGHT [URBAN]

**Prerequisite:** Experienced, Bureaucratic Weight

In your area of Streetwise, you can spend 8d20 Wealth and 2d20 days to simulate the ability a Level II Collegiate connection. The effect lasts for 3d20 days after you spend the time and money to set it up. It lapses unless you rededicate another 5d20 wealth to continue it another 3d20 days. If you let it lapse, you must spend the time and wealth to start over.

### LEGAL SANCTION [URBAN]

**Prerequisite:** Experienced, Bureaucratic Weight

In your area of Streetwise, you can spend 10d20 Wealth and 3d20 days to simulate the ability a Level II Legal connection. The effect lasts for 3d20 days after you spend the time and money to set it up. It lapses unless you rededicate another 7d20 wealth to



continue it another 3d20 days. If you let it lapse, you must spend the time and wealth to start over.

### RESOURCES [URBAN]

**Prerequisite:** Experienced, Trained Intel  
You have access to a certain amount of "common" items in the form of goods or services on a monthly basis in area you have Streetwise. Resources is a form of legit Silver Wealth standard equal to 1 Wealth for every 2 skill ranks. If the area you have chosen cannot support this, then you are capped at what the area can support.

### STREET CLOUT [URBAN]

**Prerequisite:** Experienced, Take it to the Streets  
In your area of Streetwise, you can spend 5d20 Wealth and 5d20 days to simulate the ability a Level II Street connection. The effect lasts for 3d20 days after you spend the time and money to set it up. It lapses unless you rededicate another 3d20 wealth to continue it another 3d20 days. If you let it lapse, you must spend the time and wealth to start over.

### AUTHORITY [URBAN]

**Prerequisite:** Specialist, Street Clout, Magnify Presence [Social]

In the areas covered by your Streetwise, you speak with a certain amount of command.

- You can expend double the wealth and time required for Take it to the Streets, Bureaucratic Weight, Collegiate Right, Legal Sanction, Street Clout, or Political Say-so in order to upgrade its influence to a level III connection.
- When you make the skill check to gain advantage as listed under Streetwise, you add a +10 bonus instead of a +5 bonus to a skill, ATK, DEF, Dodge, Parry, Block, or Save rolls.

### JADED [URBAN]

**Prerequisite:** Specialist, Blind Eye, Iron Calm [Self Control]

Like Blind Eye, your life in urban areas has thickened your skin and senses to things ordinarily upsetting or dangerous. The jaded outlook allows you to apply a floating +20 bonus to Fear, Disease or Psychic DEF. This benefit stacks with Blind Eye for a total +30 bonus and you can only apply the bonus to 1 of the preceding at any given time. You can change the bonus at will but only once per melee round. Both bonuses must be in the same area.

### POLITICAL SAY-SO [URBAN]

**Prerequisite:** Specialist, Legal Sanction, Magnify Presence [Social]

In your area of Streetwise, you can spend 15d20

Wealth and 10d20 days to simulate the ability a Level II Political connection. The effect lasts for 5d20 days after you spend the time and money to set it up. It lapses unless you rededicate another 9d20 wealth to continue it another 5d20 days. If you let it lapse, you must spend the time and wealth to start over.

### LOCAL COLOR [URBAN]

**Prerequisite:** Expert, Political Say-so, Authority, Collegiate Right

You are what's going on and "it" in the area defined by Streetwise.

- You have passive level I Transportation, Bureaucratic, Legal, Collegiate, Political, and Street connections working in your favor at all times.
- If you expend 10d20 Wealth on a monthly basis, you can upgrade any single connection to a passive level II connection working on your behalf.

### PULL [URBAN]

**Prerequisite:** Genius, Local Color, Insight [Social], Reputation [Intel], Acumen [Social]

In the areas covered by your Streetwise, you speak with great authority.

- When you exercise the ability under Authority to increase your influence, you upgrade to a level IV connection instead.
- The passive connections provided under Local Color are level II instead of level I.
- If you upgrade as dictated under Local Color, it costs 15d20 Wealth but you can upgrade to level III connections.

### URBAN LEGEND [URBAN]

**Prerequisite:** Legendary, Pull, Jaded, Acumen [Social], Unleash Tongue [Intel], Outside Context [Knowledge], MML [Engineer]

You are somewhat of a mythical or boogeyman figure in the area defined by Streetwise.

- Reasoning beings that dwell, work or who make their first impression rolls when they meet you must make a TD 150 Fear check to act (in any way) against you or your actions directly. Even indirectly against you or against a recognized ally or associate, they must succeed at TD 100 checks.
- When you make the skill check to gain advantage as listed under Streetwise, you add +20 instead of the listed +5 to a skill, ATK, DEF, Dodge, Parry, Block, or Save rolls.
- If you use the Resources secret, you can make checks weekly instead of monthly for Wealth.



## WEAPON [—]

The Weapon skill covers the use of a weapon in combat as well as basic training and familiarity.

**Specialization Skill:** You must declare a single weapon or a weapons class when you take this skill. Weapons classes cover a range of related weapons and allow for broad level proficiency with any weapon within the same weapon class. However, unlike individual weapons, a weapons class has a **-20 skill advancement penalty**. Weapons classes advance in skill like a single weapon and any use of any weapon from the weapons classes makes it eligible for advancement (with the -20 penalty noted earlier). You can gain dual proficiency, such as knowing the Pole Arms weapon class and the Halberd as a single weapons specialization. Using the halberd in melee would make the halberd weapon skill and Pole Arms weapon class eligible for skill advancement. Any secrets you learn apply to specializations that meet the same requirements, including to weapons within a weapons class, unless otherwise noted. **Proficiency with Tech weapons is on a per weapon basis, unless the GM wants to create Tech weapon classes such as: Firearms, Grenades, Rocket weapons etc.**

### **Proficient:**

Defender, Quick Draw, Sharp Strike, Weapons Group, Web of Steel

### **Trained:**

Armor Piercing, Dancing Weapon, Hard Hit, Versatile Edge

### **Experienced:**

Joined Blades, Precision, Weapon Savvy

### **Specialist:**

Balance of Steel, Speed Strike, Weapon Cunning

### **Expert:**

Long Arm, Spread Attack

### **Genius:**

Second Attack, Spin Attack

### **Legendary:**

Death Blow, Third Attack

## DEFENDER [WEAPON]

### **Prerequisite:** Proficient

You enhance the DEF value of a weapon by +1 for every 5 skill ranks. If another secret provides a bonus or benefit based off the DEF value of a weapon, it uses the new value after the secret's enhancement.

## QUICK DRAW [WEAPON]

### **Prerequisite:** Proficient

You can sheath or unsheathe a weapon, putting it away or placing it in a ready position without using a quickened action. You can elect to do this even if ambushed, outmaneuvered, or surprised, during the ambush or surprise melee round. With a missile weapon or firearm, you prepare the weapon to fire.

## SHARP STRIKE [WEAPON]

### **Prerequisite:** Proficient

You enhance the ATK quality of a weapon by +1 for every 5 skill ranks. If another secret provides a bonus or benefit based off the ATK value of a weapon, it uses the new value after the secret's enhancement.

## WEAPONS GROUP [WEAPON]

### **Prerequisite:** Proficient

You can declare a selection of weapons that you consider a special weapons class. Unlike a normal weapons class, these weapons do not have to be related, such as declaring a short sword, spear, knife and bolos. A Weapons Group is treated in all respects like a weapons class, including the penalty to skill advancement. You can put 4 weapons in a Weapons Group but you must declare them all when you take the secret. If you declare less than 4 when you take the secret, no additions can be made later. You do not need current proficiency in a weapon to declare it for your Weapons Group.

## WEB OF STEEL [WEAPON]

### **Prerequisite:** Proficient

You can expend a quickened action on a CF Action Count to add a +1 bonus for every 3 skill ranks to either ATK or DEF that lasts for the rest of the melee round.

## ARMOR PIERCING [WEAPON]

### **Prerequisite:** Trained

You enhance the bonus damage of your weapon by +1 for every 10 skill ranks to a max of double the normal bonus.

## DANCING WEAPON [WEAPON]

### **Prerequisite:** Trained

You reduce the CF penalty of your weapon by -1 for every 10 skill ranks. You cannot reduce the CF penalty for using the weapon below zero.

## HARD HIT [WEAPON]

### **Prerequisite:** Trained

You can expend a normal action to inflict very powerful blows. Attack like normal but if you succeed, you add a +1 bonus for every 5 skill ranks to



damage. This secret does not affect the damage caused by mechanical devices or other weapons not directly reliant on you for damage.

### VERSATILE EDGE [WEAPON]

**Prerequisite:** Trained

Using a quickened action, you can shift the bonus (only) to ATK or DEF of a weapon, adding the ATK bonus to DEF or the DEF bonus to ATK. When you shift the bonus you shift the entire bonus, losing its benefit while shifted. The shift in bonuses only lasts that CF Action Count and for 6 CF Counts or until your next CF Action Count, whichever comes first.

*Example – Throded has a battle axe with 7 ATK and 4 DEF. He shifts the 7 ATK to DEF, gaining zero to your ATK but 11 DEF on his first CF Action Count and then reverses it on the next, gaining 11 ATK but zero DEF.*

### JOINED BLADES [WEAPON]

**Prerequisite:** Experienced, Elastic Mind [Combat]

Joined Blades requires you to be dual wielding weapons. Using a normal action you can strike with both weapons simultaneously against 1 opponent but make only 1 ATK roll, using the best bonus of the two weapons. If you succeed, you inflict damage with both weapons normally.

### PRECISION [WEAPON]

**Prerequisite:** Experienced, Proprioception [Athletics]

Select a single weapon but not a Weapons Group or Weapons Class. With this weapon, you enhance the Critical quality by +1 for every 10 skill ranks. You can take this secret more than once but each time it applies to a different weapon.

### WEAPON SAVVY [WEAPON]

**Prerequisite:** Experienced, Experienced Combat

You change the skill advancement penalty of a single Weapons Group or Weapons Class to a -10 skill advancement penalty instead of a -20. You can take this secret more than once. You can apply it a max of twice to a Weapons Group or Weapons Class, taking the skill advancement penalty to zero. You can also apply it to a different Weapons Group or Weapons Class.

### BALANCE OF STEEL [WEAPON]

**Prerequisite:** Specialist, Joined Blades, Synergy [Athletics]

Normally when dual wielding, if the additional quickened action provided by the offhand weapon is used to Parry, you cannot make an attack with both

weapons. Balance of Steel allows you to utilize the extra quickened action to Parry and still make an attack with both weapons like normal on your CF Action Counts.

### SPEED STRIKE [WEAPON]

**Prerequisite:** Specialist, Quick Draw, Elastic Mind [Combat]

You must declare this maneuver at the beginning of a melee round. It allows you to make a single attack equivalent to a normal action with a drawn weapon on CF Count 40. After this initial attack you return to your normal CF Action Counts. You can do this at the beginning of each melee round.

### WEAPON CUNNING [WEAPON]

**Prerequisite:** Specialist, Precision, Experienced Tactics [Knowledge]

Select a single weapon (not a Weapons Group or Weapons Class). With this weapon, you reduce the Fumble quality by -1 for every 10 skill ranks. You cannot reduce the Fumble penalty for using the weapon below 1. You can take this secret more than once but each time it applies to a different weapon.

### LONG ARM [WEAPON]

**Prerequisite:** Expert, Lunge [Combat], Specialist Tactics [Knowledge], Weapon Cunning

You extend your normal engagement range (ER) with a particular weapon by one ER increment.

### SPREAD ATTACK [WEAPON]

**Prerequisite:** Expert, Weapon Cunning, Pinpoint Attacks [Combat], Dancing Weapon

You can engage separate enemies when attacking with multiple weapons or if you are capable of multiple attacks. You can also spread the barrage of attacks gained from Flurry, Whirlwind Assault, and other maneuvers that provide additional attacks to separate targets as well.

### SECOND ATTACK [WEAPON]

**Prerequisite:** Genius, Spread Attack, Combat Maneuvering [Athletics], Intuitive Combatant [Combat], Circle of Eyes [Combat]

Select a single weapon (not a Weapons Group or Weapons Class). With this weapon, you can strike twice with your primary weapon on your CF Action Count as long as you employ the attack as a normal action. You can take this secret more than once but each time it applies to a different weapon.



### SPIN ATTACK [WEAPON]

**Prerequisite:** Genius, Spread Attack, Circle of Eyes [Guard], Whirlwind Assault [Combat], Combat Maneuvering [Athletics]

Select a single weapon (not a Weapons Group or Weapons Class). With this weapon, you make a single normal attack that strikes every combatant within your ER. Weapons that are restricted to a single ER out of several (such as a spear) can only strike in a single ER range. With firearms, missile and thrown weapons, you are limited to the amount of ammunition on hand, a single range increment and a 90 degree arc. You can take this secret more than once but each time it applies to a different weapon.

### DEATH BLOW [WEAPON]

**Prerequisite:** Legendary, Precision, Pinpoint Attacks [Combat], Combat Maneuvering [Athletics], Intuitive Combatant [Combat], Overpower [Athletics]

Select a single weapon (not a Weapons Group or Weapons Class). With this weapon and you can expend a normal action to target a specific area and make a normal attack with a +15 on the CRIT chance. If you successfully roll a critical, the attack is automatically a lethal one to your opponent. Otherwise it inflicts damage like normal. You can take this secret more than once but each time it applies to a different weapon.

### THIRD ATTACK [WEAPON]

**Prerequisite:** Legendary Weapon, Second Attack, Genius Tactics [Knowledge], Lightning Reactions [Athletics], Synergy [Athletics]

Select a single weapon (not a Weapons Group or Weapons Class). With this weapon, you can strike three times with your primary weapon on your CF Action Count as long as you employ the attack as a normal action. You can take this secret more than once but each time it applies to a different weapon. You must have Second Attack in the weapon you choose.



## WILDERNESS [WITS]

You know how to operate in environments outside of urban ones.

**Gathering.** Spend d6 hours and make a skill check against a region's TD to locate and gather herbs, plants, minerals and other things from the wilderness environs. While familiarity helps, it does not replace skilled gathering and all the harvest suffers a -25 penalty to Quality.

**Navigate the Wilds.** You can orienteer, direction find, and navigate. Notice weather or environmental changes, such as the approach of a sandstorm, a storm, hail, lightning, and so on, doing any or all of these with a TD 50 skill check. Scrounge, hunt and trap enough food and find enough shelter to survive with a TD 50 skill check. Each person beyond you adds +25 to the TD. When orienteering or navigating make a skill check every hour to stay on course or to relocate your course if you previously lost it. If you fail two consecutive skill checks, you are lost. To recover from being lost requires a TD 75 skill check. Each hour you were lost leads you off in a random direction. You can also identify or recognize prominent predators, game or other creatures in a specific wilderness area with a TD 100 skill check. The GM may elevate the TD for any of these skill checks based on the environment or other circumstances.

#### **Proficient:**

Nurture, Terrain Familiarity, Wild Gathering, Wild Survival, Wildswise

#### **Trained:**

Field Training, Internal Compass, Surefooted, Wild Stealth

#### **Experienced:**

Canny, Direct Route, Invisible Threat

#### **Specialist:**

Brush Fighter, Trap Construction

#### **Expert:**

Landmastery, Native Son

#### **Genius:**

Bushcraft, Wilds Ghost

#### **Legendary:**

Wild Soul

### NURTURE [WILDERNESS]

**Prerequisite:** Proficient

You understand how to properly raise or guide the

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progress of, flora and in some cases fauna, in a cultivated or wild environment. Areas under your care use your skill ranks as a bonus against disease and debilitation. You can make a TD 75 skill check for an area that stays under your direct care for at least a month. If you succeed, you can harvest +10% more herbs, plants, etc. than the norm and also add a +10 bonus to determine the quality of the harvest or gathering. You can Nurture a 1 ft square area per skill rank.

### TERRAIN FAMILIARITY [WILDERNESS]

**Prerequisite:** Proficient

Unlike building deep knowledge about an area like Wildswise, Terrain Familiarity is an affinity with a specific type of terrain, such as forest, plains, hill and so forth. In this terrain:

- You gain a +10 bonus to all Wilderness skill checks
- Add a +20 bonus to Escape and Evasion
- You can make TD 75 skill checks to avoid inclement weather or bad environment conditions, negating their effect (if possible; GM adjudicates).

### WILD GATHERING [WILDERNESS]

**Prerequisite:** Proficient

You understand how to safely find and successfully harvest herbs, plants, and like items in an area you have Terrain Familiarity. Your chance and degree of success is based on a skill check versus the TD of gathering herbs in the area. You also avoid the normal -25 penalty to herb quality when harvesting wild herbs. Wild Gathering does not include knowledge on how to preserve or prepare such things long term.

### WILD SURVIVAL [WILDERNESS]

**Prerequisite:** Proficient

You can survive in the wild.

- You have a +20 bonus to all basic skill uses (orienteering, trap and hunt, shelter building, identify terrain changes, predators, game or herbs, plants and other things) in any wilderness terrain.
- If caught in inclement weather or bad environmental conditions, you can make a TD 75 skill check to use your skill ranks as a modifier to the bad weather or condition. You can affect 1 factor of the weather to modify, such as wind chill, low or high temperature, hail damage, dehydration, etc. as it relates to you. You can make multiple skill checks to affect multiple factors of the bad weather or condition.

### WILDWISE [WILDERNESS]

**Prerequisite:** Proficient

You know the ins and outs of an area, having spent time traversing its known and unknown paths. The size of the area depends on your skill. You can designate any area to wield this form of influence, but it must be one you can reasonable have access to, a named area of the wild no larger than 1 half-mile square per skill rank.

- Do not suffer the penalty to gather herbs, hunt animals, trap, fish and other similar penalties for working in an unfamiliar area.
- You have a +20 bonus with the base skill use in your Wildswise area.
- Automatically gain the benefits of Navigate the Wilds for your area of Wildswise without making the skill check. If you are scrounging for additional people, you must make this skill check.
- Make TD 50 skill check to recognize resident flora and fauna, wild areas, water sources and related things. This includes manmade construction as well. You can make this same skill check to notice the lack or disappearance of any of the preceding as well, such as the birds not migrating, trees growing wrongly or not at all and other things.
- Make an TD 50 skill check to navigate the area in half the normal time
- Make a TD 75 skill check to navigate the area by lesser known ways in half the normal time. This adds +30 to your Escape and Evasion chance or to the TD for someone to follow, track, or pursue you.
- Make a TD 75 skill check to take advantage of your superior understanding of the area. If you succeed, you can apply a +5 bonus to a skill, ATK, DEF, Dodge, Parry, Block, or Save rolls. You can only gain a single bonus and it lasts only for 1 day. The bonus applies while you are in a Wildswise area.

Note Wildswise areas as indicated below. If you have multiple Wildswise (you can take the secret any number of times) note them separately even if they are adjacent.

Wildswise <Area>

### FIELD TRAINING [WILDERNESS]

**Prerequisite:** Trained

You can make the same TD 75 skill check to take advantage of your superior understanding of an area as outlined in Wildswise for any area you have defined with Terrain Familiarity. If you have both Wildswise



and Terrain Familiarity for the same area, you apply a +10 bonus instead.

### INTERNAL COMPASS [WILDERNESS]

**Prerequisite:** Trained

You have trained to navigate without the normal sensory clues. In a normal situation, you have a +30 bonus to orienteer. You can also navigate and orienteer even if blind or otherwise denied normal clues but must make TD 100 skill checks to do so.

### SUREFOOTED [WILDERNESS]

**Prerequisite:** Trained

You always can find firm footing in a wilderness environment and treat terrains as +1 step better for movement.

### WILD STEALTH [WILDERNESS]

**Prerequisite:** Trained

Normally when you move after gaining Concealment, you lose its benefit. You can expend a quickened action and make a TD 75 skill check in a wilderness setting where you have Concealment in order to move your normal movement and maintain the bonus provided for Concealment (terrain permitting).

### CANNY [WILDERNESS]

**Prerequisite:** Experienced, Elastic Mind [Combat]

You are wise in the ways of the wild.

- When checking for situational advantage in an area you have Wildswise, you gain a +10 bonus if you make the skill check. If you have Field Training, the bonus is +15, providing the Terrain Familiarity is the same as your Wildswise area.
- In the area defined by Wildswise you can make a TD 100 skill check to always find Partial concealment (Battle and Melee section), even if none is normally available.
- In an area defined by Wildswise, you can use your Wilderness skill to detect ambushes.
- You can extend the benefits of Wildswise to +1 additional person who accompanies you for every 10 skill ranks.

### DIRECT ROUTE [WILDERNESS]

**Prerequisite:** Experienced, Hazard Awareness [Recon]

You know best how to make your way from one point to the next. If you make TD 100 skill check, you can treat the distance traveled over a route of 1 mile per skill rank as if it were by a paved, unobstructed road, regardless of the terrain. If you fail the skill check, you traverse the route normally. You can convey this bonus to additional people, animals or companions but each adds +10 to the TD.

### ARDUIN LEGEND: GOETHER

The dead Centaur battle god of ancient times, slain since the God Wars of myth. Known as the heart of the Tara-Khai Centaur, Geother epitomized the rage characteristic of that race. He was so powerful that he outright slew Earth Demons, his most hated enemies with a single blow! Teamed with his companion god Tchoelney, Geother was a force feared by god and immortal alike. A cunning plan, however, architected by Abbraxadon and enacted by an unlikely alliance of Sabadarum, Tanabras and Xollonth proved the undoing of this might god. Wooed away by Sabadarum's charms, Tchoelney was far from Geother when Xollonth and Tanabras took advantage of Geother's mighty rage and drained from him his might life. Outraged by his companion's death, Tchoelney descended into Tanabras' realm to wrestle away his bones, leaving only a single armbone, which he used as a missile against Tanabras, nearly destroying him!

### INVISIBLE THREAT [WILDERNESS]

**Prerequisite:** Experienced, Eye for the Hidden [Recon]

In an area defined by Terrain Familiarity, if you gain Concealment you bump the level of Concealment by one tier to the next highest.

### BRUSH FIGHTER [WILDERNESS]

**Prerequisite:** Specialist, Canny, Invisible Threat

You are master at fighting in the wild. You must be in an area covered by your Wildswise and Terrain Familiarity to gain the benefits of Brush Fighter.

- When setting up an ambush (see Combat skill), each additional person only adds +5 to the ambush TD.
- When attacking from Concealment or Cover, you have a +3 critical chance.
- You can move as outlined in Wild Stealth but using a quickened action and without making a skill check.

### TRAP CONSTRUCTION [WILDERNESS]

**Prerequisite:** Specialist, Field Training, Traps [Knowledge]

You know how to design, apply, and put together crude traps using readily available materials and tools. With a TD 100 skill check, you can build traps to alert, damage, incapacitate, kill or otherwise deal with intruders. Examples of traps are pits, punji sticks, Malaysian man trap, swinging log, snares, nets, etc. Your Wilderness skill check becomes the TD to detect the trap once placed.

### LANDMASTERY [WILDERNESS]

**Prerequisite:** Expert, Canny, Observation [Recon], Invisible Threat

Few have your understanding of the world.

- When checking for situational advantage in an area you have Wildswise, you gain a +15 bonus if you make the skill check. If your Terrain Familiarity is the same as your Wildswise area, the bonus is +20.
- If caught in inclement weather or bad environmental conditions, you can make a TD 100 skill check to find cover enough to ignore the effects of the weather or condition until it ends. If the weather or environmental condition is a constant, you treat your skill ranks as an adjustment to mitigate the effects. (GM adjudicates based on the weather or condition involved).
- You can extend the benefits of any Surefooted, Wild Stealth, and Invisible Threat secrets (if you know them) to +1 additional person who accompanies you for every 25 skill ranks.
- In areas defined by your Wildswise, you treat any form of Concealment as an equivalent amount of -1 step lower Cover, adding its bonuses to the bonuses gained from Concealment.

### NATIVE SON [WILDERNESS]

**Prerequisite:** Expert, Invisible Threat, Canny, Wild Stealth

You can dwell in an area you have Terrain Familiarity, surviving off the land without depleting its resources (you avoid the normal limits on area survival). You can also survive harmoniously with the rest of the ecology without disruption. Thus, outside of normal predation, you will not otherwise incur additional penalties or invite attacks from creatures, beasts or animals that would see you as an intruder.

### BUSHCRAFT [WILDERNESS]

**Prerequisite:** Genius, Landmastery, Brush Fighter, Native Son, Combat Maneuvering [Athletics]

You are positively genius when it comes to the wild. You must be in an area covered by your Wildswise and Terrain Familiarity to gain the benefits of Brush Fighter.

- If you detect an ambush and make a TD 150 skill check, you can turn the ambush around and gain the ambush bonuses and the free ambush melee round against the ambushers. You can include +1 additional person in the counter for every 20 skill ranks.
- When checking for situational advantage, you gain a +25 bonus if you make the skill check.
- You treat all movement across terrain as if it were a paved, unobstructed road, regardless of the true terrain.
- You can extend the benefits of any Expert or lower Wilderness secret (those you know) to +1 additional person who accompanies you for every 25 skill ranks.
- You have a +5 critical success chance with the Wilderness skill.

### WILDS GHOST [WILDERNESS]

**Prerequisite:** Legendary, Bushcraft, Native Son, Suspicious Eye [Recon], Synergy [Athletics], Without a Trace [Clandestine]

You are more elusive than smoke in the wild.

- In any wilderness area you have Terrain Familiarity you can disappear (takes only 1 minute). Once Wilds Ghosted, your trail is considered a 5-day old Cold Trail. Even if someone succeeds in finding your trail, you can make an immediate Wilderness skill check opposed by their tracking ability to throw them off the trail, forcing them to make another skill check to track you. You can make this opposed skill check to throw them off your trail every time the tracker would normally make a skill check to stay on track.
- If Concealment is available, you automatically can take Full Concealment if in a wilderness area you have Terrain Familiarity.



## WILD SOUL [WILDERNESS]

**Prerequisite:** Legendary, Bushcraft, Boundless [Athletics], Exfiltrate [Recon], Outside Context [Knowledge], Without a Trace [Clandestine]

You are a kindred spirit with the wild beasts and the equally wild lands.

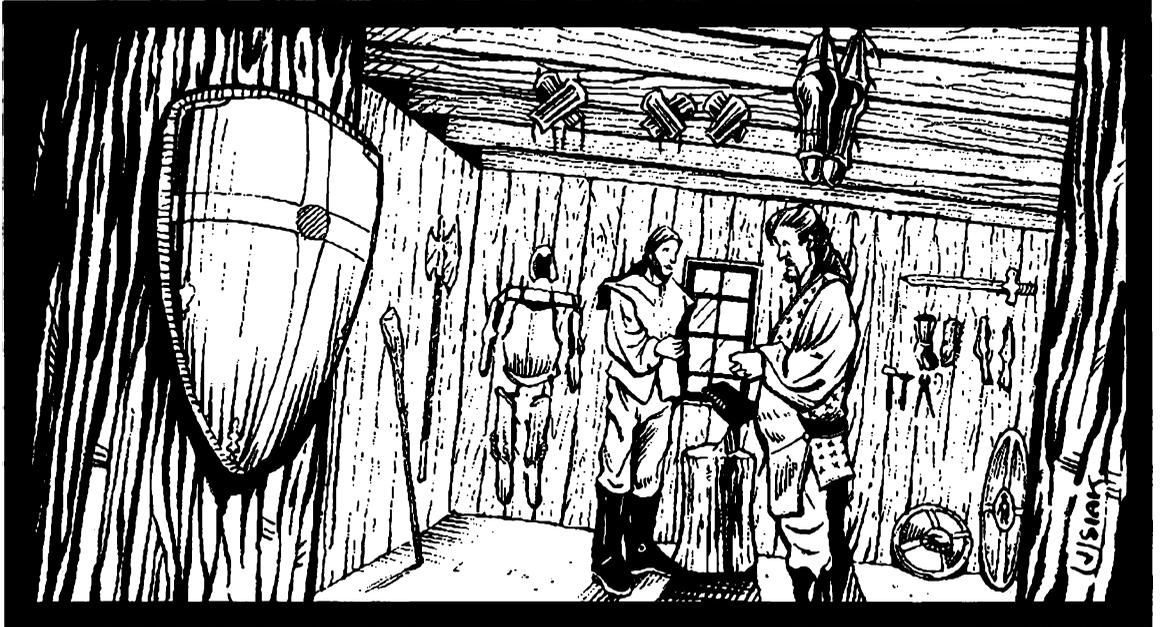
- Terrain Familiarity for wilderness areas.
- In a wilderness area you always have the situational advantage and gain a +20 bonus without making a skill check.
- You can extend the benefits of secrets outlined in Canny, Brush Fighter, Landmastery or Bushcraft to a number of companions equal to your skill ranks.
- In the wild you can make Recon skill checks in place of PER checks or vice versa at your discretion.
- When in any "wild" area, you gain a +30 bonus to non-melee applicable combat skills. You also auto-succeed at TD 125 or less skill checks.



**SKILLS**

**SKILLS**

## EQUIPMENT - CHAPTER SIX



### CAN I BUY IT?

A fine selection of items is available in the shops, bazaars and stalls of the world. This chapter covers some of the mundane and a few exotic items characters may purchase and how to do so. The Equipment chapter also provides a base inheritance s to players.

Every item described in this chapter is considered available to the player to purchase if they elect to do so. Some of the listed items are expensive, exotic or hard to get, so don't necessarily expect to find them on a rack in a shop. The GM is the ultimate decision maker on what is or isn't available. Always consult your GM first.

### GETTING OUTFITTED

Starting out character begin with a basic inheritance that covers what they acquired or were given in their life up to this point. Any bonus items or Wealth from culture is added to this inheritance. All Wealth unless otherwise indicated is Silver Wealth. You begin with the following items:

- set of clothes
- backpack or satchel
- 1 Profession specific item (wand case, sword, holy symbol, etc.) of 20 GC or less value
- 20 items of no more than 10 GC each. You can combine these items together to form a greater single item, such as making two items into a single 20 GC item. You do not retain any leftover amounts if the value of the item is lower than 20 GC or the amount you create by merging items together.
- Any item you do not use counts as 10 Silver Wealth and d6 GC

### WEALTH AND MONEY

Wealth is considered as good as coin for outfitting and equipping and can be applied to as many or little items within its limits. However, if you don't use all the Wealth allotted towards purchasing equipment you do not get the remainder back as coin. The only starting coin you will begin with is what is noted in the Inheritance Option Table or gained via Cultural picks.

### COINAGE

All prices given in this chapter are in Arduinian coinage for simplicity. The Coinage Table below spells out the abbreviations, coinage exchange rates and other data.

As a note, the Arduinian silver penny (SP) is the most common coin in economic use. Nobility and the affluent may use gold crowns (GC) or gold sovereigns (GS) but much less often than the SP. It purchases your meals, is a common man's wage for a day and buys and pays for all manner of objects or



services. The SP is very much the standard of measure. When given change for a regular service, expect SP as the primary unit of return, followed by copper pennies (CP).

Other coinage exists and is the standard in the realm that mints it. Arduinian coinage, however, is perhaps the most widely traded and used among the nations and is used as a de facto standard.

COINAGE TABLE				
	CP	SP	GC	GS
Copper Penny (CP)	1	10	100	500
Silver Penny (SP)	.1	1	10	50
Gold Crown (GC)	.01	.1	1	5
Gold Sovereign (GS)	.002	.02	.2	1

### SELLING LOOT

The GM is the ultimate arbitrator of whether or not you can sell loot and where you can do it. Usually a basic economic system can handle such questions. However, for games where this is not desired or just not in place, an easy rule of thumb is any item in serviceable condition can be sold for 20 - 50% of market value in amount equivalent to one-third of what's normally available in the area.

## WEAPONS

Weapons are broken into classes, as outlined in the *Skills* section under the Weapon skill. A weapon class indicates proficiency across a spectrum of tightly related similar weapons. Individual proficiency is also possible and normal. When you use a weapon you are not proficient in, you double the ATK, CF, DEF and Fumble attributes and set them to negative values. A weapon with a +7 bonus to ATK and DEF is -14 instead. The same weapon with a -4 CF becomes a -8 CF. A 95 Fumble doubles to an 89 Fumble. You also cannot make use of its special capabilities. **Proficiency with Tech weapons is on a per weapon basis.** However the Game Master may want to allow Firearm, Grenade, Rocket, etc. classes.

## BOWS

The Bows weapon class includes such weapons as the shortbow, longbow or the power bow.

**Ammunition** - Bows use arrows and you expend no additional actions to make use of readied



ammunition. Arrows in a quiver at your waist or back or stuck into the ground in front of you are considered readied. Arrows in your pack are not. Arrows that miss their target are usually reusable; roll a d6. On a roll of 2-6 the arrow can be reused. Otherwise it's destroyed. If it hits its target, the arrow is only reusable on a roll of 4-6.

**Distance** - Bows have an increment of distance. The distance they list is the range they can fire into with no penalty. You can extend this distance 4 more times before you reach max distance. The ATK penalty for the first increment of distance is -10, the second is -30, the third is -60 and the last is a -100 ATK penalty. Bows have a minimum distance that they can work at as well. A long bow requires at least 10 ft or greater distance from its target to use. A short bow requires at least 5 ft or greater.

**Two-handed** - Bows require two hands to use and you do not apply your BODY damage to damage rolls unless the bow is a power bow.

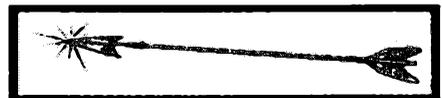
## CLAWS

The Claws weapon class is comprised of weapons strapped to or over the hands, such as cestus. Also covers natural claw weapons. Claws are melee weapons. They can be used in your primary or offhand and in little or no space, including while wrestling or grappling. Offhand strikes with claws do not suffer the dual wielding penalties for weapons as described in the *Battle and Melee* section.

## CROSSBOW

The Crossbow weapon class includes weapons such as the pellet bow, the light crossbow, heavy crossbow, and the 4-shot crossbow.

**Ammunition** - Crossbows use quarrels and crossbows require time to reload. A light crossbow and the pellet bow require 1 CF Action Count to reload. A 4-shot crossbow takes 2 CF Action Counts and a heavy crossbow takes 3 CF Action Counts. During the CF Action Count you are reloading, you are using both your normal and quickened action to do so. Quarrels that miss their target are sometimes reusable; roll a d6. On a roll of 5-6 the quarrel can be reused. Otherwise it's destroyed. If it hits its target, the quarrel is destroyed. However, if you inflict more HP damage than the BODY of your target, the bolt



passes through them and continues beyond along the same path for 1 ft per HP beyond their BODY.

**Distance** – Crossbows have an increment of distance. The distance they list is the range they can fire into with no penalty. You can extend this distance 4 more times before you reach max distance. The ATK penalty for the first increment of distance is -10, the second is -30, the third is -60 and the last is a -100 ATK penalty.

**Two-handed** – Crossbows normally require two hands to wield. However if you have double the minimum BODY listed, you can wield it one-handed. Reloading also requires two hands. You do not apply your BODY damage to damage rolls.

### FLAILS AND CHAINS

The Flails and Chains weapon class includes chains, whips, one-handed and two-handed flails and other flexible weapons.

**Flexible** – These weapons can make Grab or Knockdown maneuvers instead of inflicting damage on an attack. Follow the rules for either maneuver as listed in the *Battle and Melee* section but use your attack roll with the weapon instead of an Athletics skill check. If you miss with the Knockdown, you can give up the weapon instead of allowing your opponent to attempt a counter knockdown.

**Hard to Counter** – When an opponent attempts to Block or Parry this type of weapon, they suffer a penalty to do so equal to the weapon's damage bonus.

**Two-Handed** – Weapons listed as two-handed or noted in the description as such, will normally require two hands to wield. However if you have double the minimum BODY listed, you can wield it one-handed. If you do not have sufficient BODY and attempt to do so anyway, you do not gain BODY damage to attacks and suffer double the normal CF and fumble penalties before adjusting them for secrets (if any).

### HEAVY THROWING ARMS

The Heavy Throwing Arms weapon class contains heavy handheld throwing weapons such as the tomahawk, francisca, hurlbat, chupa, martiobarbuli or plumbata.

**Distance** – These types of weapons have an increment of distance. The distance they list is the

range they can fire into with no penalty. You can extend this distance 4 more times before you reach max distance. The ATK penalty for the first increment of distance is -10, the second is -30, the third is -60 and the last is a -100 ATK penalty.

**Missile or Melee** – Some heavy throwing arms have melee application as well. When used in melee you can only apply one-third your normal skill ranks unless you have proficiency with the weapon in melee as well.

### IMPACT ARMS

The Impact Arms weapon class contains weapons like the hammer, mace, maul and the club.

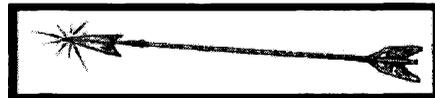
**Forceful** – Impact Arms are well suited to attack maneuvers that stun and disorient, like Concussive Strike and Shock Attack (both Combat secrets). When used with either of those or similar secrets, the weapon adds the damage it inflicts to the Shock Saves required to resist the stunning attacks.

**Two-Handed** – Weapons listed as two-handed or noted in the description as such, will normally require two hands to wield. However if you have double the minimum BODY listed, you can wield it one-handed. If you do not have sufficient BODY and attempt to do so anyway, you do not gain BODY damage to attacks and suffer double the normal CF and fumble penalties before adjusting them for secrets (if any).

### IMPACT BLADED

The Impact Bladed weapon class contains weapons like axes and axe-like weapons, such as the hand axe, battle axe, two-handed axe, or jhang.

**Two-Handed** – Weapons listed as two-handed or noted in the description as such, will normally require two hands to wield. However if you have double the minimum BODY listed, you can wield it one-handed. If you do not have sufficient BODY and attempt to do so anyway, you do not gain BODY damage to attacks and suffer double the normal CF and fumble penalties before adjusting them for secrets (if any).



## IMPACT PIERCING

The Impact Piercing weapon class contains weapons like the mattock, morning star or war pick.

**Lodge** – These types of weapon have a chance equal to the inflicted damage to get lodged in the enemy. A lodged weapon inflicts its base dice in HP damage for every melee round the opponent is actively moving (any physical action but resting or standing still). If a Block or Parry is done with shield or armor, this chance also exists but the weapon lodges in the armor or shield instead. It does not inflict damage but instead reduces the opponent's CF by double the CF penalty of the weapon until removed. It takes a TD 50 STR check to remove the weapon. If the weapon is wielded two-handed, a TD 75 STR check is required to remove it.

**Two-Handed** – Weapons listed as two-handed or noted in the description as such, will normally require two hands to wield. However if you have double the minimum BODY listed, you can wield it one-handed. If you do not have sufficient BODY and attempt to do so anyway, you do not gain BODY damage to attacks and suffer double the normal CF and fumble penalties before adjusting them for secrets (if any).

## LANCES

The Lances weapon class covers lances of all kinds, such as the light and heavy lances and the lances of hawkmen, the needle lance. Lances are only useable intact; broken they are considered clubs.

**Mounted** – These weapons only add bonus damage from BODY when you are mounted. A needle lance only provides bonus damage when flying and in the hands of a hawkman.

**One-Handed** – Lances can be used with one hand from the back of a mount. On foot they require two hands and are considered pikes. Their construction and use does not provide for two handed use from horseback.

**Special Charge** – When you make a charge maneuver, you add the MASS of any mount you ride to damage; however, there is a percent chance equal to the total damage for the weapon to break on impact. You also must make a Ride skill check against a TD equal to the damage you inflict or you are unhorsed. When you make a mounted charge

with a lance, you move and attack on your mount's CF. The needle lance follows slightly different rules; see the caption on needle lance for details.

## LIGHT THROWING ARMS

The Light Throwing Arms weapon class contains weapons like the knife, shuriken, dart, grenade, and so forth. Generally any small weapon, pointed or bladed whose primary purpose is to be thrown.

**Ammunition** – These weapons tend to be their own ammunition. They can be thrown singly or in groups of 2, 3 or 4, with a single roll made for all but at a cumulative -5 ATK penalty for each additional object. You only count the bonuses of the first weapon towards ATK, DEF, CF, and so on and do not stack the bonuses of multiple ones if thrown as a group. A group of 3 knives thrown as a group only use the +7 ATK of the knife once; adjusted for the -10 penalty is a -3 penalty overall to the attack.

**Distance** – These types of weapons have an increment of distance. The distance they list is the range they can fire into with no penalty. You can extend this distance 4 more times before you reach max distance. The ATK penalty for the first increment of distance is -10, the second is -30, the third is -60 and the last is a -100 ATK penalty.

## LONG BLADES

The Long Blades weapon class contains weapons such as the broad sword, saber, tulwar, falchion, scimitar, two-handed sword, bastard sword, claymore, and flamberge.

**Two-Handed** – Weapons listed as two-handed or noted in the description as such, will normally require two hands to wield. However if you have double the minimum BODY listed, you can wield it one-handed. If you do not have sufficient BODY and attempt to do so anyway, you do not gain BODY damage to attacks and suffer double the normal CF and fumble penalties before adjusting them for secrets (if any).



## MISSILE POLE ARMS

The Missile Pole Arms weapon class contains weapons like the javelin, throwing spear, and pilum. The weapon class covers long hafted or lengthy missile weapons.

**Ammunition** – These weapons tend to be their own ammunition and are thrown singly.

**Distance** – These types of weapons have an increment of distance. The distance they list is the range they can fire into with no penalty. You can extend this distance 4 more times before you reach max distance. The ATK penalty for the first increment of distance is -10, the second is -30, the third is -60 and the last is a -100 ATK penalty.

## PIERCING ARMS

The Piercing Arms weapon class contains weapons like the rapier, estoc, foil and kris. It covers all non-short piecing weapons that are not mounted to a haft but instead use a hilt or handle.

**Quick Recovery** – These weapons are suited to the Lunge maneuver (see Combat skill) and allow you to Lunge and recover without expending a quickened action to do so.

## POLE ARMS

The Pole Arms weapon class contains hand-held thrusting pole arms such as the halberd and pike. It covers all like weapons as well.

**Agile** – These weapons can make Knockdown maneuvers instead of inflicting damage on an attack. Follow the rules for the maneuver as listed in the *Battle and Melee* section but use your attack roll with the weapon instead of an Athletics skill check. Also, if you miss with the Knockdown, you can give up the weapon instead of allowing your opponent to attempt a counter knockdown.

**Ready** – When this weapon is in hand and you are not Outmaneuvered, it is considered automatically Set against a Charge (see *Battle and Melee*).

**Repulse.** You can repulse opponents who move into your ER with a quickened action. You attack as

normal but must declare the direction of the Repulse. If you succeed in hitting your opponent and piercing their DR, you can convert 1 HP of damage you would normally inflict into 1 ft of distance you can push a foe. They must make a base TD 100 Acrobatics skill check, modified by +5 for every foot-distance you push them or fall prone in the space you thrust them into.

**Two-Handed** – These weapons are two-handed and must be wielded thus, regardless of BODY.

## SHORT BLADES

The Short Blades weapon class covers such weapons as the short sword, cutlass, falchion, khopesh or kukri. It also covers like single handed weapons that primarily rely on cut and thrust combat.

## SHORT PIERCING ARMS

The Short Piercing Arms weapon class includes small piercing weapons like the majority of the variations of dagger or the katar.

## SLINGS

The Slings weapon class includes slings of all types regardless of ammunition.

**Ammunition** – Slings use stones, slugs, marbles and anything else that will fit in the pouch of the sling. Ammunition that misses their target is sometimes reusable; roll a d6. On a roll of 5-6 the ammo can be reused. Otherwise it's destroyed. If it hits its target, the ammo is destroyed.

**Distance** – Slings have an increment of distance. The distance they list is the range they can fire into with no penalty. You can extend this distance 4 more times before you reach max distance. The ATK penalty for the first increment of distance is -10, the second is -30, the third is -60 and the last is a -100 ATK penalty.



## SPEARS

## WEAPON CHARACTERISTICS

The Spear weapon class consists of weapons like the spear, staff and trident. These are weapons with a long shaft and at least one pointed end. Weapons of the Spear weapon class can generally employ bashing or piercing strikes as a natural function and can also typically be used with a shield.

**Agile** – These weapons can make Knockdown maneuvers instead of inflicting damage on an attack. Follow the rules for the maneuver as listed in the *Battle and Mele* section but use your attack roll with the weapon instead of an Athletics skill check. Also, if you miss with the Knockdown, you can give up the weapon instead of allowing your opponent to attempt a counter knockdown.

**Double-Headed** – Weapons of this nature can be used as if you were dual wielding, though you must make this election at the beginning of the CF Action Count. This provides a second quickened action that you can use as an attack or parry. Using a weapon in this fashion penalizes all ATK and Parry actions by 75 – COORD and doubles the CF penalty. You must wield it two handed to gain this benefit.

**Ready** – When this weapon is in hand and you are not Outmaneuvered, it is considered automatically Set against a Charge (see *Battle and Mele*).

**Two-Handed** – Weapons listed as two-handed or noted in the description as such, will normally require two hands to wield. However if you have double the minimum BODY listed, you can wield it one-handed. If you do not have sufficient BODY and attempt to do so anyway, you do not gain BODY damage to attacks and suffer double the normal CF and fumble penalties before adjusting them for secrets (if any).



Weapons, like people, have characteristics, such as how sharp, how penetrating, how easy to use or how cumbersome.

**ATK** – Some weapons are engineered better for fighting or just have a greater raw potential to hit. ATK is the bonus or penalty a weapon applies to a person's chance to connect with a target.

**CF** – Ease of use, readiness, speed and flexibility are all concepts rolled in CF. A weapon's CF is the penalty you take to your reaction times to use it.

**DEF** – Some weapons are engineered better for defense or just have a greater raw potential to defend. DEF is the bonus or penalty a weapon applies to the defense of its wielder.

**DME** – The raw damage a weapon inflicts. Damage is given in a dice range with a bonus value, such as d6+6. Some damage also has a letter designation of A, B, C, D, X, Y, or Z as an indication of a weapon's capability to inflict a critical hit.

**CRIT** – Some weapons can do incredible damage or just have a greater raw potential to inflict damage. CRIT is the chance, expressed as a value range on a d100 that the weapon will inflict grievous damage.

**Fumble** – Not all weapons are made alike. Some are more unwieldy or more likely to impair or damage their wielders than the enemy. Fumble captures this concept and is a chance, expressed as a the value range on a d100

**DME Type** – Different weapons inflict different types of damage. Arduin Eternal breaks damage into blunt force (Bash), incised (Slash) and penetration or puncture wounds (Pierce).

**ER** – Being built differently from one another, weapons engage with opponents at different distances. ER captures this concept. Full explanation of ER and how it relates to combat can be found in the Battle and Mele Section.

**BODY** – The range of applied leverage, strength and mass a weapon can accommodate. If you don't have enough BODY to meet the lower end of the range, you cannot use the weapon. If you exceed the top end of the range, you risk the chance of breaking the weapon when you use it. Breakage chances are 10% per point beyond the top end BODY value. The BODY range also dictates the durable (DUR) of a weapon. Normal quality weapons have a DUR equal to the lower end of the BODY range.



## WEAPON DESCRIPTIONS

Weapons noted on the Weapons table are described below along with any special maneuvers the wielder can employ when using them.

**Atlatl** – Frequently called a spear thrower, this device uses leverage to lend power to a spear to allow it to go farther and hit harder. Spears must be fitted to use an atlatl or it doesn't function properly. An atlatl doubles the distance a spear can traverse but triples the penalties of range.

**Bastard Sword** – This weapon is just as commonly known as a hand-and-one-half blade since it could be used one-handed or two. When used in two hands you add +5 to your BODY to determine damage.

**Battle Axe** – An axe constructed for battle. It can be used one-handed or two. When used in two hands you add +5 to your BODY to determine damage.

### Arduin Legend: Zaed ne Kaeylna

Zaed ne Kaeylna was born to an Elven woman and a male of the Awynnousi Seelie. Some of one and half another, he lived with one foot in each world, part Elf, part Faerie. It made his early life hell as the Elven brethren who raised him did not understand his conflicts and troubles. Only when he passed maturity did he come into his own, earning a name in both worlds as one brave, one bold and twice fierce. His power to walk between worlds led him to many nexus worlds and back again. Indeed, who has not heard of the tale of he and the 33 brave souls, who tread intrepidly across 29 worlds and 30 lands to find the find the Lost ?? Or the Ballad of the Zaed and Kal, where he and his brother-by-adventure, Kal of Thrale, shed life and blood to open the Door of Legend and gird once again the Winged Armor of Ailston Ealhdon and take up the Fanged Blades of Time-Wept Charloun to stand in the breach against the Eater of Stars, the Devourer of Heaven!

**Bolas** – A throwing weapon made of weights on the ends of interconnected cords. An exotic weapon little seen across Khaas until popularized by the Khai Shang, who used a similar weapon. Bolas have a listed increment of distance that is handled like that described under the Heavy Throwing Arms weapons class. Bolas can make Grab or Knockdown maneuvers instead of inflicting damage on an attack. Follow the rules for either maneuver as listed in the *Battle and Melee* section but use your attack roll with the weapon instead of an Athletics skill check. Also, if you miss with the Knockdown or Grab you just miss.

**Broadsword** – This one-handed weapon is also called a war sword and very balanced and capable in cut and thrust combat. Often teamed with a shield, where it adds its ATK bonus to DEF when done so.

**Cestus** – A battle glove, either a single piece or just a series of leather thongs, wraps or rope around the hand and modified with metal parts like spikes, studs or iron plates.

**Chain** – A weapon made of links, usually metal with one or more heavy objects attached, usually 10 ft in length. You can elect to consider the weapon as if you were dual wielding two weapons, making this election at the beginning of the CF Action Count. This provides a second quickened action that you can use as an attack or parry. Using a weapon in this fashion penalizes all ATK and Parry actions by 75 – COORD but does not impact your CF beyond the weapon's listed amount. You must wield it two-handed to gain this benefit. See *Battle and Melee* section for more info on dual wielding.

**Chupa** – Chupa are heavy darts with a tapered point on each end and thrown more like a hurlbat than a normal dart. Can be used in melee or thrown. When used in melee you can only apply half your skill ranks. Widely regarded as a Khai Zirin weapon but has seen some popularity in gladiatorial games in Ithalos and Viruelandia.

**Club** – Essentially a short staff made of wood.

**Cutlass** – The cutlass is a short, broad bladed slashing sword, with a straight or slightly curved blade. This weapon adds its damage bonus to your roll when enemies attempt to parry or block your attack.

**Dagger** – A double-edged blade primarily used for stabbing or thrusting. It can be used to slash as well. It can be thrown but also only inflicts d3 HP damage unless built to be thrown. Daggers are normally engineered to be thrown or set up to slash/pierce.

**Dart** – An small missile built to fly so the sharp, weighted point will strike first.

**Estoc** – A pointed, very stiff thrusting weapon



made to pierce armor. It has no cutting edge at all.

**Falcata** – A sickle-shaped blade similar to a kukhri, single bladed and engineered to strike with the momentum of an axe. Falcata add their ATK bonus to defend against disarm attempts. They also add their ATK bonus to DEF when used with a shield.

**Falchion** – A one-handed, single-edged sword that combines the weight and power of an axe with the versatility of a sword.

**Flail** – A weapon made with one or more weights attached by chains or hinges to a handle. Flails are suited to the Lunge maneuver (see Combat skill) and allow you to Lunge and recover without expending a quickened action to do so.

**Francisca** – An axe with an arch shaped head with prominent points at the top and bottom corners.

**Halberd** – An axe blade topped with a spike and mounted on a long half, usually with a hook to snare mounted opponents.

**Hammer** – A war version of the common hammer.

**Hand Axe** – A light one-handed axe with a thin head and sharp edge.

**Heavy Crossbow** – A bow mounted on a stock that with a mechanism to shoot quarrels. A heavy crossbow is large and the bow portion is usually made of steel, and uses a windlass to cock the crossbow.

**Heavy Lance** – A heavy spear, used to thrust and attack from horseback. A lance is heavier and thicker than a normal spear, and not built to throw. If used on foot, it damages like a Pike. Also has a guard for the hand.

**Heavy Rapier** – A heavy more reinforced version of the rapier. Like the rapier, it adds its ATK bonus to Parry checks.

**Hurlbat** – A throwing axe sharpened on all points, made entirely from metal. Not useable as a melee weapon.

**Javelin** – A light spear designed for throwing.

**Jhang** – A Jhang is a Saurig weapon that resembles a wooden club with metal, flint, and obsidian blades down the length.

**Katar** – A short punching sword, set horizontally so that the blade lies across the knuckles. If used offhanded, consider the DEF bonus of the katar to be +5 instead of +1.

**Khar-khris** – The weapon is somewhere in size between a broadsword and a bastard sword, with a wavy edge. It has a long hilt and can be wielded in one or two hands, gaining a +5 bonus to BODY to determine damage when used in two-hands. If used in one hand with a shield, it adds its ATK bonus to DEF as well.

**Khopesh** – A descendant of the axe, a khopesh

consists of a hilt, an unsharpened length of blade and a crescent shaped sharpened portion. Used similarly to an axe but akin to a sickle-shaped sword, relying more on slashing than push cuts.

**Knife** – A short, sharp edge blade attached to a handle. Numerous variations exist. A knife made for melee is considered a Short Piercing Arm; one constructed for throwing is a Light Throwing Arm.

**Kukri** – A chopping and stabbing weapon, physically resembling a short blade bent at a 20 degree angle. Its forward angle makes it very effective.

**Kyrl** – This Kyrl is a curved, slender, single-edged blade, squared guard, and long grip to accommodate two hands. The opposite of the edged side is also edged from tip to halfway down the blade. The Kyrl is a Khai Shang blade, engineered and balanced to their use. In non-Khai Shang hands it doubles its CF penalty and loses its Critical Grade letter. If used two-handed, it adds +10 to the wielder's BODY to determine damage.

**Light Crossbow** – A bow mounted on a stock with a mechanism to shoot bolts.

**Light Lance** – A light spear, used to thrust and attack from horseback. A lance is heavier and thicker than a normal spear, and not built to throw. If used on foot, it damages like a Pike. Also has a hand guard.

**Lho-Zhar-Ha** – A Pahda-Hha weapon, similar to halberd but weighted and used differently. Like the rest of their weapons, a Lho-zhar-ha is engineered for a Pahda-Hha and non-Padha-Hha suffer double the normal CF and Fumble penalties to use them.

**Longbow** – A tall type of bow, not significantly recurved and relatively narrow. It allows for a long draw, usually to the jaw and projects arrows powered by the elasticity of the bow.

**Long Spear** – Spears of 9ft or greater length. Long Spears may be used as indicated under double headed but suffer triple the CF penalty instead.

**Longsword** – This weapon describes any one of many long bladed, single or double edge weapons. Capable of being used in two hands or one, this weapon it adds +5 to the wielder's BODY to determine damage.

**Mace** – A strong, heavy wooden, metal-reinforced, or metal shaft, with a head made of stone, copper, bronze, iron or steel.

**Main Gauche** – A sturdy dagger designed primarily as an offhand weapon, very popular in Arduin, Morvaen and Viruelandia. When teamed with a short or long blade, the listed DEF bonus for the main gauche is considered +9 instead of +3. When used to parry, it does not suffer the ATK penalty for dual wielding.



**Martiobarbuli** – Martiobarbuli are seen as a deodanth weapon. They resemble a heavy dart, similar to a long nail with notches along the length.

**Mattock** – A two-handed hand tool similar to a pickaxe, distinguished by the head with a broad-bladed end and a pointed end or an axe-like end.

**Maul** – A heavy two-handed hammer, typically with a long handle and an oversized wooden, stone or metal head. You can use this weapon to make a Knockdown maneuver, adding the HP damage you inflict to your BODY to determine whether or not you knock them down. If you succeed they take damage and are knocked down at the same. If you miss you are off balance and suffer a -5 penalty to your CF for the rest of the melee round. If you have no more CF Action Counts in the melee round, the -5 CF applies to the next melee round.

**Morning Star** – A spiked club resembling a mace, that has a long spike extending straight from the top and many smaller spikes around the heavy metal, stone or wood head. A morning star is hard to disarm and adds its ATK bonus to defend against disarm attempts.

**Needle Lance** – The hawkmen of khaas have developed a special lance fitted to their physique to attack when they stoop on enemies. It resembles a normal lance but is flexible instead of rigid, using the aerial flight action to build power and decorated with long feathers to distract enemies and to keep blood from coating the lance. A non-hawkman using this weapon suffers doubles the penalty to CF, DEF and Fumble when using it; inflicts only 2d4 damage and has a 96 critical chance.

**Net** – A weighted net used for combat. Nets can be used to make Grab or Knockdown maneuvers instead of inflicting damage on an attack. Follow the rules for either maneuver as listed in the *Battle and Melee* section but use your attack roll with the weapon instead of an Athletics skill check. Also, if you miss with the Knockdown or Grab, the target can attempt to Grab the net. A net, once cast, has a CF penalty of -10 instead of -7 until refolded. It takes a quickened action to refold a net.

**Pellet Bow** – A crossbow that fires pellets, stones or other small ammunition. It can be used in 1-hand if the minimum BODY required score is met.

**Pike** – A very long, two-handed thrusting spear designed to stop cavalry.

**Pilum** – A form of javelin designed to penetrate armor and shields and weight them down to reduce effectiveness. A successful attack against an opponent's DEF applies a -2 CF and Move penalty until the pilum is removed. Takes a TD 50 STR check to remove them.

**Plumbata** – A heavy dart designed to penetrate armor or shields and weigh them down to reduce their effectiveness. A successful attack against an opponent's DEF applies a -1 CF penalty until the dart is removed. It takes a TD 50 STR check to remove them.

**Power Bow** – Power bows are recurved or compound bows. They are geared only to work with a certain STR and BODY and allows an archer to apply their damage bonus from BODY to missiles if they meet the STR and BODY requirements. The 135 GC listed in the weapon table is the base cost of the bow and you add +8 GC for every BODY point above 20 it is geared for. Thus, a 50 BODY Power Bow costs  $8 \times 30$  or 240 + 135, or 375 GC.

**Pushokk-ah** – A round-headed heavy mace that is weighted sized and engineered for a Pahda-Hha. In their hands it's devastatingly powerful and can be wielded one-handed. For non-Padha-Hha, however, it requires two-hands to use. If you have double the minimum BODY listed you can wield it one-handed.

**Rapier** – A slender, sharp pointed weapon made for thrusting. A rapier adds its ATK bonus to Parry checks.

**Saber** – Curved, single-edged blade with a large hand guard.

**Scimitar** – A type of saber with a very prominent curve to the blade.

**Short bow** – A bow with recurved or non-recurved limbs used for hunting and war. A shortbow can be used to fight from horseback.

**Short Spear** – Spears of less than 9 ft length are considered short spears. Spears may be used one or two-handed, depending on the action taken and the wielder's BODY. Short spears are suited to the Lunge maneuver (see Combat skill) and allow you to Lunge and recover without expending a quickened action to do so.

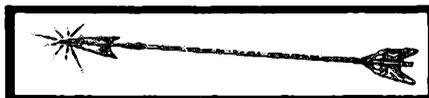
**Short Sword** – A short sturdy sword.

**Sispah-ha** – This weapon is a Wolfing knife distinctive for its shape, which resembles a steel swastika on a handle.

**Sling** – A projective weapon used to throw blunt projectiles like lead slugs or stones. A sling uses a pouch or cradle to hold the projectile and two lengths of cord, which are grasped and spun to release the cord. You do not apply your BODY damage with slings.

**Staff** – A large thick stick or stick like object. Can be rigid or flexible, capped at the ends or unaltered, depending on the style.

**Sword Gauntlet** – Common to the lands of Arvallessa and the isles of Tallassa, these are rigid,



double-edged blades attached to metal gauntlets. The reinforcement of the wrist allows the weapon to be wielded to inflict Slash or Pierce damage (wielder's choice). The sword gauntlet is also very resistant to disarm, providing a +50 bonus to rolls versus this maneuver.

**Throwing Star/Shaken** – Small concealed weapon used to throw and slash. Typically made from flat, everyday items but sharpened and file to a keen edge.

**Tomahawk** – Multipurpose axe that can be used in melee or thrown as a heavy missile. If taken individually, it can be used in melee or as a heavy missile without penalty. When used as part of a weapon class, it uses Heavy Throwing Arms for missile and Impact Bladed for melee.

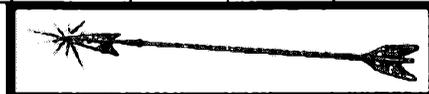
**Trident** – A three-pronged spear used to spear, hook, move and otherwise maneuver objects.

**Two-Handed Axe** – A two-handed version of the battle axe. They require more room however, and against opponents at Close ER they lose the bonus to damage dice and the critical letter grade.

**Two-Handed Flail** – A two-handed version of the flail. Like the one-handed version they are suited to Lunge maneuvers (see Combat skill) and allow you to Lunge and recover without expending a quickened action to do so. They require more room however, and against opponents at Close ER they lose the bonus to damage dice and the critical letter grade.

**Two-Handed Sword** – A large and powerful version of the longsword. They require more room however, and against opponents at Close ER they lose the bonus to damage dice and the critical letter grade.

WEAPONS TABLE										
WEAPON	ATK	CF	DE F	DME	CRIT	F	TYPE	ER	BODY	Cost
<b>BOWS</b>										
Long Bow	16	-5	-5	Arrow	84	5	Pierce	180	20 – 78	45 GC
Power Bow	14	-5	-5	Arrow	88	5	Pierce	160	20 – 78	335 GC
Short Bow	12	-2	-2	Arrow	93	5	Pierce	75	10 – 60	15 GC
Arrow, blunt	*	*	*	d6+7	*	*	Bash	-25	*	10 CP
Arrow, bodkin point	*	*	*	2d4+17	wp+3B	Wp+1	Pierce	-50	*	3 CP
Arrow, broad head	*	*	*	2d4+14	wp+2	Wp+1	Pierce	-25	*	12 CP
<b>CLAWS</b>										
Claws	See the individual description for the claws used.									
Cestus	5	-1	0	d4+1	98	1	Bash	Native	8 – 48	25 SP
<b>CROSSBOWS</b>										
Heavy Crossbow	18	-5	-8	3d8+18	79C	9	Pierce	150	*	100 GC
Light Crossbow	11	-2	-4	2d6+10	88A	5	Pierce	100	*	50 GC
Pellet bow	10	-3	-5	2d4+8	91	8	Pierce	60	*	45 GC
4-shot Crossbow	2	-4	-4	d6+6	90	5	Pierce	40	*	80 GC
Quarrels, heavy (30)	*	*	*	*	*	*	*	*	*	12 CP
Quarrels, light (30)	*	*	*	*	*	*	*	*	*	9 CP
Quarrels 4-shot (30)	*	*	*	*	*	*	*	*	*	3 SP
Pellet (30)	*	*	*	*	*	*	*	*	*	9 CP



WEAPON	ATK	CF	DEF	DME	CRIT	F	TYPE	ER	BODY	Cost
<b>CHAINS AND FLAILS</b>										
Chain	7	-3	4	d6+7	96	8	Bash	S - M	9 - 56	2 GC
Flail	6	-4	6	d6+12	94A	5A	Bash	S - M	10 - 58	20 GC
Two-handed Flail	4	-9	-12	2d6+16	88B	15A	Bash	S - M	28 - 88	55 GC
Whip	10	-2	-10	d2	100	7	Bash	S - L	6 - 42	25 SP
<b>HEAVY THROWING ARMS</b>										
Axe, throwing	6	-3	3	d6+7	94	5	Slash	15/C	15 - 46	5 GC
Chupa	8	-1	1	d6+3	96	3	Pierce	20/C	10 - 34	10 CP
Francisca	7	-3	2	d6+7	94	6A	Slash	15	18 - 52	5 GC
Hurlbat	8	-3	0	d6+8	92	8	Slash	15	18 - 54	15 GC
Martioarbuli	9	-1	0	d6+4	98A	1	Pierce	35	18 - 50	8 SP
Plumbata	5	-1	0	d6+4	98	3	Pierce	35	18 - 50	5 SP
Tomahawk	5	-3	3	d6+6	94	4	Slash	15/C	15 - 42	3 GC
Yoe-Ukai	3	-1	0	d6+6	97	2	Pierce	35	18 - 50	7 SP
<b>IMPACT ARMS</b>										
Club	5	-2	4	2d4+2	96	3	Bash	C - S	12 - 54	15 CP
Hammer	7	-3	4	d4+9	95A	5	Bash	C - S/10	10 - 58	10 GC
Mace	5	-4	5	d8+12	94A	6	Bash	C - S	20 - 65	20 GC
Maul	4	-8	-14	2d6+18	92B	9A	Bash	S/ M	32 - 80	25 GC
Pushokk-ah	4	-6	-2	2d6+14	93A	9A	Bash	C - S	32 - 76	65 GC
<b>IMPACT BLADED</b>										
Battle Axe	7	-4	4	2d4+12	95A	5	Slash	S	20 - 55	25 GC
Hand Axe	7	-2	4	d6+5	96	4	Slash	C - S/15	10 - 52	7 SP
Jhang	5	-2	3	d6+5	92A	6A	Slash	C - S	16 - 56	12 SP
Two-handed Axe	4	-8	-8	2d6+20	92B	10A	Slash	S/M	32 - 72	60 GC
<b>IMPACT PIERCING</b>										
Mattock	3	-5	-5	3d4+21	90B	11A	Pierce	M	32 - 84	10 GC
Morning Star	6	-4	4	d8+12	93A	7A	Pierce	M	20 - 65	40 GC
War Pick	3	-3	3	d6+9	91A	5	Pierce	S - M	10 - 58	5 GC
<b>LANCES</b>										
Heavy Lance	2	*	-16	3d6+32	62C	11	Pierce	L	28-180	10 GC
Light Lance	6	*	-10	3d4+22	79A	8	Pierce	L	22-120	7 GC
Needle Lance	11	-6	-10	2d4+10	82C	11	Pierce	L	18 - 44	130 GC
<b>LIGHT THROWING ARMS</b>										
Dart	8	-1	0	d3+1	97Y	2	Pierce	C/20	6 - 34	1 SP
Knife	7	-1	3	d3	99Y	2	Pierce	C/20	3 - 20	3 SP
Sispah-ha	3	-1	3	d6+2	98	5	Pierce	20/C	6 - 40	5 SP
Throwing Star	4	0	0	d3	96Y	1	Pierce	10	6 - 30	2 SP



WEAPON	ATK	CF	DEF	DME	CRIT	F	TYPE	ER	BODY	Cost
<b>LONG BLADES</b>										
Bastard Sword	7	-4	6	2d4+11	93A	8	Slash	S - M	22 - 65	40 GC
Broad Sword	5	-4	5	d8+8	97	6	Slash	S - M	14 - 60	25 GC
Khar-khris	6	-4	6	2d4+11	95	6	Slash	S - M	12 - 48	25 GC
Kyrl	7	-3	5	2d4+13	93A	7	Slash	S - M	20 - 75	50 GC
Long Sword	6	-4	5	d8+10	94	7	Slash	S - M	20 - 65	35 GC
Two-Handed Sword	3	-8	-15	2d6+19	92B	10A	Slash	S - M	32 - 82	60 GC
Zierkankierk	6	-6	-7	d10+12	94	6	Slash	S - M	20 - 66	70 GC
<b>MISSILE POLE ARMS</b>										
Javelin	9	-2	1	d6+8	95	3	Pierce	75/S	10 - 58	1 GC
Pilum	7	-2	1	d6+7	94	3	Pierce	60	10 - 55	2 GC
<b>PIERCING ARMS</b>										
Estoc	8	-5	4	d8+11	95A	4	Pierce	S	12 - 58	9 GC
Heavy Rapier	7	-3	6	d6+8	92B	4	Pierce	S	6 - 58	35 GC
Rapier	8	-1	5	d6+6	92B	2	Pierce	S	6 - 48	20 GC
<b>POLE ARMS</b>										
Halberd	3	-9	7	3d6+24	86B	9	Pierce	M/L	30 - 88	60 GC
Lho-Zhar-Ha	4	-9	-8	3d6+12	88B	11A	Pierce	M	30 - 88	65 GC
Pike	4	-7	8	2d4+14	91A	8	Pierce	S/M - L	25 - 75	35 GC
<b>SHORT BLADES</b>										
Cutlass	6	-4	3	2d4+7	96	8	Slash	C - S	12 - 50	15 GC
Falcata	6	-4	6	2d4+11	94A	7	Slash	S	16 - 44	22 GC
Falchion (Tulwar)	7	-6	5	2d4+12	95A	8	Slash	S	16 - 50	19 GC
Khopesh	5	-4	6	2d4+11	94A	7	Slash	C - S	12 - 50	18 GC
Kukri	7	-1	4	d4+6	94	2	Slash	C - S	10 - 41	9 GC
Saber	6	-3	5	d8+8	95A	4	Slash	C - S	16 - 50	20 GC
Scimitar (Shamshir)	5	-3	5	d8+7	95	3	Slash	C - S	20 - 52	20 GC
Short Sword	4	-2	3	d4+4	98	2	Slash	C - S	10 - 48	4 GC
Sword Gauntlet	5	-2	8	2d4+5	97	5	S/P	C - S	14 - 44	42 GC
Yataghan	6	-3	6	d6+9	95	4	Slash	C - S	20 - 52	22 GC
<b>SHORT PIERCING ARMS</b>										
Dagger	7	-1	2	d3+3	98	2	Pierce	C/10	6 - 40	5 SP
Katar	5	-1	1	d4+3	98	2	Pierce	C	6 - 40	5 SP
Main Gauche	2	-1	3	d4+1	99	3	Pierce	C	6 - 48	6 GC
<b>SLINGS</b>										
Sling	5	-1	0	Ammo	95	1	Bash	30	6 - 50	1 SP
Sling bullet (40)	*	*	*	d6+7	93A	*	Bash	*	*	5 SP
Sling stone (40)	*	*	*	d4+4	97	*	Bash	*	*	1 CP



WEAPON	ATK	CF	DEF	DME	CRIT	F	TYPE	ER	BODY	Cost
<b>SPEARS</b>										
Long Spear	12	-4	11	2d4+14	91A	6	Pierce	S/M-L/20	25-68	5 GC
Short Spear	10	-3	6	2d4+10	94	4	Pierce	S-M/25	10-68	3 GC
Staff	8	-3	8	2d4+7	97	2	Bash	S-M	10-62	1 SP
Trident	5	-6	7	3d4+13	90A	9	Pierce	S/M/20	20-66	30 GC
<b>UNIQUE (NO WEAPON CLASS)</b>										
Atlatl	wpn+7	-1	-1	*	wpn+3	wpn+2	*	*	*	13 GC
Bolas	9	-2	-1	d3	90Z	9	Bash	70	8-45	15 SP
Net	14	-7	3	*	100	10	Spec	S-M	14-58	15 GC
<b>Critical Grade:</b> The letter grade indicates a bonus or penalty to the critical chart roll for that weapon. <b>A</b> = +10, <b>B</b> = +25, <b>C</b> = +50, <b>D</b> = +75, <b>X</b> = -10, <b>Y</b> = -25 and <b>Z</b> = -50										

**War Pick** - A war pick is a hammer with a very long slightly curved spike on the reverse of the hammer head.

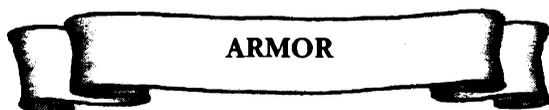
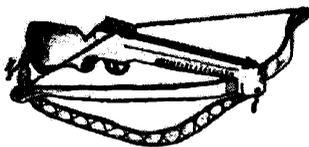
**Whip** - A long tapered flexible length of leather with a stiff handle.

**Yataghan** - A single-edged blade with a marked forward curve and a guardless hilt.

**Yoe-Ukai** - A Pahda-Hha heavy throwing dart similar to a Martiobarbuli. Like the rest of their weapons, a Yoe-Ukai is engineered for a Pahda-Hha and non-Padha-Hha suffer double the normal CF penalty to use them. Yoe-Ukai is used like a Plumbata to weigh down armor (see Plumbata).

**Zierkankierk** - This weapon is a two-handed Chundian long-blade similar in theme to a bastard sword but with an almost guardless hilt like a Yataghan.

**4-Shot Crossbow** - The 4-shot is a mechanical crossbow with a rectangular mechanism that sits around an over-and-under pair of bows on the stock. Quarrels are front loaded into the mechanism, which uses a flat chain self-turning windlass that resets after one or more quarrels are released. You can fire any number of bolts at once, set by a notched dial on the side at a single target. A single roll is made for all bolts and the damage done for per bolt separately. Each quarrel inflicts the listed d6+6 HP damage.



Armor is broken into specializations as outlined in the skills section under the Lorica skill. A Lorica specialization indicates proficiency across a spectrum of tightly related similar armors. Individual proficiency is also possible and normal. When you wear armor you are not proficient in, you double the CF, Dodge, Enc penalties to Move and Maneuver attributes and set them to negative values. You also cannot make use of its special capabilities.

Armor's primary job is to ablate and soak damage. Armor absorbs BODY damage or critical hits to the locations covered by armor. **Half armors** cover the torso, back, shoulders, hips and upper thighs. **Full armor** covers all major locations and includes a helm. **Barding** for animals, such as horses, cover all major locations and include skull protection. If a critical hit inflicts general BODY damage to a target wearing armor, both the half or full armors absorb the BODY damage to their maximum capacity. Any general BODY damage that overcomes the armor's ability to absorb it is passed to the wearer.

Specific BODY damage or critical effects that cause BODY damage, such as Sever (Limb) to a location covered by armor is absorbed as previously outlined for general BODY damage. However, if the BODY damage inflicted overwhelms the armor's absorption ability, the effect (limb severed, for instance) occurs.



*Example – Throded is in a melee with Raxhin. Throded lands a critical hit with his axe, rolling a 22-BODY damage critical hit with a Sever (limb) critical effect to Raxhin's hard studded leather full armor. Since the armor only has 17 BODY, Throded essentially hacks his way through the armor, inflicting 5-BODY damage to Raxhin and cutting off a limb in the process!*

### CLOTH

The Cloth armor specialization includes armors such as the arming doublet, gambeson, quilted armors, silk and fur armors. Other cloth based armors, such as the high tech fabric suits of the Thaelastra also fall into this specialization.

### LEATHER

The Leather armor specialization includes armors such as soft leather, hard leather, and studded hard leather armors. Other armors with leather as the primary composition or material that simulates leather also fall into this category.

### MAIL

The Mail armor specialization includes armors such as scale, ring, and chainmail armors. Other armors with mail as the primary composition or material that simulates mail also fall into this category.

### PLATE

The Plate armor specialization includes armors such as chain and plate and plate armor. Other armors with plate or bands as the primary composition or material that simulates plates or bands also fall into this category.

### UNIQUE

Some armor does not fall into a specific specialization. One good example is the Hoja-Pai of the Padha-Hha. It quite literally is unusable by any other race due to its tailored fit to their form. Others would be the various centaur fighting armors or others like them that are distinct and different.

## ARMOR CHARACTERISTICS

Armor, which includes shields, like people, has characteristics, such as how cumbersome, armor protective and other things.

**DR** – The amount of damage the armor resists before passing the damage on to the wearer. This value represents the armor's ablative capability. DR from armor adds to the native DR of people, if they have DR. Some types of armor will also indicate a

Critical Grade Letter, A or B for example, that they negate if applied against the armor.

**DEF** – The value the armor or shield provides to DEF. Most armor types do not provide a DEF bonus but shields primarily do.

**Block** – The bonus to the Block maneuver the armor or shield provides. Most armor types do not provide a Block bonus but shields primarily do.

**BODY** – In part, the BODY attribute defines the durability of the armor or shield. When this amount runs out, the armor and shield literally breaks down or apart. It also serves double duty as the amount of BODY damage armor can absorb in the wearer's place and represents permanent damage that must be repaired. To absorb BODY damage the armor must cover the damaged area. When/if armor takes its full BODY in damage it no longer provides any bonuses to DR, DEF or Block but still adds all Armor Hindrance penalties.

**CF** – The penalty applied to CF as a factor of the encumbering value of the armor and its effect on your speed.

**Dodge** – The penalty applied to Dodge due to the encumbering value of the armor.

**Enc** – Short for encumbrance, this value equals weight, similar to MASS, that armor applies to the wearer. Subtract this amount from your Move as a penalty but add this value as a bonus to your BODY to determine the damage you inflict when making the Charge maneuver as outlined in the *Battle and Melee* section. If the encumbrance of armor reduces your Move to zero or less you cannot move in the armor and will need to be carried by a steed or some other means.

**Maneuver** – The penalty applied to all Maneuver skills except for Lonica and Shield due to the encumbering value of the armor. This value also applies to the Cast and Entreaty skills as well.

## ARMOR DESCRIPTIONS

When reading the armor types, please keep in mind that half armors cover the torso, back, shoulders, hips and upper thighs. Full armor covers all major locations and includes a helm. These labels were omitted from the descriptions for the sake of brevity.

**Arming Doublet** – An arming doublet is a padded jacket with anchor points for plate and gussets for protecting areas not covered by the armor its worn underneath armors. Considered a full armor if worn standalone.



**Leather armor** – This type of armor consists of thick leather, boiled, water hardened or otherwise processed, and then fashioned into plates or scales to form armor. Can be half and full armor and is sometimes used for horse or animal barding as well.

**Chain and plate armor** – This type of armor consists of embedded plates or bands of metal for main protection and is reinforced with interlinking metal mesh weave. Can be half and full armor or barding.

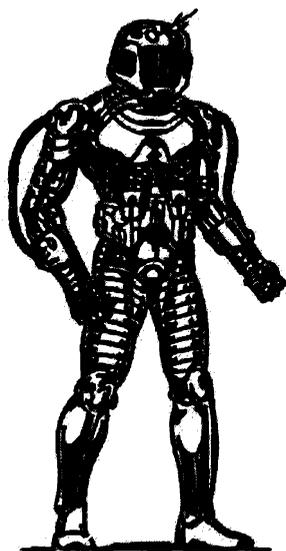
**Centaur cataphract armor** – A special type of chain and plate armor adapted specifically to the centaur frame and engineered to their body type. Only the Tara-Khai and Gara-Khai can use this armor effectively. Shinda-Khai will suffer double the normal hindrances if they attempt to use it. The armor is considered full armor.

**Centaur fighting leathers** – A special type of leather armor adapted for centaur use. The armor is a mixture of hard and soft leather with copper or steel studs around vital areas. The armor is considered full armor.

**Centaur legionnaire armor** – A special type of mail weave supplemented with key bands of light plate that protect the girth and joints of the centaur. The armor is considered full armor.

**Chainmail** – Armor formed of interwoven links of metal rings. The full armor version of chainmail is typically called a hauberk

**Exoskeleton** – A few of these technological creations have made the markets of some countries. The exoskeleton resembles a mass of bars, wires, wheels and gears that fits over a person with 15 – 50 BODY. While worn, the exoskeleton bolsters your strength, adding the equivalent of +20% more BODY as a bonus.



**Fur armor** – Armor constructed of thick skins and heavy furs woven or conjoined to cloth, leather or similar backing. Can be half and full armor.

**Gambeson** – A padded jacket, usually stuffed with linen, wool or other things. A gambeson is considered full armor though it doesn't normally come with a helm.

**Hoja-Pai** – The Padha-Hha armor is similar to legionnaire armor and is made from a tough, hard leathery substance and complimented with bracers, greaves, and a helmet. This armor is specifically engineered for Padha-Hha and is not wearable by others.

**Lamellar armor** – A type of armor similar to scale armor but, consisting of parallel rows of linked leather, horn or even steel linked together. Lamellar armor needs no backing, unlike scale armor. Can be half and full armor or barding.

**Plate armor** – A type of armor consisting of metal plates that provide full-body protection. Includes chain weave to protect the joints and other vital points.



**Quilted armor** – These armors can vary quite widely but maintain the characteristic of being made of cloth, reinforced and padded with material and nearly always quilted. Similar to a gambeson and can be half and full armor or barding.

**Ringmail armor** – This type of armor consists of mail weave sown onto leather or heavy cloth. Less weighty/more flexible than chainmail or mesh armors.

**Silk armor** – These armors are essentially a silk version of quilted armor but always lighter and less bulky. Made from pseudo silk or grey silk. The silk allows you to pull out piercing weapons with barbs and not suffer extra damage from the barbs. Also if you have a lodged missile or weapon, you gain a +25 bonus to withdraw the object. Can be half and full armor.



### ARMOR TABLE

ARMOR	DR	BODY	CF	Dodge	Enc	Maneuver	Cost
<b>Cloth</b>							
Arming Doublet <sup>1</sup>	1	4	0	0	0	0	5 SP
Fur armor, half	2	6	-1	-2	2	-2	10 SP
Fur armor, full	3	10	-2	-4	3	-6	20 SP
Gambeson	2	8	0	0	3	0	12 SP
Quilted armor, half	2	8	0	0	2	-1	18 SP
Quilted armor, full	4	12	-1	-2	4	-2	30 SP
Quilted armor, barding	3	16	-2	-4	5	-8	8 GC
Silk armor, half	6	22	0	0	1	0	250 GC
Silk armor, full	10	32	-1	-2	2	-2	550 GC
<b>Leather</b>							
Lamellar armor, half	5	11	-3	-7	5	-8	45 GC
Lamellar armor, full	7	19	-6	-11	10	-12	70 GC
Lamellar armor, barding	10	27	-3	-13	20	-15	100 GC
Leather armor, half	5	11	-2	-3	4	-4	12 GC
Leather armor, full	7	15	-4	-6	7	-9	20 GC
Leather armor, barding	9	24	-5	-8	10	-12	32 GC
Soft leather armor, barding	4	18	-2	-6	6	-8	15 GC
Soft leather armor, half	4	8	-1	-3	2	-4	15 GC
Soft leather armor, full	6	12	-2	-4	4	-6	20 GC
Studded leather armor, half	8	13	-3	-6	5	-5	28 GC
Studded leather armor, full	10	17	-5	-10	7	-15	42 GC
Studded leather armor, barding	11	32	-6	-13	16	-17	62 GC
<b>MAIL</b>							
Chainmail half	14	21	-5	-10	14	-13	50 GC
Chainmail full	16A	30	-8	-14	18	-18	90 GC
Chainmail, barding	17A	42	-9	-18	22	-21	115 GC
Ringmail, half	13	14	-4	-8	11	-11	45 GC
Ringmail, full	14	22	-7	-12	16	-15	60 GC
Ringmail, barding	12	30	-8	-15	21	-18	80 GC
Scale armor, half	13	23	-4	-9	7	-10	45 GC
Scale armor, full	14	29	-7	-14	12	-15	65 GC
<b>Plate</b>							
Chain and plate half armor	22A	34	-9	-20	16	-16	110 GC
Chain and plate full armor	27A	42	-12	-26	20	-30	175 GC
Chain and plate, barding	19A	54	-8	-16	29	-22	150 GC
Plate armor	35B	75	-15	-42	28	-35	250 GC
<b>Unique</b>							
Centaur cataphract armor	24A	38	-10	-14	30	-18	180 GC
Centaur fighting leathers	5	18	-2	-5	6	-7	15 GC
Centaur legionnaire armor	12	27	-4	-8	11	-12	55 GC
Exoskeleton [techno item]	5	15	-4	-6	7	-9	750 GC
Hoja-Pai	12	38	-4	-8	13	-10	180 GC

### SHIELD TABLE

	DEF	Block	BODY	CF	Dodge	Enc	Maneuver	Cost
Small Shield	+10	+10	15	0	0	0	0	3 SP
Standard Shield	+20	+30	30	0	0	1	0	5 SP
Large Shield	+50	+50	50	-1	-2	3	-5	5 GC



**Scale armor** – Scale armor consists of many small scales attached to a strong material like leather or cloth. The scales are very exposed and visible giving the armor its name. The scales are usually metal though they can be horn, hard leather or other tough materials. Can be half and full armor.

**Soft leather armor** – This type of leather armor is formed and fitted like normal leather but made of softer, more pliable materials to allow better maneuverability than the stiffer more rigid versions. Can be half and full armor or barding.

**Studded leather armor** – Essentially the same as leather armor but augmented with metal or horn studs to add to the defensive capability of the armor and better proof it against weapons. Can be half, full barding.

**Note 1:** Arming doublets are worn underneath Mail or Plate armors and is a padded jacket with anchor points for plate and gussets for protecting areas not covered. All their bonuses and penalties are added to the plate or mail it is worn with. They add a +25 bonus to all rolls to don or doff armor quickly.

## GENERAL ITEMS

The following tables are provided to give a basic market value of prices for a wide variety of items, services and good that the players will encounter during their game.

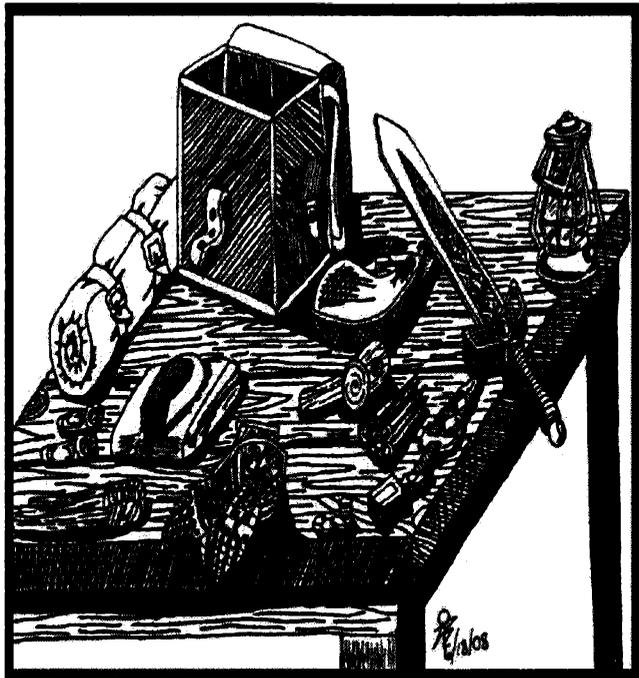


General Equipment		
Item	Weight (pounds)	Cost
Backpack	3	1 SP
Backpack, framed	4	14 SP
Bedroll (warm weather)	6	5 CP
Bedroll (cold weather)	10	2 SP
Belt	.25	1 CP
Boots	2	1 SP
Caltraps (10)	.25	2 SP
Candle, 1 hour (12)	.25	10 CP
Candle, 3 hours (4)	.25	10 CP
Candle, 8 hour	.25	10 CP
Candle holder, metal	2	1 SP
Candle holder, wood	.5	10 CP
Case, water resistant	3	12 SP
Chain (per foot)	1	2 SP
Chalk (12)	.1	2 CP
Cloak, light	4	25 SP
Cloak, heavy	12	30 SP
Climbing pick	2	18 SP
Coat, light	3	20 CP
Coat, heavy	8	13 SP
Door Wedge	2	1 CP
Eye Patch	.1	3 CP
Fire starting kit	.5	12 CP
Flint and Steel	.1	1 CP

Gloves	.5	1 SP
Grappling Hook	1	1 GC
Hammer	1	1 SP
Hammock	3	10 CP
Harness	5	1 GC
Hat	.5	8 CP
Headband	.25	5 CP
Herbal Belt	3	20 SP
Ink	.25	3 CP
Ladder, 10 ft	18	2 SP
Lantern	2	18 CP
Nails (20)	.25	2 CP
Needles (12)	.1	1 SP
Oil, lantern	1	4 CP
Oil, incendiary	1	12 SP
Paper (10)	.25	15 CP
Parchment (10)	.25	5 SP
Pegs, wood (10)	2	2 CP
Pitons (10)	3	8 CP
Pole, 10 ft	8	3 CP
Poncho, Oilskin	2	2 SP
Quill (10)	.1	1 CP
Quiver (arrow/bolt)	.5	2 SP
Rope, hemp/sisal (500 lb test)	20	1 SP
Rope, cotton (250 lb test)	18	15 CP



Item	Weight (pounds)	Cost
Rope, silk (700 lb test)	5	12 SP
Sack	2	2 CP
Saddle	12	2 GC
Saddle bag	5	10 CP
Sandals	1	25 CP
Shoes	1.5	2 SP
Shovel	4	1 SP
String, Bow	.1	5 GC
Tarp, 5 x 5	5	2 CP
Tent, 2 person	10	10 SP
Torch, 6 hour	1	1 CP
Vial	.1	4 CP
Water skin	.25	1 CP
Wedge, wood splitting	3	1 SP
Wire, metal	2	10 CP
Whistle	.25	3 SP

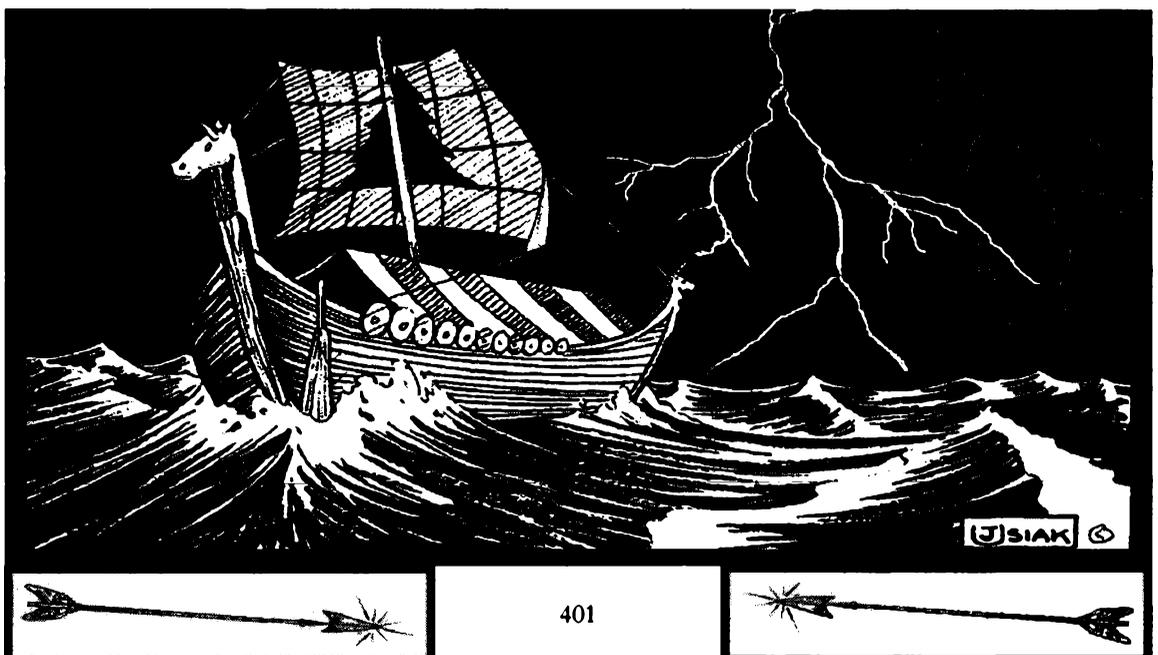


LODGING AND FOOD		
Item	Notes	Cost
One-star lodging	Communal sleeping	1 CP
Two-star lodging	Separate bedding but still communal	5 CP
Three-star lodging	Separate room	1 SP
Four-star lodging	Locked rooms, overall building protection; safe place for costly goods	5 SP
Five-star lodging	As above but patrols/individual guards, arcane or like protections	3 GC
Stable	Includes food for beasts	5 CP
One-star meal	1 dish, plain stuff	1 CP
Two-star meal	Several dishes	6 CP
Three-star meal	Several courses	1 SP
Four-star meal	Exotic or high quality foods	5 SP
Five-star meal	As above	10 GC
Weeks rations	Not preserved	5 CP
Trail Rations	Preserved	4 GC
Beer/Ale/Cider	—	1 CP
Brandy/Whiskey	—	1 SP
Mead	—	5 CP
Wine	—	11 CP

TRANSPORTATION		
Item	Notes	Cost
Aerial Service	Where allowed, usually by giant avian or flying barge.	1 GC + 1 GC/mile
Boat	Small boat that fits 100 BODY of people	7 GC
Cart (small)	Hand driven	15 SP
Cart (Horse-driven)	Horse or other beast draws the cart	6 GC
Courier Service	Letter <sup>1</sup>	2 CP
Courier Service	Goods <sup>1</sup>	10 SP
Coach Service	See Note 1	1 SP + 1 CP/mile
Ferry Ride	Per person, beast or 200 lbs of goods	1 CP
Horse (light)	Common breeding; no specific training; 400 lb load	40 GC
Horse (medium)	Common breeding; no specific training; 500 lb load	60 GC
Horse (heavy)	Common breeding; no specific training; 600 lb load	80 GC
Pony (common)	350 lb load	2 GC
Road Toll	Usually charged when crossing borders of noble lands or national borders	1 CP per beast, animal or person
Ship Passage	See Note 1	1 SP + 1 SP/mile
Wagon (open)	20 cubic feet space; requires at least 1 animal	8 GC
Wagon (closed)	20 cubic feet space; requires at least 1 animal; cloth or canvas covering	11 GC
Warhorse (light)	Common breeding; war trained; 38-BODY load <sup>2</sup>	120 GC
Warhorse (medium)	Common breeding; war trained; 46-BODY load <sup>2</sup>	310 GC
Warhorse (heavy)	Common breeding; war trained; 72-BODY load <sup>2</sup>	800 GC

Note 1 Courier services primarily run from township sized populations or larger: convert the coin costs to the next highest coin to go to/from a smaller location. All packages are gauged by weight or bulk. The going rate is one pound or one-quarter cubic foot for 10 SP with a maximum 50 lbs and 10 cubic feet (breakable into 2 cubic feet boxes).

Note 2 War trained steeds are used to the rigors of battle. They have a +50 bonus to Fear saves, are used to wearing armor, battle, and moving and fighting. A war horse can lash out with front hooves or back to attack, know how to attack independently if ordered and other possible commands at the GM's discretion. The listed BODY is the load a horse can carry without penalty. Every BODY point above this reduces the



## FAITH AND RELIGION - CHAPTER SEVEN



**T**he gods are many and as varied as they are numerous. Some manifest their dominion through vast sprawling temples like Amarydion, or through an awe inspiring display of power as they swathe one-quarter the night sky in a dull reddish orange glow from their throne in space like the god HIM. Others, such as the Silver Moon Goddess, believe people (especially her priests, paladins, and saints) are the means to express power. Beyond even these, though, regardless of the vessels and means a deity shows their dominion and strength,

are the lay people who exist to follow the standards of divine dogma, and call the god their own.

The typical person calls at least one deity his patron, while maintaining a prudent and respectful mien towards the others that hold power in the local area. A traveler setting forth on a sea journey might call upon Borsala, setting aside a small sacrifice to earn his good will and a safe journey. Typically, as long as the divinity is not at odds with a person's patron god, such acts are common.

A character may elect to have or not have a patron

god or even give them any thought at all. After all, a unique being formed from your imagination can take upon any view towards the divine, their requirements, and machinations. Freedom is yours in this regard unless you elected to be a Priest, Paladin, Saint, or Witch Hunter. Then you must select a deity as your patron to follow and adhere to its dogma in all regards or face the dissatisfaction and ill will of your divine patron however it may be vent!

### COMMON ARDUIN ETERNAL DEITIES

Across the world, people and beings offer allegiance and worship to many and varied deities. Described below are some common of the deities worshipped. With each are a short description and a list of dogmatic requirements a true follower is required to adhere to and uphold. For the Priest, Paladin, Saint, or Witch Hunter, said dogma is a binding law that holds consequences for failure. For the layman, transgressions are less directly acted upon, though a long-term transgressor might find they cannot transgress with impunity forever without facing consequences as well.

COMMON ARDUIN ETERNAL DEITIES	
Amarydion	Lady of the Silver Moon
Borsala	Megalon
Druid	Saren
Emerald Star Cult	Shagrath
Eru	Skirin
Heldoré	Xuanth

### FAITH AND POWER

Faith is power. Priests thrive and draw upon their Faith to get that power to do works for their divine patrons. As such, Faith is an attribute for the Priest, Paladin, Saint, or Witch Hunter, and they pay great attention to ensure they always stay within favor of their divine patron. Faith, however, is finite. Still, its very use provides a way to gain some in return as does venerating your deity, respecting divine dogma, taking upon quests or religious trials, and many other means of game play.

### USING FAITH

Faith is used with Communion, defined in the dogma, and to power prayers, rituals, and some secrets.

### GAINING FAITH

Faith grows through use, but once used, it never returns. However, just like with skill use, when you exercise Faith, you potentially grow in Faith from the

experience, time, and energy put forth. When you expend Faith, you note it like you note skill use on your character sheet. If your GM calls for Skill Advancement and Development, make a check for Faith gain using the below formula, and referencing the Faith Growth Table if you succeed.

### 3D10 + FAITH GROWTH BONUS – CURRENT FAITH POOL

You can also raise Faith during game play by venerating your deity, such as fulfilling a divine mandate or religious need. Faith also is gained through other situations, such as quests, religious trials, or taking secrets in Pneuma, Path, Profession, or other skills defined as a part of your Path or Profession.

FAITH GROWTH TABLE	
Dice roll was at least...	Faith grows by...
1 – 5	+1
6 – 10	+2
11 – 15	+3
16 – 20	+4
21 – 25	+5
26+	+6

### REVERING DOGMA

Not all dogmatic tenets apply every day, in every situation. Some are exemplars that are near automatic to complete. Still, anytime you make a distinct and recognizable veneration of a dogmatic tenet, note it. If your GM agrees you followed the tenets of your religion, make a note next to Faith on your character sheet to check for Faith gain during Skill Advancement and Development.

### TRANSGRESSING DOGMA

For every person who follows the divine tenets there exists at least five other people who do not. Some tenets are tough to fulfill and you will transgress them out of need, lack of options, or thoughtlessness. Regardless of why, when it happens you roll a d100 and consult the Transgressing Dogma table. However, when you transgress a religious tenet of dogma, you earn a mark of stigma. A person starts with a letter grade of Z and each stigma you earn increases the letter grade to the next worse step, e.g. Z to Y or X to A. However, some deities may worsen or better the effects of stigma on their followers. Consult the dogma and canon of each religion to determine if this is the case. The letter grades, in descending order are Z (-50), Y (-25), X (-10), A (+10), B (+25), C (+50), D (+75).

## REMOVING STIGMA

After a significant amount of time has passed based on the severity of the action that caused the transgression or the transgressor has performed a significant service on their religion's behalf they may attempt to remove a single point of stigma. Before this may be attempted, any effects from the Transgressing Dogma roll must be reconciled. If you were given a quest, it must be completed. If you lost attribute points, they must be recovered, if possible. The transgressor may attempt to Entreat Boon, as defined under the base use of skill for Pneuma. Use a base TD 150 to succeed, modified by the letter grade of your current stigma.

*Example – Khronin, a priest of Heldore, is tricked into giving false witness. This act causes a transgression. He has not transgressed previously so rolls on the chart using a Z or a -50 modifier. He rolls a 47, which after he subtracts out the -50 is a -3 total. He loses half his 38 Faith Pool immediately and suffers a -6 Faith Growth penalty for the next month. His letter grade moves to Y (-25). After a month of time passes, he attempts to remove the stigma he has accrued. He needs a base TD 150 minus the Y (-25) letter grade, reducing the required amount to TD 125. He'll need to expend 5-Faith and make this TD to succeed at the Entreat Boon to remove the stigma. He rolls well, getting a 144. The stigma is removed and his letter grade returned to Z (-50).*

## CRISIS OF FAITH

When an act tests your faith or an event shakes the foundation of dogma you prize, you suffer what Arduin Eternal calls a Crisis of Faith. A Crisis of Faith can be bad or good and a lot of the high OP prayers and rituals cause a Crisis of Faith from their very use with subsequent consequences. Aside from the high OP prayers and rituals that mandate this check, a GM may declare a pious character suffer thus depending on in-game events. Too many scenarios exist to define all the situations to invoke this requirement. However, some choice situations are where a player skirts the edge of dogma with their character, mechanically staying within its boundaries but only "just" so. Such tongue-in-cheek adherence may invoke a Crisis of Faith. Another is when a pious player is confronted with a situation where they have no choice but to violate religious canon. Before taking that step they or even the GM may suffer a Crisis of Faith.

Once a Crisis of Faith has been determined, roll a d100 adding your Faith Pool to the roll.

TRANSGRESSING DOGMA	
~5	Lose half your Faith Pool immediately and take a -d10 Faith Growth penalty for the next month of game time.
6 - 10	Take half your max HP in damage and take a -2d10 Faith Growth penalty for the next month of game time. If this would kill you, then you perish.
11 - 20	Suffer half an attribute's value as attribute impairment to a GM chosen attribute and take a -d10 Faith Growth penalty for the six months of game time.
21 - 30	Chastised strongly; you suffer 2d4 attribute damage to a GM chosen attribute and are penalized with the Reviled social motif for your religion (see <b>Social Dimensions</b> ).
31 - 45	Divine displeasure manifests as a GM defined curse relevant to the transgression.
46 - 60	Major mistake! Given a penance quest by deity to fix it. You cannot gain or take on Faith until this quest is fulfilled, even if anything would normally allow it.
61 - 75	Drawn ire of deity! Take a Vow, one chosen by the GM and relevant to transgression; or, you can choose to roll again but at two letter grades higher.
76 - 90	Deity outraged at your action. Your god sends a minion to smite you with d3+1 attribute destruction. Attribute lost in this way is permanently gone.
91 - 100	Deity incensed at your lack of piety. You are slain outright, stripped of mana and reduced to 1-Faith in your Faith Pool.
101 - 110	Deity furious at you and those around you. Slays you and d4 other beings around you as noted in the roll for 91 - 100
111 - 149	Deity beyond reconciliation. Smites you instantly - you're dead and having a face-to-face to explain your lack of piety - no resurrection, no coming back.
150+	Divine wrath descends upon you and the area around you in retribution; you die, as listed in the roll for 111 - 149 and it permanently marks the world.

### CRISIS OF FAITH TABLE

~5	Faith shatters on the forge of hardship. Roll d10. If the value of the dice exceeds your Faith Pool you lose your belief in the deity you followed. Your Faith Pool immediately drops to zero and you suffer a -20 penalty to Faith Growth rolls that must be "paid off" by giving up 1 Faith for every -1 penalty (it can be done partially). Every day you do not undertake a Quest or a Vow to reinstate your beliefs earns you a mark of Stigma and a roll on the Transgress Dogma table.
6 - 10	Faith breaks under the strain. You lose 3d10% Faith in your Faith Pool immediately and all prayers, rituals and secrets that require Faith cost double their normal amounts for 2d4 days.
15 - 34	Faith cracks. You lose d10% Faith in your Faith Pool immediately.
35 - 85	Nothing Happens
86 - 95	The crisis that contested your faith has emboldened it. You have the equivalent of a 150 plus your Faith Pool equivalent skill rank Watchful Spirit and Avoid Curse secrets (Pneuma skill) in place for d10 game months.
96 - 125	What challenged you has made your faith stronger. Add your Faith Pool to your next check for Faith Growth.
126 - 150	Whatever caused the crisis in your soul has strengthened you. You reduce the amount of Stigma you have earned by one step. There is no effect if you are already at your minimum.
151+	Your soul is strengthened by the challenge, expressing it as a period of divine fervor. If your action caused or would cause a Transgression of Dogma check, you can proceed without making the check. Add the effects outlined in 96 - 125 and 126 - 150 as well.

### COMMUNION

Each deity defines a means of union, usually through ritual, meditation, prayer, or some other means. The priest, paladin, saint, or witch hunter uses this time to give up Faith to gain power for the works of their divine patron, trading 1 point of Faith for an amount of mana equal to your APT. You can give up any number of Faith during Communion for mana.

Unlike a wizard who is limited in the amount of mana they can store, you can maintain an amount of mana in your personal pool as defined by the formula below:

### APT x FAITH POOL

For the purpose of the formula, your Faith Pool equals the amount of Faith you will have when Communion ends.

*Example - Khronin, a priest of Heldoré with 10 Faith and APT 30 could give up 5-Faith for 150-mana, and maintain it with the remaining 5-Faith in his Faith Pool. If he later expends 1 Faith, he is over the limit for the amount of mana he can hold, and loses the excess mana since he can only hold 120 (4 x 30) mana.*

### TIME AND FAITH

When you spend time solely, e.g. do nothing else but ecclesiastical pursuits, you gain 1 Faith per month. This accounts for both the normal gain and loss of Faith during this time frame. Ecclesiastical pursuits are not adventuring, but full immersion in one's faith, either through meditation, purification, lengthy rituals, sermons, or other acts.

### VOWS

As a sign of devotion and reverence, a layman or Priest will take upon a particular vow. Such vows are a means of demonstrating faith and veneration. Saints are required to take vows as a part of their calling. Below is a sampling of the most commonly held vows by religions. Vows are considered equal to dogma once and are considered binding unless released by the deity.

**Acknowledgement** - Vow to serve the members of a position of authority in your religion, or to give your life to a cause endorsed by a religious organization or group.

**Affirmation** - Vow to die or NOT to do a specific action over and over again until a specific outcome is met, or until an arbitrary "that's it!" feeling is met. This can be any action, but it must be meaningful to the character to be an effective vow.

**Anarchy** - You vow to sow anarchy, chaos, and disorganization with every step and breath of your life.

**Association** - You vow to never willingly associate or tolerate a specified group, culture, race, or similar theme. Conversely, you can vow to ONLY work with one of the said above and no one else!

**Burden** - You vow to carry the weight of the world or some similar theme, burdening yourself with

a heavy load at all times, awake or asleep. The opposite of this vow is to never carry more than a medium to light load, forswearing carrying anything heavy.

**Confirmation** – Vow to do a stated action within the context of a situation, such as say a prayer if you see a raven, turn clockwise before opening a door, carefully inspect all trash to ensure nothing of worth has been thrown away, or requirement to organize and order chaos and disorder.

**Destruction** – Either to or NOT to destroy towns, villages, cities, or large areas by means, such as political or financial actions, or physical ones like fire, decay, disease, pollution, or magik.

**Measurement** – Vow to maintain a specific golden proportion and measurement. All bites of food must follow this proportion, and all clothing must be cut within its parameters, and so on. The opposite of this is not doing things or using things that use this proportion. For example, you can only eat triangular shaped food or use objects or wear clothes that are made or is triangular.

**Mercy** – You vow to allow others to seek contrition and to mend their ways even if the situation merits otherwise. Oppositely, you can be ruthless.

**Murder** – You vow never to kill without the righteous justification of your religion. For example, only kill as allowed by your religion. You can also vow the opposite; dedicating to murdering as opportunity arises.

**Poverty** – You vow to retain only a small portion of your wealth. You dictate how much when you take the vow. A vow of poverty is always at least 60% of your economic means at a minimum.

**Purification** – You vow to purify yourself in some manner on a regular basis (at least weekly to monthly).

**Theft** – Either to or NOT to steal from others. State the bounds of the vow when taken. For example, to always steal from wealthy merchants or corrupt politicians, or not steal from anyone worse off than you.

**Repudiation** – Vow to not do a (meaningful) stated action, such as to never wear a specific article of clothing, to never consume the flesh of fish, to never cut your nails, not to speak during the first hour of the day, to not wear a hat, not accept an odd amount of coins, and so forth.

**Sanctity** – You vow to hold some portion of your body, such as the hands, head, feet, etc., as sacred, and cannot allow this sacred part to interact with the world in some fashion, seeing the act as unclean or polluting.

**To the Call** – You vow to be at or to attend to the

call of some immaterial, organizationally, or religious entity precious to your religion. For instance, you could take a Vow to the Call of a religious brother, vowing to always provide service or to serve them faithfully.

## DOGMA

This is the most common and most binding acts required by a divinity of its clergy and adherents. Adherence to dogma is required of any follower who has a Faith attribute. Dogma follows the below pattern:

**TENET** – Brief description of the dogmatic requirement.

**Reverence** – This is the most commonly held way of how to fulfill the requirement.

**Transgression** – The most commonly held way of how you transgress or fail to fulfill the requirement.

## DOMAIN

Following the dogma of each deity is the divine domain they normally allow. Different sects may implement slightly different prayer and ritual sets (see your GM). Also, a character may interact with their deity and gain access or use a prayer or ritual not normally allowed, either permanently or temporarily. This always requires an expenditure of Faith, usually 3 times the OP of the magik desired (10 times if desired permanently) in addition to the magik's normal costs. If not permanent the magik is only available for one day times the Faith in your Faith Pool (before expenditure). You cannot use or add magik that is contrary to your dogma – it must align with the tenets of your religion. Equally, your deity may still not grant your desire (GM decides ultimately).

*Example – Cassius follows Xuanth, the god of Fate. Xuanth does not normally allow for Chadra's Water Walking, an OP 3 ritual. Fated to go on an oceanic voyage, Cassius expends 30 Faith to permanently gain access to this ritual. Xuanth allows adds the ritual to Cassius's Divine Domain.*

## DOMAIN RITUALS / PRAYERS NOTE:

The Rituals and Prayers listed are generally available to the follower of the particular faith. They are listed like this: “Bane {Noad's} [R-OP 6]” “Bane” is the name of the spell alphabetical; “{Noad's}” refers to a person associated with the spell; then by type and level [R-OP 6] (R is RITUAL, and P is PRAYER) [R-OP 6] with OP meaning Order of Power (these are 1 or more, 6 in the example). Descriptions can be found in their respective chapters.



## AMARYDION

Amarydion is considered the quintessential earth goddess, and her followers believe she provides for the bounty of nature. Her followers see dirt as a blessing and an anointment by Amarydion. She is also the goddess of fertility, and her followers believe that all romantic love originates from the goddess. Her Priests often serve as matchmakers and intermediaries for those seeking a marriage or love bond. She is called the "Earth Mother" or "Earth Goddess", and her religion is often referred to as the "Our Mother Cult".

### ARDUIN LEGEND: ZUINCAHL

In Falondé, the capitol of Falohyr is a grand monument of white stone, festooned with a living blanket of rich verdure. The monument is a living dedication to Zuicahl, a daughter of the Earth Mother, who undertook a fanciful quest based on a child's song about the red moon god Shagrath and his attack upon the Earth Mother, how he slew her and cast her body into worlds unknown even to his dark mind, a fate many an Arduinian mother has threatened unruly children with!

Myth has a way of holding onto the truth, however, and in time, this whimsical journey became something more, as Zuincahl trod worlds beyond the nexus and found truth within the song. Upon a few dark and barren worlds she gathered up the twelve bits of sacred earth that represented the body of the goddess and bore back to Arduin. Her journey back was hounded by Shagrath, to the point where he even sent his personal guard of Red Spydrons against her. She triumphed however, becoming a heroine of Amarydion. She later left Arduin to walk the Path of the Rose so she could take the religion of Amarydion to the war torn world of Nindenattom.

**ADULATION** – The world, the land, and its soil are the holiest of holy, and its sanctity is everything.

**Reverence** – Caring for the land, its fertility, and the bounty of its soil.

**Transgression** – Allowing unnatural forces to unbalance the land, such as deforestation or the polluting products of mining.

**COMMUNION** – Priests, Paladins, Saints, and Witch Hunters can allot 1 or more Faith to gain mana equal to their APT per Faith point. All make this exchange via an hour long communion service consisting of chanting and litanies, but must be touching the land.

**CULTURAL TRADITIONS** – The religion plays a vast role in the life of people, and her Priests preserve cultural traditions such as fertility rites, marriage, death, birth, coming of age, and other milestones of life. If called upon by any believer, you must provide such services.

**Reverence** – Fulfilling reasonable cultural duties.

**Transgression** – Unreasonably denying or not fulfilling a request without just cause.

**DEVOTION** – Amarydion's Priests must conduct or attend an hour long non-magik ceremony of union with the land at least 1 day out of a week.

**Reverence** – Carrying out the ceremony.

**Transgression** – Not carrying out the ceremony.

**DIET** – You cannot eat any beast or consume any plant whose dominion is in the air, wind, or sky.

**Reverence** – Consuming “pure” beasts and plants.

**Transgression** – Consuming one of the “unclean” beasts or plants of the air.

**EARTH REQUIREMENT** – Priests are required to keep at least a pinch of soil in contact with their skin. Paladin, Saints, and Witch Hunters must keep two fistfuls of earth on their skin at all times, and need to consume at least a pinch of soil with each meal.

**Reverence** – Keeping earth in contact with your skin always.

**Transgression** – Not maintaining contact with earth.

**INTOLERANT VENERATION** – Only draw upon Faith and those sacred objects, relics, reliquaries and sources that provide Faith as dedicated to Amarydion.

**Reverence** – The religion never creates sacred objects that provide mana. Only uses mana formed out of the personal communion of Faith to mana.

**Transgression** – Using a sacred object not venerated to the religion, or using mana from a source outside of personal communion.

**LIVING SACRIFICE** – Once per year, the religion calls for the sacrifice of a living being in a day long ceremony. A Saint must make this sacrifice twice a year.

**Reverence** – Carrying out the ceremony as dictated.

**Transgression** – Not carrying out the ceremony.

**PURE RITUALIST** – The religion only allows for Ceremonial Magik, and eschews other magikal types. You ignore the first 2 points of APT impairment from Ceremonial Magik. Saints ignore the first 3

points of APT impairment from Ceremonial Magik.

**Reverence** – Using only Ceremonial Magik.

**Transgression** – Using any other magik.

**STIGMA** – Amarydion sets Priests and Witch Hunters at letter grade Z for transgressions. Saints and Paladins begin at and gain no better than letter grade Y.

### DIVINE DOMAIN

All Seeing Eyes [R-OP 1]

Anti-Evilness Aura {Hansa's} [R-OP 1]

Anti-Fear Aura [R-OP 1]

Armored Feet {Gorfolh's} [R-OP 1]

Aura of Godly Warmth [R-OP 1]

Aura of Protection from All Things Evil [R-OP 1]

Banish Exhaustion [R-OP 1]

Basic Wards [R-OP 1]

Blessed Armaments [R-OP 1]

Curse [R-OP 1]

Detection [Diseases, Enemies, Injuries, Life,

Location, Poison, Undead, Water, Weather] [R-OP 1]

Detection [Curses, Possession] [R-OP 1]

Divine Summons [R-OP 1]

Faith's Foe [R-OP 1]

Faith's Guidance [R-OP 1]

Feel the Land [R-OP 1]

Gentle Rains of Spring [R-OP 1]

God Speed [R-OP 1]

Healing {Namphrook's} [R-OP 1]

Heart of Winter [R-OP 1]

High Green [R-OP 1]

Peaceful Sequester [R-OP 1]

Prayers [Birth, Bounty, Coming of Age, Death,

Fertility, Guidance, Marriage] [R-OP 1]

Protection [Aphrodisiac, Elements, Melee Weapons,

Ranged Weapons, Sleep] [R-OP 1]

Purification {Buhao's} [R-OP 1]

Righteous Resistance [R-OP 1]

Self Heal [R-OP 1]

Speak in Tongues [R-OP 1]

Time That's Told [R-OP 1]

Walk in the World [R-OP 1]

Anger {Amarydion's} [R-OP 2]

Dominion of the Green [R-OP 2]

Earth Friend: Ground Maggot [R-OP 2]

Earth Mother's Embrace [R-OP 2]

Give Blood to the Earth [R-OP 2]

Hasten Decay [R-OP 2]

Holy Bless [R-OP 2]

Inner Crèche of Trees [R-OP 2]

Land Fast [R-OP 2]

Patch [R-OP 2]

Ruthlessness [R-OP 2]  
Sense the Land [R-OP 2]  
Solid Ground [R-OP 2]  
Thorg Heart [R-OP 2]  
Tossing Earth [R-OP 2]  
Unshakeable Earth [R-OP 2]  
Wine Cup of the Gods [R-OP 2]

Anointed Armaments [R-OP 3]  
Brisk Blood {Alarat's} [R-OP 3]  
Call Upon Ally [R-OP 3]  
Cleansing Poisons/Venoms [R-OP 3]  
Coordinate Forces [R-OP 3]  
Death Strike [R-OP 3]  
Divine Strategy [R-OP 3]  
Earth Crawler [R-OP 3]  
Earth Leech [R-OP 3]  
Gathering of the Sheaves [R-OP 3]  
Godly Growth [R-OP 3]  
Holy Cure [R-OP 3]  
Immovable [R-OP 3]  
Intermediate Wards [R-OP 3]  
Mark Heretic [R-OP 3]  
Mountain Endures [Great Health] [R-OP 3]  
Pathfinder {Bradley's} [R-OP 3]

Accouterments of Faith [R-OP 4]  
Advanced Mending {Davron's} [R-OP 4]  
Cleanse the Bitter Stone [R-OP 4]  
Death Breaker {Cuelchain's} [R-OP 4]  
Death Voice {Tuatha's} [R-OP 4]  
Decompose [R-OP 4]  
Indestructible Object [R-OP 4]  
Lesser Regeneration [R-OP 4]  
Mystik Mole {Pardlyng's} [R-OP 4]

Aura of Command [R-OP 5]  
Earth Burrower [R-OP 5]  
Earth In My Veins [R-OP 5]  
Healing Critical Wounds {Shahui's} [R-OP 5]  
Returning Flesh From Stone {Skehlmon's} [R-OP 5]

Advanced Wards [R-OP 6]  
Awaken the Land [R-OP 6]  
Basic Summoning [R-OP 6]  
Greater Regeneration [R-OP 6]  
Immure [R-OP 6]  
Mystik Sink [R-OP 6]  
Resplendent Repulsion Aura {Jastrakhan's} [R-OP 6]

Friend From Beyond {Fazalla's} [R-OP 7]  
Righteousness [R-OP 7]  
Shed Unnatural Shapes [R-OP 7]  
Still Restless Souls [R-OP 7]

Advanced Death Breaker [R-OP 8]  
Blaze of Glory {Sulthoe's} [R-OP 8]  
Rend the Earth [R-OP 8]

Allegiance of the Land [R-OP 9]  
Earth Portal [R-OP 9]  
Infinite Eyes {Illyander's} [R-OP 9]  
True Regeneration [R-OP 9]

Living Land [R-OP 10]  
Ultimate Death Breaker [R-OP 10]

Rebirth of Self [R-OP 11]

Elemental Self {Murta's} [R-OP 12]

Scirefacias [R-OP 13]

## BORSALA

Borsala is the King of the Sea, and his dominion is everything on or below its surface. Followers believe a proper offering is one that is cast into water, especially when one leaves land for the sea or departs the sea for land. Dedications to Borsala are always done with salt water. Bathing in salt water, especially newborn children is common. His followers are known as the "Sea Lord Cult" or "Followers of the Temple of the Sea King".

**ADULATION** – The seas, oceans, and great bodies of water are the representation of Borsala and holy.

**Reverence** – Caring for the waters, preserving their sanctity and natural state, and including a reverence for water demiurges or elementals.

**Transgression** – Allowing unnatural forces to pollute, drain, destroy, or remake bodies of water, demiurges, or elementals.

**AID REQUIREMENT** – You are required to assist fellow believers if asked, within reasonable limits.

**Reverence** – Helping others of the faith. Rendering aid does not mean doing so stupidly or even providing what aid is asked. However, aid of some type must be given if within reason. Your GM is final arbitrator of any requests.

**Transgression** – Not providing reasonable assistance.

### ARDUIN LEGEND: AAROCOA GNUIO

Among the many people who have raised up (or lowered) Borsala's name, is a particular fellow by the name of Aarocao Gnuio. Aarocao was an architect and he built all manner of wondrous things as he trekked across Khaas and under its oceans and seas. For the Amazons of the Rainbow Isles he made a series of hidden bridges, which could raise and lower as needed to link several of the small islands and atolls in the Blue Triangle. In the Dreaming Isles he crafted a cunning series of underground passages to act as pumps to power the mid-air suspended fountains outside the ruby-graven palace of the Butroarch. In the White City of Oart, he crafted the very water itself, streaming water along air carved paths in jets powerful enough to carry boatloads of passengers like a rollercoaster down the Golden River. His most majestic creation however, lies under the ocean near Fog Hold. There, he used magik and technology to generate currents and counter-currents whose confluences formed salt misted, air-filled rooms whose oceanic walls regales viewers with the rich tapestry of Borsala's greatness.

**COMMUNION** – Priests, Paladins, and Saints can allot 1 or more Faith to gain mana equal to their APT per Faith point. All make this exchange via an hour long communion ritual over at least two fistfuls of salt water (double the time required if not salt water).

**CULTURAL TRADITIONS** – This religion plays a vast role in the life of people, and his Priests preserve cultural traditions such as ship blessing, marriage, blessing the bounty of the ocean, and other milestones of life. If called upon by any believer, you must provide services.

**Reverence** – Fulfilling cultural duties.

**Transgression** – Unreasonably denying or not

fulfilling a request without just cause.

**ESCHEW FIRE MAGIK** – You must never use fire magik.

**Reverence** – Not using fire magik.

**Transgression** – Using fire magik.

**INDUSTRY** – You must turn your hand to something, and not waste your time or effort on irrelevant matters.

**Reverence** – Staying busy, keeping industrious, and not giving in to sloth, idleness, or inactivity.

**Transgression** – Being apathetic, inactive, or lazy.

**LOVE OF THE SEA** – You must spend time on or in the water, partake of its bounty, and weather its storms.

**Reverence** – At least 10 days out of the year must be spent in a body of water. Fresh water will do in a pinch, but continued lack of time spent on or in the sea or the ocean will lead to transgression.

**Transgression** – Not spending the time.

**OATH KEEPER** – When you make a promise or give your word, you make good on the deed.

**Reverence** – Fulfilling oaths and ensuring others who give you their oaths fulfill them.

**Transgression** – Not fulfilling an oath; willingly allowing another person who has given you an oath to not fulfill it.

**RESTRICTION ON WITCH HUNTERS** – Borsala does not allow the Witch Hunter Path.

**STIGMA** – Borsala sets Priests at letter grade Z for transgressions. Saints and Paladins begin at and gain no better than letter grade Y.

**TOLERANT VENERATION** – Priests, Paladins, and Saints may draw upon Faith and upon sacred objects, relics, reliquaries, and sources that provide Faith or mana. A source must be specifically dedicated by divine or religious authority (GM adjudicates the source) to be "sacred" and eligible to draw upon for Faith or mana.

**Reverence** – Only use mana formed out of the personal communion of Faith to mana or from sacred objects dedicated to the religion.

**Transgression** – Using a sacred object not venerated to the religion, or using mana from a source outside of personal communion.

### DIVINE DOMAIN

Afflatus [R-OP 1]

Anti-Evilness Aura {Hansa's} [R-OP 1]  
 Anti-Fear Aura [R-OP 1]  
 Aura of Protection from All Things Evil [R-OP 1]  
 Balm of Faith [P-OP 1]  
 Banish Exhaustion [R-OP 1]  
 Blessed Armaments [R-OP 1]  
 Curse [R-OP 1]  
 Detection [Curses, Enemies, Life, Location, Poison, Possession, Undead, Water, Weather] [R-OP 1]  
 Divine Summons [R-OP 1]  
 Divine Weapon [P-OP 1]  
 Faith Binds Element [P-OP 1]  
 Faith's Foe [R-OP 1]  
 Faith's Guidance [R-OP 1]  
 Feel the Land [R-OP 1]  
 Gentle Rains of Spring [R-OP 1]  
 Healing {Namphrook's} [R-OP 1]  
 Peaceful Sequester [R-OP 1]  
 Pious Influence [P-OP 1]  
 Prayers [Birth, Bounty, Coming of Age, Death, Fertility, Guidance, Marriage] [R-OP 1]  
 Protection [Elements, Ranged Weapons] [R-OP 1]  
 Purification {Buhao's} [R-OP 1]  
 Righteous Resistance [R-OP 1]  
 Self Heal [R-OP 1]  
 Speak in Tongues [R-OP 1]  
 To My Hand [P-OP 1]  
 Touch of the Gods [P-OP 1]  
 Walk in the World [R-OP 1]

Accinge [P-OP 2]  
 Arrow of Divine Will [P-OP 2]  
 Divine Eminence [P-OP 2]  
 Favor [P-OP 2]  
 Glory [P-OP 2]  
 Haven [P-OP 2]  
 Hidden Torrents [R-OP 2]  
 Holy Bless [R-OP 2]  
 Patch [R-OP 2]  
 Punish the Unrighteous [P-OP 2]  
 Ruthlessness [R-OP 2]  
 Sense the Land [R-OP 2]  
 Thorg Heart [R-OP 2]  
 Vise of Coronont [P-OP 2]  
 Wine Cup of the Gods [R-OP 2]

Anointed Armaments [R-OP 3]  
 Brisk Blood {Alarat's} [R-OP 3]  
 Arm of Borsala [P-OP 3]  
 Call Upon Ally [R-OP 3]  
 Cleansing Poisons/Venoms [R-OP 3]  
 Divine Strategy [R-OP 3]  
 Faith's Healing Caress [P-OP 3]  
 Gathering of the Sheaves [R-OP 3]

Holy Cure [R-OP 3]  
 Mark Heretic [R-OP 3]  
 Ordain with Faith's Trappings [P-OP 3]  
 Purpose of Faith [P-OP 3]  
 Water Walking {Chadra's} [R-OP 3]  
 Wayward Soul [P-OP 3]  
 Zeal [P-OP 3]

Armor of Deflection [P-OP 4]  
 Accouterments of Faith [R-OP 4]  
 Death Breaker {Cuelchain's} [R-OP 4]  
 Drown [P-OP 4]  
 Endurance of the Faithful [P-OP 4]  
 Faith's Palliative [P-OP 4]  
 Stinging Conviction {Maelrl'n's} [P-OP 4]

Aura of Command [R-OP 5]  
 Control Waters [R-OP 5]  
 Faith's Soothing Hand [P-OP 5]  
 Heavenly Fog of Hiding and Help {Quarzan's} [R-OP 5]  
 Healing Critical Wounds {Shahui's} [R-OP 5]  
 Maw of the Deep [P-OP 5]  
 Suffer Not Wrongdoing [R-OP 5]

Awaken the Land [R-OP 6]  
 Basic Summoning [R-OP 6]  
 Divine Spark [P-OP 6]  
 Faith's Foudroyant Cure [P-OP 6]  
 Succor {Wilamon's} [R-OP 6]  
 Test the Faith of Saints [P-OP 6]  
 True Seeing {Merlin's} [R-OP 6]

Altar of Battle [R-OP 7]  
 Call to the Firmament [P-OP 7]  
 Righteousness [R-OP 7]  
 Still Restless Souls [R-OP 7]

Advanced Death Breaker [R-OP 8]  
 Blaze of Glory {Sulthoe's} [R-OP 8]  
 Holy Word of Command {Servicund's} [P-OP 8]  
 Sainly Golden Horn {Pheldoe's} [R-OP 8]

Allegiance of the Land [R-OP 9]  
 Opening Gate {Goraling's} [R-OP 9]

Living Land [R-OP 10]  
 Ultimate Death Breaker [R-OP 10]

Doom {Borsala's} [R-OP 11]  
 In the Presence of Faith [P-OP 11]

Elemental Self {Murta's} [R-OP 12]  
 Wrath of Heaven Scorned [R-OP 12]

## DRUID

Druids follow a specific dogma, evolved from the first era they called forth nature magik and the elements. They are priests of the elemental forces of the world, and hearken to no single god or pantheon. Instead, they deify the elements of the world, and venerate other natural forces. Of their tenets, the below are primary guides. These are foundations of their faith, and they live and breathe by their adherence.

**ABHOR UNDEATH** – Undead beings are an abomination of life and the natural cycle of the world. Such things are intolerable, worse than thousands of needles in the skin. You must act against them, even if indirectly, to destroy their unnatural life.

**Reverence** – Acting against undead or powers of undeath, even if indirectly, to lead to their destruction.

**Transgression** – Not acting against the undead or undeath powers when you are aware of its existence.

**ADULATION** – Devotion is given to the land, the elements, and the natural forces of the world, such as the animals in the wild, the trees, plants, and other natural things.

**Reverence** – Interacting with, providing for, or acting on an air of non-interference to allow native things to follow a cycle of natural acts. Examples are caring for a woodland area, interacting with animals, and ensuring the natural cycle of life and death.

**Transgression** – Allowing unnatural forces to unbalance the natural order, mass extinction, hunting of animals, or denuding the land, such as deforestation or polluting waterways with byproducts of mining.

**COMMUNION** – Druids can allot 1 or more Faith to gain mana equal to their APT per Faith point. All make this exchange via an hour long communion service consisting of meditation and chanting.

**DEVOTION** – Must conduct or attend an hour long non-magik ceremony of union with the natural elements in natural or wilderness environs at least 1 day a week.

**Reverence** – Carrying out the ceremony as dictated.

**Transgression** – Not carrying out the ceremony.

**DISAVOW WORKED GOODS** – The artificial destruction of natural elements into manmade ones is an affront to the elemental forces of the world. Using or carrying such things interferes with a Druid's connection to the true elements.

**Reverence** – Carrying no greater number of manmade objects than your Faith Pool.

**Transgression** – Carrying a greater number of manmade objects than you have Faith.

**ECCLESIASTIC AUTHORITY** – Druids have powerful rapport with wild creatures, elemental beings, and elemental spirits, and can interact with such beings with authority. While diametrically opposed to undead and undead spirits, they also have powerful authority over them as well. When using the Pnuma skill and any of its secrets with wild creatures, elemental beings, and elemental spirits or against undead or undead spirits, Druids reduce the Faith required by -1, and add a +10 bonus to all Pnuma rolls.

**Reverence** – Exercising authority aligned with

### ARDUIN LEGEND DRUIDIC BEGINNINGS

The aftermath of the Wars of Freedom led to a time of chaos. The overthrow of the dreaded reptilian Kthoi had scorched both the heavens and the earth; and in the war torn remnants of the world neither the dead nor living could dwell in peace. As the world slowly healed and sanity returned, a small cadre of the runweavers, dedicated to the preservation of the eldritch structures of the Kthoi, turned their talents to the world instead, conceiving, in their work the realization that the world had become, or perhaps always was, a living entity, sentient and as powerful as any god. As they matured their understanding, so did they stride father and farther from the teachings of the Kthoi handed down to them, conceiving a power built upon faith more than eldritch understanding.

dogma.

**Transgression** – Misusing or not utilizing authority in situations that bring ruin, death, or harm; using your authority to help undead or undead spirits.

**INTOLERANT VENERATION** – Only draw upon Faith and those sacred objects, relics, reliquaries, and sources that provide Faith.

**Reverence** – Not creating or using objects that provide mana, and only using mana taken from communion.

**Transgression** – Using mana not formed out of the communion of Faith to mana.

**LAW OF THE WILD** – No law or rule of another is above the elemental and natural forces of the world.

**Reverence** – Observing the rule that no law is binding or revered above the natural laws of the world. A Druid would ignore a noble's right to only hunt a portion of wood or a person's land right to own land. A Druid would not stop the predation of an animal acting accordingly to its nature or curb vegetation to prevent overgrowth, since nature holds within a means to handle the problem without interference.

**Transgression** – Observing a manmade or artificial law above the natural ones.

**SEQUESTER** – Must spend 1 week out of every year in total isolation. During this time, a Druid will concentrate on nothing beyond union with the elemental forces of the world, avoiding contact with all but natural elements. The isolation must be done in a non-urban, wilderness environment.

**Reverence** – Carrying out the time of solitude.

**Transgression** – Not carrying out the time of solitude.

**SHACKLED DOMINION** – Druids are bound to only use the prayers and rituals defined by Druid Divine Domain.

**Reverence** – Using only those prayers or rituals listed in the Druid Divine Dominion.

**Transgression** – Utilizing a prayer or ritual not within the Druid Divine Dominion.

**STIGMA** – Start at letter grade Z for transgressions.

**WILD SUMMONS** – The first ties to Druidism were formed in the wild with nature magik and the elements. Urban areas and manmade regions pin the soul, and constrict the heart of true magik. Druids cannot call upon Rune Magik in such places without

deep betrayal of the Druidic traditions.

**Reverence** – Only calling upon Rune Magik in natural, wild, untamed places or those unpolluted by manmade works.

**Transgression** – Using Rune Magik in an urban area or manmade structure, or using Rune Magik outside of wild environs.

### DIVINE DOMAIN

All Seeing Eyes [R-OP 1]  
Balm of Faith [P-OP 1]  
Anti-Evilness Aura {Hansa's} [R-OP 1]  
Anti-Fear Aura [R-OP 1]  
Aura of Godly Warmth [R-OP 1]  
Aura of Protection from All Things Evil [R-OP 1]  
Banish Exhaustion [R-OP 1]  
Basic Wards [R-OP 1]  
Bounding Gait [P-OP 1]  
Bramble [P-OP 1]  
Clinging Mist [P-OP 1]  
Curse [R-OP 1]  
Dance of Fallen Leaves [R-OP 1]  
Detection [all] [R-OP 1]  
Divine Summons [R-OP 1]  
Earth's Grasp [P-OP 1]  
Faith Binds Element [P-OP 1]  
Faith's Foe [R-OP 1]  
Faith's Guidance [R-OP 1]  
Feel the Land [R-OP 1]  
Gentle Rains of Spring [R-OP 1]  
Glory Glow [P-OP 1]  
God Speed [R-OP 1]  
Harvest Scythe [P-OP 1]  
Healing {Namphrook's} [R-OP 1]  
Heart of Winter [R-OP 1]  
High Green [R-OP 1]  
Nettle [P-OP 1]  
Peaceful Sequester [R-OP 1]  
Pollen Spray [P-OP 1]  
Prayers [Birth, Bounty, Coming of Age, Death, Fertility, Guidance, Marriage] [R-OP 1]  
Protection [Aphrodisiac, Elements, Melee Weapons, Ranged Weapons, Sleep] [R-OP 1]  
Purification {Buhao's} [R-OP 1]  
Righteous Resistance [R-OP 1]  
Shades Upon Leaf Verdure [R-OP 1]  
Self Heal [R-OP 1]  
Slowly Slowly {Sarshal's} [P-OP 1]  
Speak in Tongues [R-OP 1]  
Spring's Wind [P-OP 1]  
Time That's Told [R-OP 1]  
Walk in the World [R-OP 1]  
Wind Gust [P-OP 1]  
Wooden Skin [P-OP 1]

Anointment of the Wind [R-OP 2]  
 Augury [R-OP 2]  
 Binding Chains of Light [R-OP 2]  
 Binding Earth [P-OP 2]  
 Boon of the Summer Winds [R-OP 2]  
 Censure [P-OP 2]  
 Dance of Spring [P-OP 2]  
 Divine Eminence [P-OP 2]  
 Dominion of the Green [R-OP 2]  
 Hasten Decay [R-OP 2]  
 Hidden Torrents [R-OP 2]  
 Holy Bless [R-OP 2]  
 Inner Crèche of Trees [R-OP 2]  
 Land Fast [R-OP 2]  
 Nature's Ally: Screaming Scarlet Itchies [R-OP 2]  
 Nature's Wrath [P-OP 2]  
 Ruthlessness [R-OP 2]  
 Sense the Land [R-OP 2]  
 Solid Ground [R-OP 2]  
 Thorg Heart [R-OP 2]  
 Tossing Earth [R-OP 2]  
 Unshakeable Earth [R-OP 2]  
 Violent Staff {Vorvode's} [P-OP 2]  
 Vise of the Coronant [P-OP 2]  
 Weeping Skin [P-OP 2]

Abrasive Wind [R-OP 3]  
 Aspect of the Predator [R-OP 3]  
 Cleansing Poisons/Venoms [R-OP 3]  
 Earth Leech [R-OP 3]  
 Gathering of the Sheaves [R-OP 3]  
 Godly Growth [R-OP 3]  
 Hand of Thorns {Thyllson's} [P-OP 3]  
 Holy Cure [R-OP 3]  
 Immovable [R-OP 3]  
 Intermediate Wards [R-OP 3]  
 Lament of Mortality [R-OP 3]  
 Lesser Mystik Moons {Yalnwyn's} [P-OP 3]  
 Mountain Endures [Enduring, Great Health, Imperturbable] [R-OP 3]  
 Nature's Ally: Tharkhalan Termite [R-OP 3]  
 Skywalking {Korgen's} [P-OP 3]  
 Take on the Beast [R-OP 3]  
 Water Walking {Chadra's} [R-OP 3]  
 Wayward Soul [P-OP 3]

Cleanse the Bitter Stone [R-OP 4]  
 Death Breaker {Cuelchain's} [R-OP 4]  
 Death Voice {Tuatha's} [R-OP 4]  
 Dehort [P-OP 4]  
 Earth Glom [P-OP 4]  
 Lesser Regeneration [R-OP 4]  
 Mystik Mole {Pardlyng's} [R-OP 4]  
 Nature's Seething Ire [P-OP 4]

Pillar of Fire {Rhyton's} [P-OP 4]  
 Unleash the Four Winds [P-OP 4]  
 Wind's Companion [R-OP 4]

Advanced Binding Chains of Light {Tuatha's} [R-OP 5]  
 Black Fields of Famine {Taoraen's} [R-OP 5]  
 Control Waters [R-OP 5]  
 Fearn [R-OP 5]  
 Greater Mysik Moons {Ovore's} [P-OP 5]  
 Infinite Insect {Druch's} [R-OP 5]  
 Healing Critical Wounds {ShaHui's} [R-OP 5]  
 Returning Flesh From Stone {Skehlmon's} [R-OP 5]  
 Revenant [P-OP 5]  
 Walking Wood {Crynwyren's} [R-OP 5]  
 Wonderful Wind Horse {Cuelchain's} [R-OP 5]

Advanced Wards [R-OP 6]  
 Awaken the Land [R-OP 6]  
 Greater Regeneration [R-OP 6]  
 Immure [R-OP 6]  
 Mystik Sink [R-OP 6]  
 Resplendent Repulsion Aura {Jastrakhan's} [R-OP 6]

Bright Ray of Hope {Brynton's} [P-OP 7]  
 Nature's Wrath Manifest [P-OP 7]  
 Righteousness [R-OP 7]  
 Shed Unnatural Shapes [R-OP 7]  
 Still Restless Souls [R-OP 7]  
 Stone that Weeps in Silence {Chastarade's} [P-OP 7]

Advanced Death Breaker [R-OP 8]  
 Creeping Green Death {Xandoman's} [R-OP 8]  
 Lament for the Lost [P-OP 8]  
 Rend the Earth [R-OP 8]

Allegiance of the Land [R-OP 9]  
 Earth Portal [R-OP 9]  
 Infinite Eyes {Illyander's} [R-OP 9]  
 True Regeneration [R-OP 9]

Burst of Life [P-OP 10]  
 Living Land [R-OP 10]  
 Ultimate Death Breaker [R-OP 10]

Rebirth of Self [R-OP 11]

Elemental Self {Murta's} [R-OP 12]

## EMERALD STAR CULT

Mainly a Human and Amazon religion, this pantheon covers the entire group of the Celtic and Irish gods and goddesses with all their attributes, follies, mystery, and differences. The practice of the Emerald Star Cult is not politically unified and it has no central source of cultural influence or homogeneity. They have very few followers scattered worldwide with a majority concentrated in Arduin, Falohyr, Morvaen, and Tharkhala. Many bards and Rune Singers follow these deities. There are a bewildering number of holy days, rituals and small 'taboos' associated with these gods, too many to list here. However a few guiding tenets of religion do apply:

**ABHOR UNDEATH** – Undead beings are an abomination of life. You must act against such beings, even if indirectly, to destroy them.

**Reverence** – Acting against undead or powers of undeath, even if indirectly, to lead to their destruction.

**Transgression** – Not acting against the undead or undeath powers when you are aware of its existence.

**COMMUNION** – Priests, paladins, and saints can allot 1 or more Faith to gain mana equal to their APT per Faith point. All make this exchange via an hour long communion service consisting of chanting and litanies, but must be touching the land.

**CULTURAL TRADITIONS** – This religion plays a vast role in the life of people, and the priests, saints and paladins preserve cultural traditions such as ship blessing, marriage, blessing the bounty of the ocean, and other milestones of life. If called upon by any believer, you must provide such services.

**Reverence** – Fulfilling cultural duties.

**Transgression** – Unreasonably denying or not fulfilling a request without just cause.

**RESTRICTION ON WITCH HUNTERS** – The Emerald Star Cult does not allow the Witch Hunter Path.

**SERVICE TO THE LIVING** – You are expected to perform services at least once per month. Services can be many things, such as conversion, building worship sites, leading a congregation, officiating a ceremony, and other acts. Saints and Paladins tied to a particular temple, shrine, or organization owe their service to that community first.

### ARDUIN LEGEND:

#### TALES OF THE BEGINNING

Many things that are lost find their way to Arduin via the nexus. One such person was Aengus mac Faird, who, having been lost in the otherworld, found himself in the lands of Arduin. His time was short, as he was killed most swiftly, living only a day and an hour in Arduin. Still, his death was heroic, giving his life to save of others. His heroic stand was witnessed by the great bard Devaeron Skysilver, who after finding several books of poems and tales of Aengus's home, undertook to tell them at his funeral. Devaeron spoke the poems and tales with such energy and passion that soon a coterie of Emerald Star Cult gods and goddesses appeared to honor the reading and the fallen warrior.

**Reverence** – Carrying out services as dictated.

**Transgression** – Not carrying out services.

**SONG** – To live is to rejoice in song, chant or music a person must declare this affinity in their life, especially if moved by emotion or performing great deeds.

**Reverence** – Fulfilling this requirement where reasonable and appropriate for the character.

**Transgression** – Unreasonably denying or not fulfilling this requirement without just cause.

**STIGMA** – Emerald Star Cult sets Priests at letter grade Z for transgressions. Saints and Paladins begin at and gain no better than letter grade Y for transgressions.

**TOLERANT VENERATION** – Priests, Paladins, and Saints may draw upon Faith and upon sacred objects, relics, reliquaries, and sources that provide Faith or mana. A source must be specifically dedicated by divine or religious authority (GM adjudicates the source) to be "sacred" and eligible to draw upon for Faith or mana.

**Reverence** – Only use mana formed out of the personal communion of Faith to mana or from sacred objects dedicated to the religion.

**Transgression** – Using a sacred object not

venerated to the religion, or using mana from a source outside of personal communion.

### DIVINE DOMAIN

Afflatus [R-OP 1]  
Anti-Evilness Aura {Hansa's} [R-OP 1]  
Anti-Fear Aura [R-OP 1]  
Armored Feet {Gorfolh's} [R-OP 1]  
Aura of Godly Warmth [R-OP 1]  
Aura of Protection from All Things Evil [R-OP 1]  
Balm of Faith [P-OP 1]  
Banish Exhaustion [R-OP 1]  
Basic Wards [R-OP 1]  
Battle Hymn [R-OP 1]  
Bitterness of the Mountain Stones [P-OP 1]  
Blessed Armaments [R-OP 1]  
Bramble [P-OP 1]  
Carry Burden [R-OP 1]  
Curse [R-OP 1]  
Detection [ALL] [R-OP 1]  
Divine Summons [R-OP 1]  
Earth's Grasp [P-OP 1]  
Faith's Foe [R-OP 1]  
Faith's Guidance [R-OP 1]  
Faithful Item [R-OP 1]  
Finding Doors Most Hidden [R-OP 1]  
Glory Glow [P-OP 1]  
God Speed [R-OP 1]  
Healing {Namphrook's} [R-OP 1]  
Heavy Hand of Faith [P-OP 1]  
Match Height [P-OP 1]  
Mend Cloth [R-OP 1]  
Missile Attractor [P-OP 1]  
Peaceful Sequester [R-OP 1]  
Prayers [Birth, Bounty, Coming of Age, Death, Fertility, Marriage] [R-OP 1]  
Protection [ALL] [R-OP 1]  
Righteous Resistance [R-OP 1]  
Self Heal [R-OP 1]  
Speak in Tongues [R-OP 1]  
Strength of the Righteous [P-OP 1]  
Time That's Told [R-OP 1]  
To My Hand [P-OP 1]  
Touch of the Gods [P-OP 1]  
Warding Faith [P-OP 1]  
Accinge [P-OP 1]  
  
Augury [R-OP 2]  
Banished Fatigue {Khurtol's} [R-OP 2]  
Battle Bellow [P-OP 2]  
Binding Earth [P-OP 2]  
Boost [R-OP 2]  
Censure [P-OP 2]  
Commanding Radiance [P-OP 2]

Declaim the Wicked [P-OP 2]  
Divine Eminence [P-OP 2]  
Favor [P-OP 2]  
Fiery Fingers of Light {Doroman's} [P-OP 2]  
Glory [P-OP 2]  
Haven [P-OP 2]  
Holy Bless [R-OP 2]  
Land Fast [R-OP 2]  
Lasting Light {Styx's} [R-OP 2]  
Missile Magiking [R-OP 2]  
Oppressive Hand of Faith [P-OP 2]  
Patch [R-OP 2]  
Ruthlessness [R-OP 2]  
Solid Ground [R-OP 2]  
Thorg Heart [R-OP 2]  
Wine Cup of the Gods [R-OP 2]  
  
Anointed Armaments [R-OP 3]  
Brisk Blood {Alarat's} [R-OP 3]  
Bastion of Faith [P-OP 3]  
Bedlam [P-OP 3]  
Black Channels [R-OP 3]  
Call Upon Ally [R-OP 3]  
Call Upon Glory's Illumination [P-OP 3]  
Cheap {Jheep's} [R-OP 3]  
Cleansing Poisons/Venoms [R-OP 3]  
Coordinate Forces [R-OP 3]  
Death Strike [R-OP 3]  
Divine Strategy [R-OP 3]  
Faith's Healing Caress [P-OP 3]  
Holy Cure [R-OP 3]  
Inscribe with Divine Prowess [P-OP 3]  
Intermediate Wards [R-OP 3]  
Lesser Call of Command {Danforth's} [R-OP 3]  
Mark Heretic [R-OP 3]  
Night Eyes {Toraen's} [R-OP 3]  
Ordain with Faith's Trappings [P-OP 3]  
Pathfinder {Bradley's} [R-OP 3]  
Purpose of Faith [P-OP 3]  
Reproach [P-OP 3]  
Take on the Beast [R-OP 3]  
Vincible Before Faith [P-OP 3]  
  
Armor of Deflection [P-OP 4]  
Accouterments of Faith [R-OP 4]  
Death Breaker {Cuelchain's} [R-OP 4]  
Death Voice {Tuatha's} [R-OP 4]  
Dehort [P-OP 4]  
Discord's Price [P-OP 4]  
Holy Arms [R-OP 4]  
Indestructible Object [R-OP 4]  
Instantaneous Butte {Sarbarin's} [P-OP 4]  
Lesser Regeneration [R-OP 4]  
Might Leap {Gharmor's} [P-OP 4]

## ERU

Pillar of Fire {Rhyton's} [P-OP 4]  
Radiant Ring of Flame {Pheldoe's} [P-OP 4]  
Sanctuary Seal {Rimanni's} [R-OP 4]  
Spear of Fire {Arabuhl's} [P-OP 4]

Aura of Command [R-OP 5]  
Dimensional Ward [R-OP 5]  
Dirge of the Fallen [P-OP 5]  
Faith's Soothing Hand [P-OP 5]  
Healing Critical Wounds {ShaHui's} [R-OP 5]  
Heavenly Halo of Binding {Xundoman's} [P-OP 5]  
Lasting Impression {La-Deaux's} [R-OP 5]  
Returning Flesh from Stone {Skehlmon's} [R-OP 5]  
Stronghold of Faith [P-OP 5]  
Wall {Willamon's} [P-OP 5]

Advanced Wards [R-OP 6]  
Animation {Fanalorn's} [R-OP 6]  
Basic Summoning [R-OP 6]  
Belief Suspends Reality [P-OP 6]  
Crusade [R-OP 6]  
Divine Spark [P-OP 6]  
Instant Passage {Lolohahr's} [P-OP 6]  
Secret Defense {Goodman Allan's} [R-OP 6]  
True Seeing {Merlin's} [R-OP 6]  
Unceasing Vigilance of the Sentinel [P-OP 6]

Altar of Battle [R-OP 7]  
Bright Ray of Hope {Brynton's} [P-OP 7]  
Call to the Firmament [P-OP 7]  
Righteousness [R-OP 7]

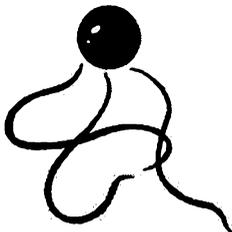
Advanced Death Breaker [R-OP 8]  
Aura of Angelic Fire {Syranghore's} [P-OP 8]  
Holy Word of Command {Servicund's} [P-OP 8]  
Sainly Golden Horn {Pheldoe's} [R-OP 8]

Opening Gate {Goraling's} [R-OP 9]

Ultimate Death Breaker [R-OP 10]

In the Presence of Faith [P-OP 11]

Resurgence [R-OP 12]



The Whole, or All of the Multiverse, is an ancient and mainly Elven God who is omniscient, aloof, and distant. Followers are practitioners of deep meditation and prayer, and tend to be very arrogant of their superiority.

**ABHOR SERVITUDE** – You cannot be in the service of another or take another into your service. This includes spirits, demiurges, and other beings. At no time can any call you master or you call another master.

**Reverence** – Accepting no other as master but Eru.

**Transgression** – Allowing another to gain mastery over you or to take the servitude of another.

**COMMUNION** – Priests and Saints can allot 1 or more Faith to gain mana equal to their APT per Faith point. All make the exchange via a 4 hour communion ritual.

**ENLIGHTENED** – A Priest or Saint of Eru gains an additional Faith point whenever they achieve Experienced, Specialist, Expert, Genius, and Legendary skill ranks in the Meditation skill.

**FASTING** – Priests are required to spend 1 day per week fasting. Saints must fast every other day to stay pure.

**Reverence** – Fasting as indicated.

**Transgression** – Not fasting as indicated.

**INTOLERANT VENERATION** – A Priest or Saint only draws upon Faith and those sacred objects, relics, reliquaries, and sources that provide Faith.

**Reverence** – This religion never creates sacred objects that provide mana, and does not use mana not formed out of the personal communion of Faith to mana.

**Transgression** – Using a sacred object not venerated to the religion, or using mana from a source outside of personal communion.

**MEDITATION** – Priests are required to spend at least 1 hour in meditation per day. Saints must spend 4 hours a day in meditation.

**Reverence** – Spending the time.

**Transgression** – Not taking time, regardless of cause.

**NON CONVERSION** – Conversion of others is

unnecessary. Everyone worships Eru in one way or another, whether they will it or not.

**RESTRICTION ON PALADINS AND WITCH HUNTERS** – Eru does not allow the Paladin Profession or the Witch Hunter Path.

**SEQUESTER** – You must spend 2 weeks out of every year in total isolation.

**Reverence** – Carrying out the time of solitude.

**Transgression** – Not carrying taking solitude.

#### DIVINE DOMAIN

Afflatus [R-OP 1]  
Anti-Evilness Aura {Hansa's} [R-OP 1]  
Anti-Fear Aura [R-OP 1]  
Aura of Godly Warmth [R-OP 1]  
Aura of Protection from All Things Evil [R-OP 1]  
Balm of Faith [P-OP 1]  
Blessed Amaments [R-OP 1]  
Bow Before the Gods [P-OP 1]  
Detection [Diseases, Enemies, Injuries, Life, Poison, Undead, Water, Weather] [R-OP 1]  
Dignity of Grace [P-OP 1]  
Divine Summons [R-OP 1]  
Divine Weapon [P-OP 1]  
Faith Binds Element [P-OP 1]  
Faith's Foe [R-OP 1]  
Faith's Guidance [R-OP 1]  
Faithful Item [R-OP 1]  
Feel the Land [R-OP 1]  
Glory Glow [P-OP 1]  
God Speed [R-OP 1]  
Healing {Namphrook's} [R-OP 1]  
Peaceful Sequester [R-OP 1]  
Pious Influence [P-OP 1]  
Prayers [Birth, Bounty, Coming of Age, Death, Fertility, Guidance, Marriage] [R-OP 1]  
Protection [Elements, Melee Weapons, Ranged Weapons] [R-OP 1]  
Purification {Buhao's} [R-OP 1]  
Righteous Resistance [R-OP 1]  
Self Heal [R-OP 1]  
Speak in Tongues [R-OP 1]  
Time That's Told [R-OP 1]  
To My Hand [P-OP 1]  
Walk in the World [R-OP 1]

Accinge [P-OP 2]  
Arrow of Divine Will [P-OP 2]  
Augury [R-OP 2]  
Binding Chains of Light [R-OP 2]  
Binding Earth [P-OP 2]  
Censure [P-OP 2]

#### ARDUIN LEGEND: ERU'S THOUGHTS

While Eru is considered distant and aloof, some philosophers consider this only a single facet of Eru. In fact, many have contended over the ages that Eru is in fact very active and very directly involved in affairs. Galidos, for example, the original patron of runesingers was remarkably similar to Eru in the beginning, not to mention he is called the "son of Eru". Khrom, a wild northern war god is again, much like Eru (though admittedly darker and much more warlike!). The godling Serrax, slain in the Great Night War by the Great Scorpion God Shug-Miggurath, had traits strikingly like Eru.

It's the striking similarities between them all that have brought philosophers to think that perhaps Eru creates a more active semblance of himself periodically or in response to events. Others have contended he does so in order to release undesired thoughts, which, being divine in origin, take form.

Commanding Radiance [P-OP 2]  
Declaim the Wicked [P-OP 2]  
Divine Eminence [P-OP 2]  
Dominion of the Green [R-OP 2]  
Favor [P-OP 2]  
Glory [P-OP 2]  
Haven [P-OP 2]  
Holy Bless [R-OP 2]  
Ruthlessness [R-OP 2]  
Sense the Land [R-OP 2]  
Thorg Heart [R-OP 2]  
Violent Staff {Vorvode's} [P-OP 2]  
Weapon Skills of Erejungin [R-OP 2]  
Wine Cup of the Gods [R-OP 2]

Anointed Armaments [R-OP 3]  
Bastion of Faith [P-OP 3]  
Black Channels [R-OP 3]  
Call Upon Glory's Illumination [P-OP 3]  
Cleansing Poisons/Venoms [R-OP 3]  
Faith's Healing Caress [P-OP 3]  
Gathering of the Sheaves [R-OP 3]

Godly Growth [R-OP 3]  
Golden Guardianship {Siadamura's} [R-OP 3]  
Holy Cure [R-OP 3]  
Mark Heretic [R-OP 3]  
Neutralization {Khermal's} [P-OP 3]  
Ordain with Faith's Trappings [P-OP 3]  
Passing Through Woods {Salatyra's} [R-OP 3]  
Pathfinder {Bradley's} [R-OP 3]  
Penitence of the Unfaithful [P-OP 3]  
Purpose of Faith [P-OP 3]  
Reproach [P-OP 3]  
Wings of the Gods [R-OP 3]  
Zeal [P-OP 3]

Accouterments of Faith [R-OP 4]  
Armor of Deflection [P-OP 4]  
Death Breaker {Cuelchain's} [R-OP 4]  
Death Voice {Tuatha's} [R-OP 4]  
Discord's Price [P-OP 4]  
Endurance of the Faithful [P-OP 4]  
Expunge [P-OP 4]  
Faith's Palliative [P-OP 4]  
Holy Arms [R-OP 4]  
Lesser Regeneration [R-OP 4]  
Sanctuary Seal {Rimanni's} [R-OP 4]  
Sunlight Serenade {Starbuck's} [P-OP 4]  
Winds Companion [R-OP 4]

Advanced Binding Chains of Light {Tuatha's} [R-OP 5]  
Aura of Command [R-OP 5]  
Earth In My Veins [R-OP 5]  
Enfolding Hands of Faith [P-OP 5]  
Faith's Soothing Hand [P-OP 5]  
Healing Critical Wounds {ShaHui's} [R-OP 5]  
Healing Madness of the Mind {ShaHui's} [R-OP 5]  
Heavenly Halo of Binding {Xundoman's} [P-OP 5]  
Heavenly Fog of Hiding and Help {Quarzan's} [R-OP 5]  
Revenant [P-OP 5]  
Stronghold of Faith [P-OP 5]  
Returning Flesh From Stone {Skehlmon's} [R-OP 5]

Awaken the Land [R-OP 6]  
Belief Suspends Reality [P-OP 6]  
Condign the Wicked [P-OP 6]  
Divine Spark [P-OP 6]  
Faith's Foudroyant Cure [P-OP 6]  
Greater Regeneration [R-OP 6]  
Instant Passage {Llolohahr's} [P-OP 6]  
Swift Retribution {Mulaohu's} [P-OP 6]  
Shirk Death's Door [R-OP 6]  
Succor {Willamon's} [R-OP 6]

Breath of Flame {Boitano's} [R-OP 7]  
Golden Fog of Light & Reason {Chancer's} [R-OP 7]  
Righteousness [R-OP 7]  
Still Restless Souls [R-OP 7]

Advanced Death Breaker [R-OP 8]  
Holy Word of Command {Servicund's} [P-OP 8]  
Indomitable Wall of Faith [P-OP 8]  
Sainty Golden Horn {Pheldoe's} [R-OP 8]  
Wheel of Chastisement [P-OP 8]

Allegiance of the Land [R-OP 9]  
Earth Portal [R-OP 9]  
Infinite Eyes {Illyander's} [R-OP 9]  
Wheel of Woe [P-OP 9]

Faith Spurns Power [P-OP 10]  
Hellstorm {Greyloorn's} [R-OP 10]  
Living Land [R-OP 10]  
Invulnerability [P-OP 10]  
Ultimate Death Breaker [R-OP 10]

In the Presence of Faith [P-OP 11]

Oblivion [P-OP 12]  
Resurgence [R-OP 12]

Scirefacias [R-OP 13]



# HELDORÉ

Heldoré is the Artificer, Ferrier, and Forge Mistress. Dwarven originated, the cult is a fairly large one, and it is said it was her hand that formed the Dwarves from the soil and gave them life. Her edicts are strict and precise, just like her people.

**ABNEGATION BEFORE EXALTATION** – Where a choice exists to use magik to help a follower of Heldoré before helping yourself, you will help your brethren before using such magik on yourself.

**Reverence** – Using magik at your disposal to help others of your faith before using it on yourself (priestly magik or rituals only).

**Transgression** – Serving yourself with magik before another of your faith.

**AID REQUIREMENT** – You are required to assist fellow believers if asked, within reasonable limits.

**Reverence** – Helping others of the faith. Rendering aid does not mean doing so stupidly or even providing what aid is asked. However, aid of some type must be given if within reason. Your GM arbitrates requests.

**Transgression** – Not providing reasonable assistance.

**AID RESTRICTION** – You cannot aid enemies of the faith or those diametrically opposed to Heldoré. You cannot allow your inactivity to provide aid to such foes when you can act to prevent it otherwise.

**Reverence** – Not helping such foes, and acting to ensure your inaction does not provide them a benefit as well.

**Transgression** – Assisting the enemy, or not taking action where your inaction helps your foe.

**COMMUNION** – Priests and Paladins can allot 1 or more Faith to gain mana equal to their APT per Faith point. All make this exchange via a short, 10 minute communion ritual with a symbol of Heldoré.

**CULTURAL TRADITIONS** – This religion plays a vast role in the life of people, and her Priests preserve cultural traditions such as marriage, celebrations of life, death, birth, coming of age, and other milestones of life. If called upon by a believer, you must provide them.

**Reverence** – Fulfilling cultural duties where reasonable.

**Transgression** – Unreasonably denying or not fulfilling a request without just cause.

**INDUSTRY** – You must turn your hand to something and not waste your time or effort on irrelevant matters.

**Reverence** – Staying busy, keeping industrious, and not giving in to sloth, idleness, or inactivity.

**Transgression** – Being apathetic, inactive, or lazy.

**MAKER** – You must manufacture or design an object every six months; dedicate all creations to Heldoré.

**Reverence** – Carrying out the construction and dedication to Heldoré.

**Transgression** – Not crafting something or failing to dedicate a work of your hands or mind to Heldoré.

**UPHOLD THE LAW** – You must attend and arbitrate all matters of law if asked.

**Reverence** – Act to uphold and arbitrate the law.

**Transgression** – Not doing so (regardless of reason).

**REFRAIN FROM FALSE SPEECH** – Refrain from false speech, bearing false witness, or lying.

**Reverence** – Not committing an act of false speech or witness.

## ARDUIN LEGEND: IN THE BEGINNING

Legends say when the triune moon gods created the world they spent three days traveling its measure before they came upon a great opening in the earth from which could be heard a powerful sound. Curious to its source, all three went within and beheld Heldoré, hammering at a mighty forge, sweat pouring from her body and unto the red-hot metal she forged. All three were astonished, and in different ways angered, especially as Heldoré bared her teeth at the three, and then let the first of many beings she would soon forge loose to take its trembling steps upon their creation. Their reactions varied, the Silver Lady quickly becoming accepting of these strange beings. Skirin indifferently watching and angrily devouring them while Shagrath hunted, polluted and devoured them in turn.

**Transgression** – Lying or bearing false witness.

**REFRAIN FROM THEFT** – Do not steal materially, spiritually, magically, or otherwise.

**Reverence** – Not stealing. Please note, you are not “stealing” when your intent is to return something stolen to the rightful owner. GM arbitrates all situations.

**Transgression** – Stealing.

**STIGMA** – Heldoré sets Priests, Paladins, Saints, and Witch Hunters equally at letter grade Z for transgressions.

**TOLERANT VENERATION** – Priests, Paladins, Saints, and Witch Hunters may draw upon Faith and upon sacred objects, relics, reliquaries, and sources that provide Faith or mana. A source must be specifically dedicated by divine or religious authority (GM adjudicates the source) to be “sacred” and eligible to draw upon for Faith or mana.

**Reverence** – Only use mana formed out of the personal communion of Faith to mana or from sacred objects dedicated to the religion.

**Transgression** – Using a sacred object not venerated to the religion, or using mana from a source outside of personal communion.

### DIVINE DOMAIN

Afflatus [R-OP 1]  
Anti-Evilness Aura {Hansa’s} [R-OP 1]  
Anti-Fear Aura [R-OP 1]  
Armored Feet {Gorfolk’s} [R-OP 1]  
Aura of Godly Warmth [R-OP 1]  
Aura of Protection from All Things Evil [R-OP 1]  
Balm of Faith [P-OP 1]  
Banish Exhaustion [R-OP 1]  
Basic Wards [R-OP 1]  
Battle Hymn [R-OP 1]  
Bitterness of the Mountain Stones [P-OP 1]  
Blessed Armaments [R-OP 1]  
Carry Burden [R-OP 1]  
Curse [R-OP 1]  
Detection [Curses, Enemies, Injuries, Life, Location, Poison, Possession, Secret Closures, Treasure, Undead] [R-OP 1]  
Divine Summons [R-OP 1]  
Earth’s Grasp [P-OP 1]  
Faith’s Foe [R-OP 1]  
Faith’s Guidance [R-OP 1]  
Faithful Item [R-OP 1]  
Glory Glow [P-OP 1]  
God Speed [R-OP 1]  
Healing {Namphrook’s} [R-OP 1]

Heavy Hand of Faith [P-OP 1]  
Match Height [P-OP 1]  
Missile Attractor [P-OP 1]  
Peaceful Sequester [R-OP 1]  
Prayers [Birth, Bounty, Coming of Age, Death, Fertility, Marriage] [R-OP 1]  
Protection [Melee Weapons, Ranged Weapons] [R-OP 1]  
Righteous Resistance [R-OP 1]  
Self Heal [R-OP 1]  
Speak in Tongues [R-OP 1]  
Strength of the Righteous [P-OP 1]  
Time That’s Told [R-OP 1]  
Touch of the Gods [P-OP 1]  
Warding Faith [P-OP 1]

Augury [R-OP 2]  
Battle Bellow [P-OP 2]  
Binding Earth [P-OP 2]  
Boost [R-OP 2]  
Child of the Forge [P-OP 2]  
Commanding Radiance [P-OP 2]  
Declaim the Wicked [P-OP 2]  
Favor [P-OP 2]  
Fiery Fingers of Light {Doroman’s} [P-OP 2]  
Haven [P-OP 2]  
Holy Bless [R-OP 2]  
Land Fast [R-OP 2]  
Oppressive Hand of Faith [P-OP 2]  
Patch [R-OP 2]  
Ruthlessness [R-OP 2]  
Solid Ground [R-OP 2]  
Thorg Heart [R-OP 2]  
Tossing Earth [R-OP 2]  
Unshakeable Earth [R-OP 2]  
Vise of Coronant [P-OP 2]  
Wine Cup of the Gods [R-OP 2]

Anointed Armaments [R-OP 3]  
Assisting Shields [P-OP 3]  
Brisk Blood {Alarat’s} [R-OP 3]  
Bastion of Faith [P-OP 3]  
Call Upon Ally [R-OP 3]  
Cleansing Poisons/Venoms [R-OP 3]  
Coordinate Forces [R-OP 3]  
Death Strike [R-OP 3]  
Divine Strategy [R-OP 3]  
Godly Growth [R-OP 3]  
Holy Cure [R-OP 3]  
Immovable [R-OP 3]  
Inscribe with Divine Prowess [P-OP 3]  
Intermediate Wards [R-OP 3]  
Mark Heretic [R-OP 3]  
Mountain Endures [R-OP 3]

Ordain with Faith's Trappings [P-OP 3]  
Pathfinder {Bradley's} [R-OP 3]  
Purpose of Faith [P-OP 3]  
Reproach [P-OP 3]  
Son of the Forge [P-OP 3]  
Zeal [P-OP 3]

Accouterments of Faith [R-OP 4]  
Advanced Mending {Davron's} [R-OP 4]  
Armor of Deflection [P-OP 4]  
Cleanse the Bitter Stone [R-OP 4]  
Death Breaker {Cuelchain's} [R-OP 4]  
Dehort [P-OP 4]  
Death Voice {Tuatha's} [R-OP 4]  
Earth Glom [P-OP 4]  
Endurance of the Faithful [P-OP 4]  
Faith's Palliative [P-OP 4]  
Indestructible Object [R-OP 4]  
Lesser Regeneration [R-OP 4]  
Master of the Forge [P-OP 4]  
Mystik Mole {Pardlyng's} [R-OP 4]  
Pillar of Fire {Rhyton's} [P-OP 4]

Aura of Command [R-OP 5]  
Dirge of the Fallen [P-OP 5]  
Healing Critical Wounds {ShaHui's} [R-OP 5]  
Returning Flesh From Stone {Skehlmon's} [R-OP 5]  
Revenant [P-OP 5]  
Stronghold of Faith [P-OP 5]  
Wall {Willamon's} [P-OP 5]

Advanced Wards [R-OP 6]  
Basic Summoning [R-OP 6]  
Condign the Wicked [P-OP 6]  
Divine Spark [P-OP 6]  
Greater Regeneration [R-OP 6]  
Immure [R-OP 6]  
Swift Retribution {Mulaohu's} [P-OP 6]  
Unceasing Vigilance of the Sentinel [P-OP 6]

Call to the Firmament [P-OP 7]  
Friend From Beyond {Fazalla's} [R-OP 7]  
Righteousness [R-OP 7]

Advanced Death Breaker [R-OP 8]  
Holy Word of Command {Servicund's} [P-OP 8]  
Lament for the Lost [P-OP 8]  
Rend the Earth [R-OP 8]

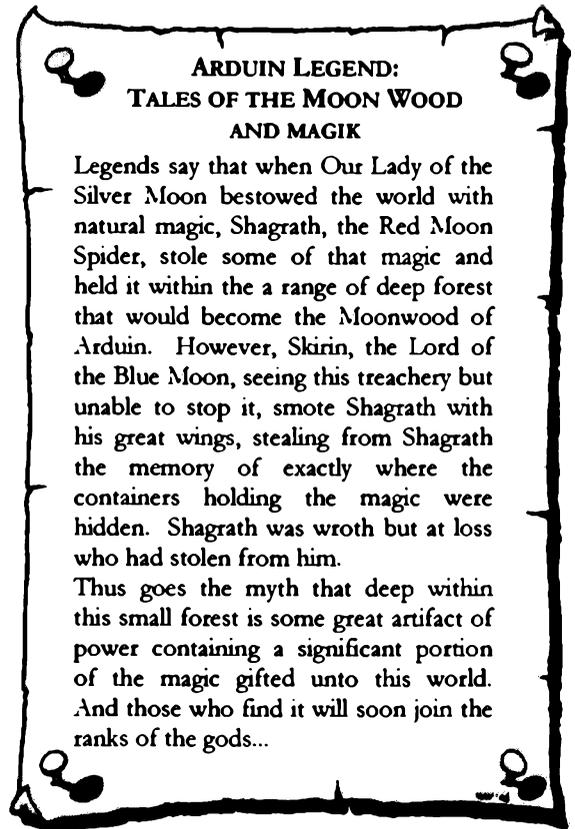
Earth Portal [R-OP 9]  
Final Service {Kraio's} [P-OP 9]

Invulnerability [P-OP 10]  
Ultimate Death Breaker [R-OP 10]

In the Presence of Faith [P-OP 11]

Elemental Self {Murta's} [R-OP 12]

Scirefacias [R-OP 13]



## LADY OF THE SILVER MOON

An antediluvian deity, the Lady of the Silver Moon is an amalgam of earth goddesses with great boundless wisdom and affinity for life, growth, and the cycle of living. The Lady of the Moon is also called the "White Lady", "Lady Moon", "Silver Savior", "Lady of Light", or "Shepherdess". She is thought of as the true progenitor of life and known for her compassion, love, and indomitable will that contests for every soul that has the least bit of good in it.

**ABHOR UNDEATH** – Undead beings are an abomination of life. You must act against such beings, even if indirectly, to destroy them.

**Reverence** – Acting against undead or powers of

undeath, even if indirectly, to lead to their destruction.

**Transgression** – Not acting against the undead or undeath powers when you are aware of its existence.

**AID REQUIREMENT** – You are required to assist fellow believers if asked, within reasonable limits.

**Reverence** – Helping others of the faith. Rendering aid does not mean doing so stupidly or even providing what aid is asked. However, aid of some type must be given if within reason. GM arbitrates requests.

**Transgression** – Not providing reasonable assistance.

**COMMUNION** – Priests, Paladins, and Saints can allot 1 or more Faith to gain mana equal to their APT per Faith point. All make this exchange via a 2 hour long communion ritual at night, when the Silver Moon is in the sky. The moon need not be visible for communion.

**CULTURAL TRADITIONS** – This religion plays a vast role in the life of people, and her Priests preserve cultural traditions such as marriage, celebrations of life, death, birth, coming of age, and other milestones of life. If called upon by any believer, you must provide such services. A Paladin can reasonably turn away a believer if actively engaged in a quest or calling without suffering a transgression.

**Reverence** – Fulfilling cultural duties where reasonable.

**Transgression** – Unreasonably denying or not fulfilling a request without just cause.

**DEVOTION** – At least 1 hour, outside of communion, per week must be set aside for prayer and ceremony. Saints spend 2 hours per day in prayer and ceremony.

**Reverence** – Carrying out the ceremony as dictated.

**Transgression** – Not carrying out the ceremony.

**INTOLERANT VENERATION** – Only draw upon Faith and those sacred objects, relics, reliquaries, and sources that provide Faith.

**Reverence** – This religion never creates sacred objects that provide mana, and does not use mana not formed out of the personal communion of Faith to mana.

**Transgression** – Using a sacred object not venerated to the religion, or using mana from a source outside of personal communion.

**LAW OF LIFE** – Sentient beings are sacred. Do not eat them. Do not hunt them for sport or trophy. Do not take parts of sentient beings for their powers or material value. Restore such creatures to life, if the goddess permits. Return them to the earth, if the spark of life has passed on.

**Reverence** – Not killing, hunting, or desecrating living, thinking beings.

**Transgression** – Killing, hunting, or desecrating living, thinking beings.

**LAW OF THE SILVER MOON** – The laws of the religion are above all others. Following those laws are the laws of the land.

**Reverence** – Observing her laws over others, and then observing the laws of the land next.

**Transgression** – Not observing her laws, or putting the laws of the land above hers.

**REFRAIN FROM THEFT** – Do not steal materially, spiritually, magically, or otherwise.

**Reverence** – Not stealing. Please note, you cannot “steal” when your intent is to return something stolen to the rightful owner. Also, Undead are not considered “people” under this restraint, and have no rights to anything.

**Transgression** – Stealing.

**REFRAIN FROM SEXUAL MISCONDUCT** – No sexual misconduct, such as adultery, rape, etc. is allowed.

**Reverence** – Not committing such acts.

**Transgression** – Committing sexual misconduct.

**REFRAIN FROM FALSE SPEECH** – Refrain from false speech, bearing false witness, or lying.

**Reverence** – No false speech or witness.

**Transgression** – Lying or bearing false witness.

**RESTRICTION ON WITCH HUNTERS** – The Lady of the Silver Moon does not allow the Witch Hunter Path.

**SERVICE TO THE SILVER MOON** – You are expected to perform services at least once per month. Services can be many things, such as conversion, building worship sites, leading a congregation, officiating ceremony, and other acts. Saints and Paladins tied to a particular temple, shrine, or organization owe their service to that community first.

**Reverence** – Carrying out services as dictated.

**Transgression** – Not carrying out services as dictated.

## DIVINE DOMAIN

Afflatus [R-OP 1]  
Anti-Evilness Aura {Hansa's} [R-OP 1]  
Anti-Fear Aura [R-OP 1]  
Armored Feet {Gorfolh's} [R-OP 1]  
Aura of Godly Warmth [R-OP 1]  
Aura of Protection from All Things Evil [R-OP 1]  
Balm of Faith [P-OP 1]  
Banish Exhaustion [R-OP 1]  
Basic Wards [R-OP 1]  
Battle Hymn [R-OP 1]  
Blessed Armaments [R-OP 1]  
Carry Burden [R-OP 1]  
Curse [R-OP 1]  
Detection [Curses, Disease, Enemies, Gates, Illusion, Injury, Life, Magik, Poison, Possession, Time Warp, Undead] [R-OP 1]  
Dignity of Grace [P-OP 1]  
Divine Summons [R-OP 1]  
Divine Weapon [P-OP 1]  
Faith's Foe [R-OP 1]  
Faith's Guidance [R-OP 1]  
Faithful Item [R-OP 1]  
Flames of Fear {Diana's} [P-OP 1]  
Glory Glow [P-OP 1]  
God Speed [R-OP 1]  
Healing {Nampbrook's} [R-OP 1]  
Heavy Hand of Faith [P-OP 1]  
Mend Cloth [R-OP 1]  
Peaceful Sequester [R-OP 1]  
Pious Influence [P-OP 1]  
Prayers [Birth, Bounty, Coming of Age, Death, Fertility, Marriage] [R-OP 1]  
Protection [ALL] [R-OP 1]  
Purification {Buhao's} [R-OP 1]  
Righteous Resistance [R-OP 1]  
Self Heal [R-OP 1]  
Speak in Tongues [R-OP 1]  
Stop Bleeding [P-OP 1]  
Strength of the Righteous [P-OP 1]  
Time That's Told [R-OP 1]  
To My Hand [P-OP 1]  
Touch of the Gods [P-OP 1]  
Warding Faith [P-OP 1]

Accinge [P-OP 2]  
Augury [R-OP 2]  
Banished Fatigue {Khurtol's} [R-OP 2]  
Blades of the Moon [P-OP 2]  
Boost [R-OP 2]  
Censure [P-OP 2]  
Commanding Radiance [P-OP 2]  
Declaim the Wicked [P-OP 2]  
Divine Eminence [P-OP 2]

Favor [P-OP 2]  
Fiery Fingers of Light {Doroman's} [P-OP 2]  
Glory [P-OP 2]  
Haven [P-OP 2]  
Healing Radiance [P-OP 2]  
Holy Bless [R-OP 2]  
Land Fast [R-OP 2]  
Lasting Light {Styx's} [R-OP 2]  
Oppressive Hand of Faith [P-OP 2]  
Patch [R-OP 2]  
Punish the Unrighteous [P-OP 2]  
Ruthlessness [R-OP 2]  
Thorg Heart [R-OP 2]  
Vise of the Coronont [P-OP 2]  
Wine Cup of the Gods [R-OP 2]

Anointed Armaments [R-OP 3]  
Brisk Blood {Alarat's} [R-OP 3]  
Bastion of Faith [P-OP 3]  
Call Upon Ally [R-OP 3]  
Call Upon Glory's Illumination [P-OP 3]  
Cleansing Poisons/Venoms [R-OP 3]  
Coordinate Forces [R-OP 3]  
Death Strike [R-OP 3]  
Divine Strategy [R-OP 3]  
Faith's Healing Caress [P-OP 3]  
Gathering of the Sheaves [R-OP 3]  
Golden Guardianship {Siadamura's} [R-OP 3]  
Holy Cure [R-OP 3]  
Inscribe with Divine Prowess [P-OP 3]  
Intermediate Wards [R-OP 3]  
Lesser Call of Command {Danforth's} [R-OP 3]  
Mark Heretic [R-OP 3]  
Mighty Eyes of Light {Thalanar's} [P-OP 3]  
Neutralization {Khermal's} [P-OP 3]  
Night Eyes {Toraen's} [R-OP 3]  
Ordain with Faith's Trappings [P-OP 3]  
Pathfinder {Bradley's} [R-OP 3]  
Penitence of the Unfaithful [P-OP 3]  
Purpose of Faith [P-OP 3] . . . . .  
Reproach [P-OP 3]  
Vincible Before Faith [P-OP 3]  
Wings of the Gods [R-OP 3]  
Zeal [P-OP 3]

Armor of Deflection [P-OP 4]  
Accouterments of Faith [R-OP 4]  
Death Breaker {Cuelchain's} [R-OP 4]  
Death Voice {Tuatha's} [R-OP 4]  
Dehort [P-OP 4]  
Endurance of the Faithful [P-OP 4]  
Expunge [P-OP 4]  
Eyes of Glory {Sartur's} [P-OP 4]  
Faith's Palliative [P-OP 4]

Holy Arms [R-OP 4]  
Indestructible Object [R-OP 4]  
Inter-Planar Homing {Drallahar's} [R-OP 4]  
Inter-Planar Shift {DRallahar's} [R-OP 4]  
Lesser Regeneration [R-OP 4]  
Pillar of Fire {Rhyton's} [P-OP 4]  
Question of Purity [P-OP 4]  
Radiant Ring of Flame {Pheldoe's} [P-OP 4]  
Sanctuary Seal {Rimanni's} [R-OP 4]

Aura of Command [R-OP 5]  
Dimensional Ward [R-OP 5]  
Dirge of the Fallen [P-OP 5]  
Enfolding Hands of Faith [P-OP 5]  
Faith's Soothing Hand [P-OP 5]  
Healing Critical Wounds {ShaHui's} [R-OP 5]  
Healing Madness of the Mind {ShaHui's} [R-OP 5]  
Heavenly Halo of Binding {Xundoman's} [P-OP 5]  
Heavenly Fog of Hiding and Help {Quarzan's} [R-OP 5]  
Lasting Impression {La-Deaux's} [R-OP 5]  
Returning Flesh from Stone {Skehlmon's} [R-OP 5]  
Revenant [P-OP 5]  
Stronghold of Faith [P-OP 5]  
Suffer Not Wrongdoing [R-OP 5]  
Wall {Willamon's} [P-OP 5]

Advanced Wards [R-OP 6]  
Basic Summoning [R-OP 6]  
Belief Suspends Reality [P-OP 6]  
Condign the Wicked [P-OP 6]  
Crusade [R-OP 6]  
Divine Spark [P-OP 6]  
Faith's Foudroyant Cure [P-OP 6]  
Secret Defense {Goodman Allan's} [R-OP 6]  
Shirk Death's Door [R-OP 6]  
Swift Retribution {Mulaohu's} [P-OP 6]  
Test the Faith of Saints [P-OP 6]  
Unceasing Vigilance of the Sentinel [P-OP 6]  
Visions of Hell {Rhyton's} [P-OP 6]

Altar of Battle [R-OP 7]  
Bright Ray of Hope {Brynton's} [P-OP 7]  
Call to the Firmament [P-OP 7]  
Cradle of Restoration [P-OP 7]  
Friend from Beyond {Fazalla's} [R-OP 7]  
Righteousness [R-OP 7]  
Shed Unnatural Shapes [R-OP 7]  
Still Restless Souls [R-OP 7]

Advanced Death Breaker [R-OP 8]  
Aura of Angelic Fire {Syranghore's} [P-OP 8]  
Call the Lancers of Galloping Light [R-OP 8]  
Holy Word of Command {Servicund's} [P-OP 8]

Indomitable Wall of Faith [P-OP 8]  
Saintly Golden Horn {Pheldoe's} [R-OP 8]

Final Service {Koraio's} [P-OP 9]  
Opening Gate {Goraling's} [R-OP 9]  
True Regeneration [R-OP 9]

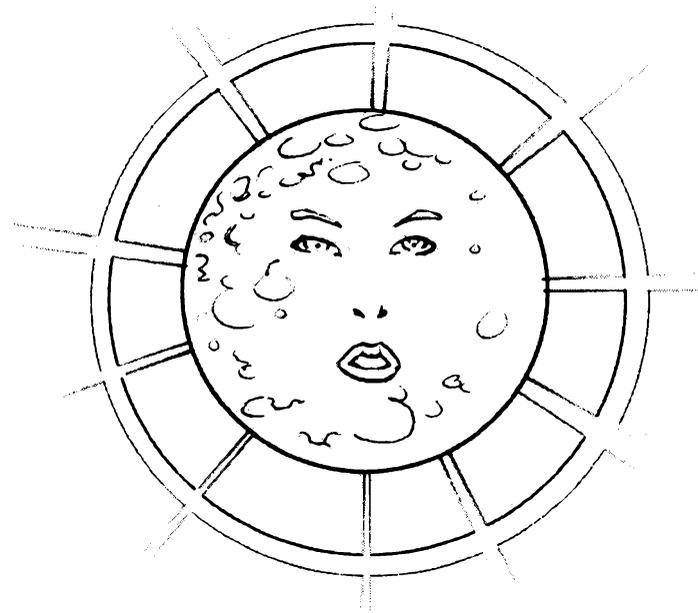
Burst of Life [P-OP 10]  
Faith Spurs Power [P-OP 10]  
Hell Storm {Greylom's} [R-OP 10]  
Invulnerability [P-OP 10]  
Ultimate Death Breaker [R-OP 10]

In the Presence of Faith [P-OP 11]  
Rays of Utter Damnation [P-OP 11]

Oblivion [P-OP 12]  
Resurgence [R-OP 12]

Scirefacias [R-OP 13]

Extend Life [R-OP 14]



# MEGALON

Megalon is called the "Soul of War", and his devotees are known as the "Soldiers of Megalon". In the forefront everywhere, this faith epitomizes war and battle from the most chivalrous and honorable aspects. Conflict is not seen as something avoided, but a necessary part of life. Followers of Megalon understand the real truth – all things are best handled via the application of violence. Megalon is also the continual suitor to the Lady of the Silver Moon.

**AID REQUIREMENT** – You are required to assist fellow believers if asked, within reasonable limits.

**Reverence** – Helping others of the faith. Rendering aid does not mean doing so stupidly or even providing what aid is asked. However, aid of some type must be given, if within reason. GM is final arbitrator of any requests.

**Transgression** – Not providing reasonable assistance.

**AID RESTRICTION** – You cannot aid enemies of the faith or those diametrically opposed to Megalon. You cannot allow your inactivity to provide aid to such foes when you can act to prevent it otherwise. You also cannot aid those who refuse to help themselves.

**Reverence** – Not helping such foes, and acting to ensure your inaction does not provide them a benefit.

**Transgression** – Assisting the enemy, or not taking action where your inaction helps your foe.

**COMMUNION** – Priests, Paladins, and Saints can allot 1 or more Faith to gain mana equal to their APT per Faith point. All make this exchange via an hour long communion and martial practice ceremony.

**CONVERT THE HERETICS** – A religion that does not gain new converts is a dying one.

**Reverence** – You are required to make a genuine conversion attempt with a different person every month.

**Transgression** – Failure to attempt conversion, or failure to convert at least 1 person per year.

**CULTURAL TRADITIONS** – This religion plays a vast role in the life of people, and his Priests preserve cultural traditions such as coming of age, death, life, battle, and other milestones of life. If called upon by any believer, you must provide such services.

**Reverence** – Fulfilling cultural duties where reasonable.

**Transgression** – Unreasonably denying or not fulfilling a request without just cause.

**DEVOTION** – At least 1 hour, outside of communion, per week must be set aside for prayer and ceremony. A Saint must spend 2 hours per day in prayer and ceremony.

**Reverence** – Carrying out the ceremony as dictated.

**Transgression** – Not carrying out the ceremony as dictated.

**MERCIFUL** – Granting mercy to a fallen or beaten foe.

**Reverence** – Giving mercy where reasonable (i.e., the person who has betrayed you twice may not be eligible for mercy).

## ARDUIN LEGEND: ORIGINS

Megalon is the only surviving child of Lyrra, born from the union of the terrifying war goddess and an unnamed ancient god. That he survived by staying hidden from her sight and undying legion of zombie followers is certain. What drew him forth from hiding was, they say, love. When Skonchune birthed the Lady of the Silver Moon, Lyrra conceived of a vast hatred for the goddess. The Silver Lady, in form and life, was a living vibrant contrast to her withered flesh and it engendered an abiding hatred to destroy and pollute her shining beauty.

They warred and fought endlessly, one a force of creation and another one of death. Megalon, however, loved the Lady of the Silver Moon and when he overheard Lyrra's plans to slay the moon goddess, he was struck with madness and rose up against his mother. Their battle shook the heavens and smote the earth and at its end, Lyrra fell, slain by Megalon's hand. It was not a final death, however, as she rose once again to birth her undying legion of zombie followers and seek out revenge on Megalon!

**Transgression** – Being merciless or ruthless

**OATH KEEPER** – When you make a promise or give your word, you make good on the deed.

**Reverence** – Fulfilling oaths and ensuring others who give you their oaths fulfill them.

**Transgression** – Not fulfilling an oath; willingly allowing a person who has given you an oath to not fulfill it.

**REFRAIN FROM FALSE SPEECH** – Refrain from false speech, bearing false witness, or lying.

**Reverence** – Not committing an act of false speech or witness.

**Transgression** – Lying or bearing false witness.

**TOLERANT VENERATION** – Priests, Paladins, Saints, and Witch Hunters draw upon Faith and upon sacred objects, relics, reliquaries, and sources that provide Faith or mana. A source must be specifically dedicated by divine or religious authority (GM adjudicates the source) to be “sacred” and eligible to draw upon for Faith or mana.

**Reverence** – Only use mana formed out of the personal communion of Faith to mana or from sacred objects dedicated to the religion.

**Transgression** – Using a sacred object not venerated to the religion, or using mana from a source outside of personal communion.

**VALOROUS** – You are valiant in battle, confronting mighty foes and only retreating when faced with the grimmest odds. This does not imply stupidity or a lack of sense, but the use of your wits to know when to run and when to fight.

**Reverence** – Acting valiantly.

**Transgression** – Not acting valiantly; not acting in situations where valor is required.

### DIVINE DOMAIN

Afflatus [R-OP 1]  
All Seeing Eyes [R-OP 1]  
Anti-Evilness Aura {Hansa’s} [R-OP 1]  
Anti-Fear Aura [R-OP 1]  
Armored Feet {Gorfolh’s} [R-OP 1]  
Aura of Godly Warmth [R-OP 1]  
Aura of Protection from All Things Evil [R-OP 1]  
Balm of Faith [P-OP 1]  
Banish Exhaustion [R-OP 1]  
Basic Wards [R-OP 1]  
Battle Hymn [R-OP 1]  
Blessed Armaments [R-OP 1]  
Bow Before the Gods [P-OP 1]  
Carry Burden [R-OP 1]

Curse [R-OP 1]  
Detection [Curses, Disease, Enemies, Injury, Life, Magik, Poison, Possession, Undead] [R-OP 1]  
Dignity of Grace [P-OP 1]  
Divine Summons [R-OP 1]  
Divine Weapon [P-OP 1]  
Faith’s Foe [R-OP 1]  
Faith’s Guidance [R-OP 1]  
Faithful Item [R-OP 1]  
Flames of Fear {Diana’s} [P-OP 1]  
Glory Glow [P-OP 1]  
God Speed [R-OP 1]  
Healing {Nampbrook’s} [R-OP 1]  
Heavy Hand of Faith [P-OP 1]  
Match Height [P-OP 1]  
Mend Cloth [R-OP 1]  
Missile Attractor [P-OP 1]  
Prayers [Coming of Age, Death] [R-OP 1]  
Protection [ALL] [R-OP 1]  
Purification {Buhao’s} [R-OP 1]  
Righteous Resistance [R-OP 1]  
Self Heal [R-OP 1]  
Shield of Many [P-OP 1]  
Speak in Tongues [R-OP 1]  
Slowly Slowly {Sarshal’s} [P-OP 1]  
Stop Bleeding [P-OP 1]  
Strength of the Righteous [P-OP 1]  
To My Hand [P-OP 1]  
Touch of the Gods [P-OP 1]  
Warding Faith [P-OP 1]  
  
Accinge [P-OP 2]  
Arrow of Divine Will [P-OP 2]  
Battle Bellow [P-OP 2]  
Blade Blessing {Megalon’s} [P-OP 2]  
Boost [R-OP 2]  
Censure [P-OP 2]  
Charge of the Boruu [P-OP 2]  
Commanding Radiance [P-OP 2]  
Curse {Megalon’s} [R-OP 2]  
Declaim the Wicked [P-OP 2]  
Divine Eminence [P-OP 2]  
Favor [P-OP 2]  
Fiery Fingers of Light {Doroman’s} [P-OP 2]  
Glory [P-OP 2]  
Healing Radiance [P-OP 2]  
Holy Bless [R-OP 2]  
Land Fast [R-OP 2]  
Oppressive Hand of Faith [P-OP 2]  
Patch [R-OP 2]  
Punish the Unrighteous [P-OP 2]  
Ruthlessness [R-OP 2]  
Thorg Heart [R-OP 2]  
Unshakeable Earth [R-OP 2]

Vise of the Coronant [P-OP 2]  
Wine Cup of the Gods [R-OP 2]

Anointed Armaments [R-OP 3]  
Brisk Blood {Alarat's} [R-OP 3]  
Assisting Shields [P-OP 3]  
Bastion of Faith [P-OP 3]  
Call Upon Ally [R-OP 3]  
Call Upon Glory's Illumination [P-OP 3]  
Cleansing Poisons/Venoms [R-OP 3]  
Coordinate Forces [R-OP 3]  
Death Strike [R-OP 3]  
Divine Strategy [R-OP 3]  
Faith's Healing Caress [P-OP 3]  
Golden Guardianship {Siadamura's} [R-OP 3]  
Heavy Hand of Retribution {Hagron'd's} [R-OP 3]  
Holy Cure [R-OP 3]  
Immovable [R-OP 3]  
Inscribe with Divine Prowess [P-OP 3]  
Lesser Call of Command {Danforth's} [R-OP 3]  
Mark Heretic [R-OP 3]  
Mighty Eyes of Light {Thalanar's} [P-OP 3]  
Neutralization {Khermal's} [P-OP 3]  
Night Eyes {Toraen's} [R-OP 3]  
Ordain with Faith's Trappings [P-OP 3]  
Pathfinder {Bradley's} [R-OP 3]  
Penitence of the Unfaithful [P-OP 3]  
Purpose of Faith [P-OP 3]  
Reproach [P-OP 3]  
Sockdolager [P-OP 3]  
Vincible Before Faith [P-OP 3]  
Water Walking {Chandra's} [R-OP 3]  
Wings of the Gods [R-OP 3]  
Worsen Wound [P-OP 3]  
Zeal [P-OP 3]

Armor of Deflection [P-OP 4]  
Accouterments of Faith [R-OP 4]  
Advanced Mending {Davron's} [R-OP 4]  
Aura of Aversion {Cerdigahl's} [R-OP 4]  
Aura of Megalon's Glory {Phoordang's} [R-OP 4]  
Death Breaker {Cuelchain's} [R-OP 4]  
Dehort [P-OP 4]  
Endurance of the Faithful [P-OP 4]  
Expunge [P-OP 4]  
Eyes of Glory {Sartur's} [P-OP 4]  
Faith's Palliative [P-OP 4]  
Holy Arms [R-OP 4]  
Indestructible Object [R-OP 4]  
Inter-Planar Homing {Drallahar's} [R-OP 4]  
Inter-Planar Shift {DRallahar's} [R-OP 4]  
Lesser Regeneration [R-OP 4]  
Pillar of Fire {Rhyton's} [P-OP 4]  
Radiant Ring of Flame {Pheldoe's} [P-OP 4]

Sanctuary Seal {Rimanni's} [R-OP 4]

Aura of Command [R-OP 5]  
Dimensional Ward [R-OP 5]  
Dirge of the Fallen [P-OP 5]  
Healing Critical Wounds {Shahui's} [R-OP 5]  
Heavenly Fog of Hiding and Help {Quarzan's} [R-OP 5]  
Lasting Impression {La-Deaux's} [R-OP 5]  
Returning Flesh from Stone {Skehlmon's} [R-OP 5]  
Revenant [P-OP 5]  
Stronghold of Faith [P-OP 5]  
Suffer Not Wrongdoing [R-OP 5]  
Unbroken Flesh {Creotoen's} [R-OP 5]

Animation {Fanalorn's} [R-OP 6]  
Basic Summoning [R-OP 6]  
Belief Suspends Reality [P-OP 6]  
Condign the Wicked [P-OP 6]  
Crusade [R-OP 6]  
Divine Spark [P-OP 6]  
Greater Regeneration [R-OP 6]  
Lesser Metal Meding {Crimbley's} [R-OP 6]  
Supreme Aura of Megalon's Glory {Moralla's} [R-OP 6]  
Unceasing Vigilance of the Sentinel [P-OP 6]  
Visions of Hell {Rhyton's} [P-OP 6]  
Altar of Battle [R-OP 7]  
Bright Ray of Hope {Brynton's} [P-OP 7]  
Call to the Firmament [P-OP 7]  
Friend from Beyond {Fazalla's} [R-OP 7]  
Righteousness [R-OP 7]  
Shed Unnatural Shapes [R-OP 7]

Advanced Death Breaker [R-OP 8]  
Aura of Angelic Fire {Syranghore's} [P-OP 8]  
Holy Word of Command {Servicund's} [P-OP 8]  
Indomitable Wall of Faith [P-OP 8]  
Mending of the Hardest Substance {Bradly's} [R-OP 8]  
Saintly Golden Horn {Pheldoe's} [R-OP 8]  
Wheel of Chastisement [P-OP 8]

Blessed Aura of Megalon's Glory [R-OP 9]  
Final Service {Koraio's} [P-OP 9]  
Opening Gate {Goraling's} [R-OP 9]  
Wheel of Woe [P-OP 9]

Hell Storm {Grylorn's} [R-OP 10]  
Invulnerability [P-OP 10]  
Ultimate Death Breaker [R-OP 10]

In the Presence of Faith [P-OP 11]  
Oblivion [P-OP 11]

# SAREN

Saren is the Sun God, a deity whose religion revolves around life and living it. Followers believe in the sanctity of life, and are loathe to take life without good cause. They also believe their prayers cause the sun to rise each day. His followers are the "Children of the Sun".

**ABHOR UNDEATH** – Undead beings and foul spirits are an abomination of life. You must act against such beings, even if indirectly, to destroy them.

**Reverence** – Acting against undead or powers of undeath, even if indirectly, to lead to their destruction.

**Transgression** – Not acting against the undead or undeath powers when you are aware of its existence.

**AID REQUIREMENT** – You are required to assist fellow believers if asked, within reasonable limits.

**Reverence** – Helping others of the faith. Rendering aid does not mean doing so stupidly or even providing what aid is asked. However, aid of some type must be given if within reason. GM arbitrates requests.

**Transgression** – Not providing reasonable assistance.

**AID RESTRICTION** – You cannot aid enemies of the faith or those diametrically opposed to Saren. You cannot allow your inactivity to provide aid to such foes when you can act to prevent it otherwise. You cannot aid Undead or foul spirits in any way.

**Reverence** – Not helping such foes, and acting to ensure your inaction does not provide them a benefit.

**Transgression** – Assisting the enemy, or not taking action where your inaction helps your foe.

**COMMUNION** – Priests, Paladins, and Saints can allot 1 or more Faith to gain mana equal to their APT per Faith point. All make this exchange via a 2 hour long communion ritual, when the sun is in the sky. The sun need not be visible for communion.

**CREMATE THE DEAD** – You must cremate the bodies of those who follow your faith in a day long ceremony.

**Reverence** – Treating the dead with a proper ceremony to ensure afterlife.

**Transgression** – Not ensuring the dead are cared for or allowing their bodies (through action or inaction) to be handled otherwise.

**CULTURAL TRADITIONS** – This religion plays a vast role in the life of people, and his Priests preserve cultural traditions such as marriage, celebrations of life, death, birth, coming of age, and other milestones of life. If called upon by any believer, you must provide such services. A Paladin or Saint can reasonably turn away a believer if actively engaged in a quest or calling without suffering a transgression.

**Reverence** – Fulfilling cultural duties where reasonable.

**Transgression** – Unreasonably denying or not fulfilling a request without just cause.

**DEVOTION** – At least 2 hours, outside of communion, per week must be set aside for prayer and ceremony.

**Reverence** – Carrying out the ceremony as dictated.

**Transgression** – Not carrying out the ceremony as dictated.

**LOVE OF THE SUN** – You must spend time basking in the light of the sun.

**Reverence** – At least 1 hour per day must be spent in direct sunlight. A lesser light source will do in a pinch, but continued lack of sunlight will lead to

## ARDUIN LEGEND: WARLIKE TIMES

In the ancient days Saren was anything but peaceful. He possessed four things that made him a fearsome opponent during the God Wars. One was a spear, tipped with a literal shard of the sun. The second was a wheel bound in runes and when cast at another being, annihilated it. Only the godling Kierb had ever survived it and only by loosing half his godhood as a result! The other was a shield that could burn with the heat of the sun. The last was fan, sewn from beams of whispery light and filled with the vast heat of the burning sun.

Saren personally slew more than a dozen other gods and godlings before casting down his weapons of war, forswearing against their use ever again!

transgression.

**Transgression** – Not spending the time.

**REFRAIN FROM THEFT** – Do not steal materially, spiritually, magikally, or otherwise.

**Reverence** – Not stealing. Please note, you cannot “steal” when your intent is to return something stolen to the rightful owner. Also, Undead are not considered “people” under this restraint and have no rights to anything.

**Transgression** – Stealing.

**SERVICE TO THE SUN** – You are expected to perform services at least once per month. Services can be many things, such as conversion, building worship sites, leading a congregation, officiating a ceremony, and other acts. Saints and Paladins tied to a particular temple, shrine, or organization owe their service to that community first.

**Reverence** – Carrying out services as dictated.

**Transgression** – Not carrying out services as dictated.

**TOLERANT VENERATION** – Priests, Paladins, Saints, and Witch Hunters draw upon Faith and upon sacred objects, relics, reliquaries, and sources that provide Faith or mana. A source must be specifically dedicated by divine or religious authority (GM adjudicates the source) to be “sacred” and eligible to draw upon for Faith or mana.

**Reverence** – Only use mana formed out of the personal communion of Faith to mana or from sacred objects dedicated to the religion.

**Transgression** – Using a sacred object not venerated to the religion, or using mana from a source outside of personal communion.

**UPHOLD THE LAW** – You must attend and arbitrate all matters of law if asked.

**Reverence** – Act to uphold and arbitrate the law.

**Transgression** – Not doing so (regardless of reason)

### DIVINE DOMAIN

Afflatus [R-OP 1]

Anti-Evilness Aura {Hansa’s} [R-OP 1]

Anti-Fear Aura [R-OP 1]

Armored Feet {Gorfolh’s} [R-OP 1]

Aura of Godly Warmth [R-OP 1]

Aura of Protection from All Things Evil [R-OP 1]

Balm of Faith [P-OP 1]

Banish Exhaustion [R-OP 1]

Basic Wards [R-OP 1]

Battle Hymn [R-OP 1]

Blessed Armaments [R-OP 1]

Carry Burden [R-OP 1]

Curse [R-OP 1]

Detection [Curses, Disease, Enemies, Gates, Illusion, Injury, Life, Magik, Poison, Possession, Time Warp, Undead] [R-OP 1]

Dignity of Grace [P-OP 1]

Divine Summons [R-OP 1]

Divine Weapon [P-OP 1]

Faith’s Foe [R-OP 1]

Faith’s Guidance [R-OP 1]

Faithful Item [R-OP 1]

Flames of Fear {Diana’s} [P-OP 1]

Gentle Rains of Spring [R-OP 1]

Glory Glow [P-OP 1]

God Speed [R-OP 1]

Healing {Nampbrook’s} [R-OP 1]

Heavy Hand of Faith [P-OP 1]

Link of the Sun [P-OP 1]

Mend Cloth [R-OP 1]

Peaceful Sequester [R-OP 1]

Pious Influence [P-OP 1]

Prayers [Birth, Bounty, Coming of Age, Death,

Fertility, Marriage] [R-OP 1]

Protection [ALL] [R-OP 1]

Purification {Buhao’s} [R-OP 1]

Righteous Resistance [R-OP 1]

Self Heal [R-OP 1]

Speak in Tongues [R-OP 1]

Stop Bleeding [P-OP 1]

Strength of the Righteous [P-OP 1]

Time That’s Told [R-OP 1]

To My Hand [P-OP 1]

Touch of the Gods [P-OP 1]

Warding Faith [P-OP 1]

Accinge [P-OP 2]

Augury [R-OP 2]

Banished Fatigue {Khurtol’s} [R-OP 2]

Beacon of the Sun [P-OP 2]

Binding Chains of Light [R-OP 2]

Boost [R-OP 2]

Censure [P-OP 2]

Commanding Radiance [P-OP 2]

Declaim the Wicked [P-OP 2]

Divine Eminence [P-OP 2]

Favor [P-OP 2]

Fiery Fingers of Light {Doroman’s} [P-OP 2]

Glory [P-OP 2]

Haven [P-OP 2]

Healing Radiance [P-OP 2]

Holy Bless [R-OP 2]

Land Fast [R-OP 2]

Lasting Light {Styx’s} [R-OP 2]

Oppressive Hand of Faith [P-OP 2]

Patch [R-OP 2]  
Punish the Unrighteous [P-OP 2]  
Thorgh Heart [R-OP 2]  
Vise of the Coronont [P-OP 2]  
Wine Cup of the Gods [R-OP 2]

Brisk Blood {Alarat's} [R-OP 3]  
Bastion of Faith [P-OP 3]  
Call Upon Ally [R-OP 3]  
Call Upon Glory's Illumination [P-OP 3]  
Cleansing Poisons/Venoms [R-OP 3]  
Divine Strategy [R-OP 3]  
Faith's Healing Caress [P-OP 3]  
Gathering of the Sheaves [R-OP 3]  
Godly Growth [R-OP 3]  
Golden Guardianship {Siadamura's} [R-OP 3]  
Holy Cure [R-OP 3]  
Inscribe with Divine Prowess [P-OP 3]  
Intermediate Wards [R-OP 3]  
Lesser Call of Command {Danforth's} [R-OP 3]  
Mark Heretic [R-OP 3]  
Mend Wood [R-OP 3]  
Mighty Eyes of Light {Thalantar's} [P-OP 3]  
Neutralization {Khermal's} [P-OP 3]  
Night Eyes {Toraen's} [R-OP 3]  
Ordain with Faith's Trappings [P-OP 3]  
Pathfinder {Bradley's} [R-OP 3]  
Penitence of the Unfaithful [P-OP 3]  
Purpose of Faith [P-OP 3]  
Reproach [P-OP 3]  
Skywalking {Korgen's} [P-OP 3]  
Vincible Before Faith [P-OP 3]  
Wings of the Gods [R-OP 3]  
Zeal [P-OP 3]

Advanced Mending {Davron's} [R-OP 4]  
Arcane Truth {Raffalasia's} [R-OP 4]  
Armor of Deflection [P-OP 4]  
Death Breaker {Cuelchain's} [R-OP 4]  
Death Voice {Tuatha's} [R-OP 4]  
Dehort [P-OP 4]  
Discord's Price [P-OP 4]  
Endurance of the Faithful [P-OP 4]  
Expunge [P-OP 4]  
Eyes of Glory {Sartur's} [P-OP 4]  
Faith's Palliative [P-OP 4]  
Fabulous Finding {Bartholomew's} [R-OP 4]  
Healing Aura [P-OP 4]  
Indestructible Object [R-OP 4]  
Inter-Planar Homing {Drallahar's} [R-OP 4]  
Inter-Planar Shift {DRallahar's} [R-OP 4]  
Lesser Regeneration [R-OP 4]  
Pillar of Fire {Rhyton's} [P-OP 4]  
Question of Purity [P-OP 4]

Radiant Ring of Flame {Pheldoe's} [P-OP 4]  
Sanctuary Seal {Rimanni's} [R-OP 4]  
Sunlight Serenade {Starbuck's} [P-OP 4]

Anger of the Sun [P-OP 5]  
Aura of Command [R-OP 5]  
Dimensional Ward [R-OP 5]  
Dirge of the Fallen [P-OP 5]  
Enfolding Hands of Faith [P-OP 5]  
Faith's Soothing Hand [P-OP 5]  
Healing Critical Wounds {ShaHui's} [R-OP 5]  
Healing Madness of the Mind {ShaHui's} [R-OP 5]  
Heavenly Halo of Binding {Xundoman's} [P-OP 5]  
Heavenly Fog of Hiding and Help {Quarzan's} [R-OP 5]  
Revenant [P-OP 5]  
Stronghold of Faith [P-OP 5]  
Suffer Not Wrongdoing [R-OP 5]  
Wall {Willamon's} [P-OP 5]

Advanced Wards [R-OP 6]  
Basic Summoning [R-OP 6]  
Belief Suspends Reality [P-OP 6]  
Condign the Wicked [P-OP 6]  
Divine Spark [P-OP 6]  
Faith's Foudroyant Cure [P-OP 6]  
Greater Regeneration [R-OP 6]  
Secret Defense {Goodman Allan's} [R-OP 6]  
Shirk Death's Door [R-OP 6]  
Test the Faith of Saints [P-OP 6]  
Visions of Hell {Rhyton's} [P-OP 6]  
Succor {Wilamon's} [R-OP 6]

Bright Ray of Hope {Brynton's} [P-OP 7]  
Call to the Firmament [P-OP 7]  
Cradle of Restoration [P-OP 7]  
Friend from Beyond {Fazalla's} [R-OP 7]  
Golden Fog of Light and Reason {Chancer's} [R-OP 7]  
Heavenly Fog of Forgetfulness {Soringon's} [R-OP 7]  
Righteousness [R-OP 7]  
Shed Unnatural Shapes [R-OP 7]  
Still Restless Souls [R-OP 7]

Advanced Death Breaker [R-OP 8]  
Aura of Angelic Fire {Syranghore's} [P-OP 8]  
Holy Word of Command {Servicund's} [P-OP 8]  
Indomitable Wall of Faith [P-OP 8]  
Lament for the Last [P-OP 8]  
Sainly Golden Horn {Pheldoe's} [R-OP 8]

Final Service {Koraio's} [P-OP 9]  
True Regeneration [R-OP 9]

Burst of Life [P-OP 10]  
Faith Spurns Power [P-OP 10]  
Hell Storm {Greylom's} [R-OP 10]  
Invulnerability [P-OP 10]  
Ultimate Death Breaker [R-OP 10]

In the Presence of Faith [P-OP 11]  
Rays of Utter Damnation [P-OP 11]

Oblivion [P-OP 12]  
Resurgence [R-OP 12]

## SHAGRATH

The Red Moon Spyder, Father Many Legs, Lord of Spydery, Nite Legs – this god's names are legion. He, along with Skirin and the Lady of the Silver Moon, are the first primeval deities of Khaas. Homed in the red moon of the skies, this god is supposed to have woven the very stuff of the world in existence. Shagrath is the epitome of evil and darkness, whose touch and taint is felt in everything. The lord of spydery and all their kin, this god loves nothing more than to dabble and meddle in the affairs of all beings of sentience to corrupt and turn to evil all things bright and good.

**CORRUPT OTHERS** – You must seek to corrupt others morally, intellectually, physically, and so on where reasonably possible.

**Reverence** – Acting as indicated. Acting like the above does not mean acting stupidly or unwisely.

**Transgression** – Reinforcing morals, upholding virtues, etc.

**COMMUNION** – Priests, Paladins, Saints, and Witch Hunters can allot 1 or more Faith to gain mana equal to their APT per Faith point. All make this exchange via a 10 minute communion over the blood of a sentient being (yours or another's blood).

**IRREVERENT** – You can draw upon Faith or any other source of power for mana.

**LAW OF THE RED MOON** – The only law is blood, chaos, and death to the weak.

**Reverence** – Observing only the holy trio (above).

**Transgression** – Putting the laws of the land above those of the Red Moon.

**LIVING SACRIFICE** – Twice per year, the religion calls for the sacrifice of a living being in a day long ceremony. A Saint or Paladin must make this sacrifice four times a year. A Witch Hunter must do so every month.

**Reverence** – Carrying out the ceremony as dictated.

**Transgression** – Not carrying out the ceremony as dictated.

**SELF SERVING** – Where a choice exists to use magik to help yourself before another, you will always help yourself first.

**Reverence** – Using magik at your disposal to help you before another (priestly magik or rituals only).

**Transgression** – Serving someone else before serving yourself.

**SOW CHAOS** – You must seek to sow chaos, destruction, bedlam, and disorder when reasonably possible.

**Reverence** – Acting as indicated. Acting like the above does not mean acting stupidly or unwisely.

**Transgression** – Upholding or strengthening the law of the land.

### DIVINE DOMAIN

Anti-Evilness Aura {Hansa's} [R-OP 1]

Anti-Fear Aura [R-OP 1]

Aura of Protection from All Things Evil [R-OP 1]

Balm of Faith [P-OP 1]

Banish Exhaustion [R-OP 1]

Battle Hymn [R-OP 1]

Blessed Armaments [R-OP 1]

Carry Burden [R-OP 1]

Curse [R-OP 1]

### ARDUIN LEGEND: SHAGRATURNE

The ninth day of Torvaen is a special day for Shagrath, and on this night, the ancient god stalks the land clothed in flesh, from dusk to dawn, accompanied by a host of minions, devouring all unbelievers! Still, the fearful know that neither Shagrath nor his minions will come near running water on this night, due to curse lingering from antediluvian times by the Faerie Queen of Summer for fear of being drowned and destroyed.

Detection [Curses, Disease, Enemies, Gates, Illusion, Injury, Life, Magik, Poison, Possession, Time Warp, Undead] [R-OP 1]  
 Dignity of Grace [P-OP 1]  
 Divine Summons [R-OP 1]  
 Divine Weapon [P-OP 1]  
 Faith's Foe [R-OP 1]  
 Faith's Guidance [R-OP 1]  
 Faithful Item [R-OP 1]  
 Flames of Fear {Diana's} [P-OP 1]  
 Glory Glow [P-OP 1]  
 God Speed [R-OP 1]  
 Healing {Namphrook's} [R-OP 1]  
 Heavy Hand of Faith [P-OP 1]  
 Mend Cloth [R-OP 1]  
 Nick {Spydron's} [P-OP 1]  
 Pious Influence [P-OP 1]  
 Protection [ALL] [R-OP 1]  
 Purification {Buhao's} [R-OP 1]  
 Red Moon Minion: Brown Spydron [R-OP 1]  
 Righteous Resistance [R-OP 1]  
 Self Heal [R-OP 1]  
 Speak in Tongues [R-OP 1]  
 Stop Bleeding [P-OP 1]  
 Strength of the Righteous [P-OP 1]  
 Time That's Told [R-OP 1]  
 To My Hand [P-OP 1]  
 Touch of the Gods [P-OP 1]  
 Warding Faith [P-OP 1]

Accinge [P-OP 2]  
 Boost [R-OP 2]  
 Censure [P-OP 2]  
 Commanding Radiance [P-OP 2]  
 Declaim the Wicked [P-OP 2]  
 Divine Eminence [P-OP 2]  
 Favor [P-OP 2]  
 Fiery Fingers of Light {Doroman's} [P-OP 2]  
 Glory [P-OP 2]  
 Haven [P-OP 2]  
 Hasten Decay [R-OP 2]  
 Holy Bless [R-OP 2]  
 Land Fast [R-OP 2]  
 Oppressive Hand of Faith [P-OP 2]  
 Punish the Unrighteous [P-OP 2]  
 Red Moon's Ire [P-OP 2]  
 Ruthlessness [R-OP 2]  
 Thorg Heart [R-OP 2]  
 Vise of the Coronant [P-OP 2]

Abrasive Wind [R-OP 3]  
 Anointed Armaments [R-OP 3]  
 Aspect of the Predator [R-OP 3]  
 Black Channels [R-OP 3]

Brisk Blood {Alarar's} [R-OP 3]  
 Bastion of Faith [P-OP 3]  
 Call Upon Glory's Illumination [P-OP 3]  
 Cleansing Poisons/Venoms [R-OP 3]  
 Coordinate Forces [R-OP 3]  
 Death Strike [R-OP 3]  
 Divine Strategy [R-OP 3]  
 Earth Leech [R-OP 3]  
 Heavy Hand of Retribution {Hagron'd's} [R-OP 3]  
 Holy Cure [R-OP 3]  
 Inscribe with Divine Prowess [P-OP 3]  
 Lesser Call of Command {Danforth's} [R-OP 3]  
 Mark Heretic [R-OP 3]  
 Night Eyes {Toraen's} [R-OP 3]  
 Ordain with Faith's Trappings [P-OP 3]  
 Pathfinder {Bradley's} [R-OP 3]  
 Penitence of the Unfaithful [P-OP 3]  
 Poisonous Convictions [P-OP 3]  
 Purpose of Faith [P-OP 3]  
 Reproach [P-OP 3]  
 Take on the Beast [R-OP 3]  
 Vincible Before Faith [P-OP 3]  
 Wings of the Gods [R-OP 3]  
 Worsen Wound [P-OP 3]  
 Zeal [P-OP 3]

Armor of Deflection [P-OP 4]  
 Accouterments of Faith [R-OP 4]  
 Cancerous Faith [P-OP 4]  
 Death Breaker {Cuelchain's} [R-OP 4]  
 Death Voice {Tuatha's} [R-OP 4]  
 Dehort [P-OP 4]  
 Endurance of the Faithful [P-OP 4]  
 Expunge [P-OP 4]  
 Eyes of Glory {Sartur's} [P-OP 4]  
 Holy Arms [R-OP 4]  
 Indestructible Object [R-OP 4]  
 Inter-Planar Homing {Drallahar's} [R-OP 4]  
 Inter-Planar Shift {Drallahar's} [R-OP 4]  
 Lesser Regeneration [R-OP 4]  
 Pillar of Fire {Rhyton's} [P-OP 4]  
 Question of Purity [P-OP 4]  
 Radiant Ring of Flame {Pheldoe's} [P-OP 4]  
 Sanctuary Seal {Rimanni's} [R-OP 4]  
 Stinging Conviction {Maelrl'n's} [P-OP 4]

Aura of Command [R-OP 5]  
 Dimensional Ward [R-OP 5]  
 Healing Critical Wounds {ShaHui's} [R-OP 5]  
 Lasting Impression {La-Deaux's} [R-OP 5]  
 Putrefy Blood to Poison [P-OP 5]  
 Returning Flesh from Stone {Skehlmon's} [R-OP 5]  
 Revenant [P-OP 5]  
 Stronghold of Faith [P-OP 5]

Suffer Not Wrongdoing [R-OP 5]

Basic Summoning [R-OP 6]  
Belief Suspends Reality [P-OP 6]  
Condign the Wicked [P-OP 6]  
Crusade [R-OP 6]  
Divine Spark [P-OP 6]  
Swift Retribution {Mulaohu's} [P-OP 6]  
Unceasing Vigilance of the Sentinel [P-OP 6]  
Visions of Hell {Rhyton's} [P-OP 6]

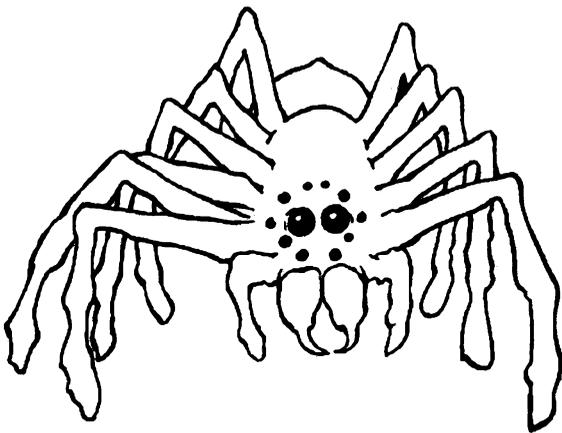
Altar of Battle [R-OP 7]  
Call to the Firmament [P-OP 7]  
Friend from Beyond {Fazalla's} [R-OP 7]  
Righteousness [R-OP 7]  
Shed Unnatural Shapes [R-OP 7]  
Advanced Death Breaker [R-OP 8]  
Aura of Angelic Fire {Syranghore's} [P-OP 8]  
Holy Word of Command {Servicund's} [P-OP 8]  
Indomitable Wall of Faith [P-OP 8]

Opening Gate {Goraling's} [R-OP 9]  
Shattering {Skuello's} [P-OP 9]

Faith Spurns Power [P-OP 10]  
Burning Agony of the Red Moon [P-OP 10]  
Hell Storm {Greylom's} [R-OP 10]  
Invulnerability [P-OP 10]

In the Presence of Faith [P-OP 11]  
Rays of Utter Damnation [P-OP 11]

Oblivion [P-OP 12]



**FAITH & RELIGION**

## SKIRIN

This primeval god is one of the antediluvian deities who supposedly brought forth the air and clouds (rain) with his breath. Legends say all living beings pay homage to Skirin with each breath they take. His aliases are the Night Lord, Great Night Hawk, Lord of the Night, and the Blue Moon. He is represented by the blue moon in the night sky, and is said to physically dwell on this lunar body. His other form is a great hawk, whose wingspread is over 1,000 ft wide!

**COMMUNION** – Priests, Paladins, and Saints can allot 1 or more Faith to gain mana equal to their APT per Faith point. All make this exchange via an hour long communion ritual at night, when the Blue Moon is in the sky. The moon need not be visible for communion.

**CULTURAL TRADITIONS** – This religion plays a vast role in the life of people, and his Priests preserve cultural traditions such as marriage, celebrations of life, death, birth, coming of age, and other milestones of life. If called upon by any believer, you must provide such services.

**Reverence** – Fulfilling cultural duties.

**Transgression** – Unreasonably denying or not fulfilling a request without just cause.

**DEVOTION** – At least 1 hour, outside of communion, per week must be set aside for prayer and ceremony.

**Reverence** – Carrying out the ceremony as dictated.

**Transgression** – Not carrying out the ceremony.

**DIET** – You cannot eat carrion or food that carries the taint of rot or decay.

**Reverence** – Eating fresh foods, flesh from creatures you hunt, and so forth.

**Transgression** – Consuming tainted foods.

**LOVE OF THE NIGHT** – You must spend time in the darkness, under the stars and the blue moon.

**Reverence** – At least 1 hour must be spent under the night sky. Darkness or shadow will do in a pinch, but continued lack of time spent under the night sky will lead to transgression.

**Transgression** – Not spending the time.

**TOLERANT VENERATION** – Priests, Paladins, Saints, and Witch Hunters draw upon Faith and upon sacred objects, relics, reliquaries, and sources that provide Faith or mana. A source must be specifically

### ARDUIN LEGEND: NIGHT HAWKS

The Interstellar Wars unleashed were a horrible time in Arduinian history, rivaled only by the preceding Great Night War and the Wars of Freedom. Gods and Demons fought in the skies and in the hoary extremes of space around Khaas (the planet), joined by myriads of space ships, space marines, Black Phraint and monsters that defy description.

Fearsome among the powers unleashed during this time were Skirin and his Night Hawks, nigh undetectable leviathans that sundered and destroyed armadas of alien craft and slew strange godlings and bizarre creatures that dwell only in the reaches of space. When the wars ended and peace at least reigned, Skirin set this Night Hawks in the skies around Khaas, to stand as sentinels and to give warning, should any other alien beings trespass.

Curse [R-OP 1]  
 Detection [ALL] [R-OP 1]  
 Divine Summons [R-OP 1]  
 Divine Weapon [P-OP 1]  
 Faith's Foe [R-OP 1]  
 Faith's Guidance [R-OP 1]  
 Faithful Item [R-OP 1]  
 Finding Doors Most Hidden [R-OP 1]  
 Flames of Fear {Diana's} [P-OP 1]  
 Glory Glow [P-OP 1]  
 God Speed [R-OP 1]  
 Healing {Namphrook's} [R-OP 1]  
 Heavy Hand of Faith [P-OP 1]  
 Match Height [P-OP 1]  
 Missile Attractor [P-OP 1]  
 Peaceful Sequester [R-OP 1]  
 Pious Influence [P-OP 1]  
 Prayers [Birth, Bounty, Coming of Age, Death, Fertility, Marriage] [R-OP 1]  
 Protection [ALL] [R-OP 1]  
 Righteous Resistance [R-OP 1]  
 Rip the Eyes [P-OP 1]  
 Self Heal [R-OP 1]  
 Speak in Tongues [R-OP 1]  
 Strength of the Righteous [P-OP 1]  
 Time That's Told [R-OP 1]  
 To My Hand [P-OP 1]  
 Touch of the Gods [P-OP 1]  
 Warding Faith [P-OP 1]  
 Wind Gust [P-OP 1]

Accinge [P-OP 2]  
 Arrow of Divine Will [P-OP 2]  
 Boost [R-OP 2]  
 Censure [P-OP 2]  
 Charge of the Boruu [P-OP 2]  
 Cloaked in Skirin's Wings [R-OP 2]  
 Commanding Radiance [P-OP 2]  
 Crow Feeds the Pyre [P-OP 2]  
 Declaim the Wicked [P-OP 2]  
 Divine Eminence [P-OP 2]  
 Favor [P-OP 2]  
 Fiery Fingers of Light {Doroman's} [P-OP 2]  
 Glory [P-OP 2]  
 Haven [P-OP 2]  
 Holy Bless [R-OP 2]  
 Land Fast [R-OP 2]  
 Oppressive Hand of Faith [P-OP 2]  
 Punish the Unrighteous [P-OP 2]  
 Ruthlessness [R-OP 2]  
 Thorg Heart [R-OP 2]  
 Wine Cup of the Gods [R-OP 2]

Anointed Armaments [R-OP 3]

dedicated by divine or religious authority (GM adjudicates) to be "sacred" and eligible to draw upon for Faith or mana.

**Reverence** – Only use mana formed out of the personal communion of Faith to mana or from sacred objects dedicated to the religion.

**Transgression** – Using a sacred object not venerated to the religion, or using mana from a source outside of personal communion.

### DIVINE DOMAIN

Afflatus [R-OP 1]  
 Anti-Evilness Aura {Hansa's} [R-OP 1]  
 Anti-Fear Aura [R-OP 1]  
 Aura of Godly Warmth [R-OP 1]  
 Aura of Protection from All Things Evil [R-OP 1]  
 Balm of Faith [P-OP 1]  
 Banish Exhaustion [R-OP 1]  
 Basic Wards [R-OP 1]  
 Blessed Armaments [R-OP 1]  
 Bow Before the Gods [P-OP 1]

Brisk Blood {Alarat's} [R-OP 3]  
 Bastion of Faith [P-OP 3]  
 Bedlam [P-OP 3]  
 Call Upon Ally [R-OP 3]  
 Call Upon Glory's Illumination [P-OP 3]  
 Cheap {Jheep's} [R-OP 3]  
 Cleansing Poisons/Venoms [R-OP 3]  
 Coordinate Forces [R-OP 3]  
 Death Strike [R-OP 3]  
 Divine Strategy [R-OP 3]  
 Faith's Healing Caress [P-OP 3]  
 Holy Cure [R-OP 3]  
 Inscribe with Divine Prowess [P-OP 3]  
 Lesser Call of Command {Danforth's} [R-OP 3]  
 Mark Heretic [R-OP 3]  
 Night Eyes {Toraen's} [R-OP 3]  
 Ordain with Faith's Trappings [P-OP 3]  
 Pathfinder {Bradley's} [R-OP 3]  
 Penitence of the Unfaithful [P-OP 3]  
 Purpose of Faith [P-OP 3]  
 Reproach [P-OP 3]  
 Skywalking {Korgen's} [P-OP 3]  
 Take on the Beast [R-OP 3]  
 Vincible Before Faith [P-OP 3]  
 Wayward Soul [P-OP 3]

Armor of Deflection [P-OP 4]  
 Accouterments of Faith [R-OP 4]  
 Death Breaker {Cuelchain's} [R-OP 4]  
 Endurance of the Faithful [P-OP 4]  
 Holy Arms [R-OP 4]  
 Lesser Regeneration [R-OP 4]  
 Mighty Leap {Gharmor's} [P-OP 4]  
 Pillar of Fire {Rhyton's} [P-OP 4]  
 Sunlight Serenade {Starbuck's} [P-OP 4]  
 War Bird {Skirin's} [R-OP 4]



Aura of Command [R-OP 5]  
 Dimensional Ward [R-OP 5]  
 Dirge of the Fallen [P-OP 5]  
 Enfolding Hands of Faith [P-OP 5]  
 Faith's Soothing Hand [P-OP 5]  
 Healing Critical Wounds {ShaHui's} [R-OP 5]  
 Heavenly Halo of Binding {Xundoman's} [P-OP 5]  
 Lasting Impression {La-Deaux's} [R-OP 5]  
 Returning Flesh from Stone {Skehlmon's} [R-OP 5]  
 Stronghold of Faith [P-OP 5]  
 Suffer Not Wrongdoing [R-OP 5]  
 Wall {Willamon's} [P-OP 5]  
 Wonderful Wind Horse {Cuelchain's} [R-OP 5]

Animation {Fanalorn's} [R-OP 6]  
 Basic Summoning [R-OP 6]  
 Belief Suspends Reality [P-OP 6]  
 Condign the Wicked [P-OP 6]  
 Crusade [R-OP 6]  
 Divine Spark [P-OP 6]  
 Instant Passage {Llolohahr's} [P-OP 6]  
 Shirk Death's Door [R-OP 6]  
 Test the Faith of Saints [P-OP 6]  
 Unceasing Vigilance of the Sentinel [P-OP 6]  
 Visions of Hell {Rhyton's} [P-OP 6]

Altar of Battle [R-OP 7]  
 Bright Ray of Hope {Brynton's} [P-OP 7]  
 Call to the Firmament [P-OP 7]  
 Call to the Star Hawks [R-OP 7]  
 Cradle of Restoration [P-OP 7]  
 Righteousness [R-OP 7]  
 Shed Unnatural Shapes [R-OP 7]  
 Still Restless Souls [R-OP 7]  
 Storms Sibling [R-OP 7]

Advanced Death Breaker [R-OP 8]  
 Holy Word of Command {Servicund's} [P-OP 8]

Final Service {Koraio's} [P-OP 9]  
 Infinite Eyes {Illyander's} [R-OP 9]

Hell Storm {Greylorn's} [R-OP 10]

In the Presence of Faith [P-OP 11]

Resurgence [R-OP 12]

# XUANTH

This god is also called "The Hand or Fingers of Fate", and his followers are often called the "Followers of Fate" or Faders". The religion as a whole is legendary for its stoic acceptance of fate and the fact that all things are predestined and impossible to change. Nothing is random or chaotic, but ordered and unchangeable. Those who follow Xuanth tend to be utterly neutral towards life. Xuanth neither rewards nor punishes overtly any follower, so acts of charity and kindness are viewed with equal weight as intolerance and bigotry. Any thought of free will or choice is merely an illusion.

**COMMUNION** – Priests, Paladins, and Saints can allot 1 or more Faith to gain mana equal to their APT per Faith point. All make this exchange via a 2 hour long communion ritual (done anywhere, anytime).

**CULTURAL TRADITIONS** – This religion plays a vast role in the life of people, and his Priests preserve cultural traditions such as marriage, celebrations of life, death, birth, coming of age, and other milestones of life. If called upon by any believer, you must provide such services. A Paladin can reasonably turn away a believer if actively engaged in a quest or calling without suffering a transgression.

**Reverence** – Fulfilling cultural duties where reasonable.

**Transgression** – Unreasonably denying or not fulfilling a request without just cause.

**INTOLERANT VENERATION** – Only draw upon Faith and those sacred objects, relics, reliquaries, and sources that provide Faith.

**Reverence** – This religion never creates sacred objects that provide mana, and does not use mana not formed out of the personal communion of Faith to mana.

**Transgression** – Using a sacred object not venerated to the religion. or using mana from a source outside of personal communion.

**LAW OF FATE** – What will be is done. Nothing you can do will change the future.

**Reverence** – Observing predestination. Not using skills, secrets, magik, or other means to change a roll of the dice.

**Transgression** – Using skills, secrets, magik, or other means to change a roll of the dice, or fighting predestination.

**MAGIK RITUALIST** – This religion turns all magik into a ceremonial affair, adding 1 melee round to all prayers and 1 time increment to all rituals.

**Reverence** – Spending the extra time in ceremony.

**Transgression** – Forsaking the ceremony to speed your magik.

**NON CONVERSION** – Conversion of others is unnecessary. All fate is preordained. If they were meant to be a follower of Xuanth, they already would be.

**RESTRICTION ON SAINTS AND WITCH HUNTERS** – Xuanth does not allow the Saint or Witch Hunter Paths.

## DIVINE DOMAIN

Afflatus [R-OP 1]

All Seeing Eyes [R-OP 1]

Anti-Evilness Aura {Hansa's} [R-OP 1]

Anti-Fear Aura [R-OP 1]

## XUANTH TEACHINGS

Fate and destiny are entwined like lovers. While together they seem as one while in truth they differ as one to the other. Fate as set forth by our divine patron is unavoidable; it will befall a person and be their lot and cannot be resisted. Xuanth's will is inevitable, the ultimate agency by which all things are prescribed no matter how a person struggles against the course of events.

Destiny differs and many the neophyte mixes it with fate. Destiny forespeaks of something to happen, also predetermined and inevitable. Where fate speaks with exactness, destiny writes with broad strokes. Fate is exact; for it allows for no deviation or change. Destiny is a looser path and the choices of person will change the absolute path to something close to the destiny foretold.

Disciples should use exacting care when determining a being's fate and not mix fate and destiny together. Leave Destiny to Iaia and leave Fate to Xuanth.

Aura of Godly Warmth [R-OP 1]  
 Aura of Protection from All Things Evil [R-OP 1]  
 Balm of Faith [P-OP 1]  
 Banish Exhaustion [R-OP 1]  
 Basic Wards [R-OP 1]  
 Carry Burden [R-OP 1]  
 Curse [R-OP 1]  
 Detection [ALL] [R-OP 1]  
 Dignity of Grace [P-OP 1]  
 Divine Summons [R-OP 1]  
 Divine Weapon [P-OP 1]  
 Faith's Foe [R-OP 1]  
 Faith's Guidance [R-OP 1]  
 Faithful Item [R-OP 1]  
 Flames of Fear {Diana's} [P-OP 1]  
 Glory Glow [P-OP 1]

God Speed [R-OP 1]  
 Healing {Namphrook's} [R-OP 1]  
 Heavy Hand of Faith [P-OP 1]  
 Peaceful Sequester [R-OP 1]  
 Pious Influence [P-OP 1]  
 Prayers [Birth, Bounty, Coming of Age, Death, Fertility, Marriage] [R-OP 1]  
 Protection [ALL] [R-OP 1]  
 Purification {Buhao's} [R-OP 1]  
 Righteous Resistance [R-OP 1]  
 Self Heal [R-OP 1]  
 Speak in Tongues [R-OP 1]  
 Stop Bleeding [P-OP 1]  
 Strength of the Righteous [P-OP 1]  
 Time That's Told [R-OP 1]  
 To My Hand [P-OP 1]  
 Touch of the Gods [P-OP 1]  
 Warding Faith [P-OP 1]

### IAIA

This once great goddess grew to power during the Great Night War and maintained a powerful presence until the waning years of the Nexus Wars. She is often spoke of along with Xuanth and its common to see the two mixed together, as if they were the same.

Far from it indeed! Iaia has always sided with life, and her followers are quick to tell any so. Where Xuanth is uncaring and cold, Iaia is compassionate and close. She knows the writ of a being's path but her view of life is more of river, flowing from the moment of life to the cessation of death, with stops along the way. How the river is traveled is up to the traveler; she cares only that certain stops are made during the being's travels. In fact, such events are the destiny of a being and should not be avoided but rejoiced in!

Iaia is inescapable but not unmerciful. She has written out your life but gives you the choice of mapping it out. Her joy is in the unexpected and beings both mortal and immortal have surprised her. Live life! Accept your destiny is written but realize that you dictate the pacing and ink, the form of its letters and richness of its strokes.

Accept Fate [P-OP 2]  
 Accinge [P-OP 2]  
 Augury [R-OP 2]  
 Blades of the Moon [P-OP 2]  
 Boost [R-OP 2]  
 Censure [P-OP 2]  
 Commanding Radiance [P-OP 2]  
 Declaim the Wicked [P-OP 2]  
 Divine Eminence [P-OP 2]  
 Fate's Eyes [P-OP 2]  
 Favor [P-OP 2]  
 Fiery Fingers of Light {Doroman's} [P-OP 2]  
 Glory [P-OP 2]  
 Haven [P-OP 2]  
 Healing Radiance [P-OP 2]  
 Holy Bless [R-OP 2]  
 In Fate, Strength [R-OP 2]  
 Land Fast [R-OP 2]  
 Lasting Light {Styx's} [R-OP 2]  
 Oppressive Hand of Faith [P-OP 2]  
 Patch [R-OP 2]  
 Punish the Unrighteous [P-OP 2]  
 Ruthlessness [R-OP 2]  
 Thorg Heart [R-OP 2]  
 Vise of the Coronont [P-OP 2]  
 Weapon Skills of Erejungin [R-OP 2]  
 Wine Cup of the Gods [R-OP 2]

Brisk Blood {Alarat's} [R-OP 3]  
 Bastion of Faith [P-OP 3]  
 Call Upon Ally [R-OP 3]  
 Call Upon Glory's Illumination [P-OP 3]  
 Cleansing Poisons/Venoms [R-OP 3]  
 Coordinate Forces [R-OP 3]  
 Divine Strategy [R-OP 3]

Faith's Healing Caress [P-OP 3]  
 Gathering of the Sheaves [R-OP 3]  
 Golden Guardianship {Siadamura's} [R-OP 3]  
 Holy Cure [R-OP 3]  
 Inscribe with Divine Prowess [P-OP 3]  
 Intermediate Wards [R-OP 3]  
 Lesser Call of Command {Danforth's} [R-OP 3]  
 Mark Heretic [R-OP 3]  
 Mighty Eyes of Light {Thalanar's} [P-OP 3]  
 Neutralization {Khermal's} [P-OP 3]  
 Night Eyes {Toraen's} [R-OP 3]  
 Ordain with Faith's Trappings [P-OP 3]  
 Pathfinder {Bradley's} [R-OP 3]  
 Penitence of the Unfaithful [P-OP 3]  
 Purpose of Faith [P-OP 3]  
 Reproach [P-OP 3]  
 Vincible Before Faith [P-OP 3]  
 Wings of the Gods [R-OP 3]  
 Zeal [P-OP 3]

Armor of Deflection [P-OP 4]  
 Death Breaker {Cuelchain's} [R-OP 4]  
 Death Voice {Tuatha's} [R-OP 4]  
 Dehort [P-OP 4]  
 Endurance of the Faithful [P-OP 4]  
 Expunge [P-OP 4]  
 Eyes of Glory {Sartur's} [P-OP 4]  
 Faith's Palliative [P-OP 4]  
 Healing Aura [P-OP 4]  
 Indestructible Object [R-OP 4]  
 Lesser Regeneration [R-OP 4]  
 Pillar of Fire {Rhyton's} [P-OP 4]  
 Question of Purity [P-OP 4]  
 Radiant Ring of Flame {Pheldoe's} [P-OP 4]  
 Sanctuary Seal {Rimanni's} [R-OP 4]

Aura of Command [R-OP 5]  
 Dimensional Ward - OP 5 [R]  
 Dirge of the Fallen [P-OP 5]  
 Enfolding Hands of Faith [P-OP 5]  
 Faith's Soothing Hand [P-OP 5]  
 Healing Critical Wounds {ShaHui's} [R-OP 5]  
 Healing Madness of the Mind {ShaHui's} [R-OP 5]  
 Heavenly Halo of Binding {Xundoman's} [P-OP 5]  
 Heavenly Fog of Hiding and Help {Quarzan's} [R-OP 5]  
 Lasting Impression {La-Deaux's} [R-OP 5]  
 Not My Time [R-OP 5]  
 Returning Flesh from Stone {Skehlmon's} [R-OP 5]  
 Revenant [P-OP 5]  
 Stronghold of Faith [P-OP 5]  
 Suffer Not Wrong Wrongdoing [R-OP 5]  
 Wall {Willamon's} [P-OP 5]  
 Your Destiny Not Mine [P-OP 5]

Advanced Wards [R-OP 6]  
 Basic Summoning [R-OP 6]  
 Belief Suspends Reality [P-OP 6]  
 Condign the Wicked [P-OP 6]  
 Divine Spark [P-OP 6]  
 Faith's Fourdroyant Cure [P-OP 6]  
 Secret Defense {Goodman Allan's} [R-OP 6]  
 Shirk Death's Door [R-OP 6]  
 Swift Retribution {Mulaohu's} [P-OP 6]  
 Test the Faith of Saints [P-OP 6]  
 Unceasing Vigilance of the Sentinel [P-OP 6]  
 Visions of Hell {Rhyton's} [P-OP 6]

Bright Ray of Hope {Brynton's} [P-OP 7]  
 Call to the Firmament [P-OP 7]  
 Cradle of Restoration [P-OP 7]  
 Friend from Beyond {Fazalla's} [R-OP 7]  
 Righteousness [R-OP 7]  
 Shed Unnatural Shapes [R-OP 7]  
 Still Restless Souls [R-OP 7]

Advanced Death Breaker [R-OP 8]  
 Holy Word of Command {Servicund's} [P-OP 8]  
 Indomitable Wall of Faith [P-OP 8]  
 Sainly Golden Horn {Pheldoe's} [R-OP 8]

Final Service {Koraio's} [P-OP 9]  
 Opening Gate {Goraling's} [R-OP 9]  
 Super Warding {Jharaem's} [R-OP 9]  
 True Regeneration [R-OP 9]

Burst of Life [P-OP 10]  
 Faith Spurns Power [P-OP 10]  
 Invulnerability [P-OP 10]  
 Ultimate Death Breaker [R-OP 10]

In the Presence of Faith [P-OP 11]  
 Rays of Utter Damnation [P-OP 11]

Oblivion [P-OP 12]  
 Resurgence [R-OP 12]

Scirefacias [R-OP 13]  
 Extend Life [R-OP 14]



# BATTLE AND MELEE - CHAPTER EIGHT



**T**his section covers the combat rules, starting with basics and then into the common battle strategies and melee maneuvers anyone can employ.

### BATTLE SEQUENCE

Combat is cyclic. Combatants take actions in each melee round on their CF until battle ends. Melee flows as follows:

1. Check for battle field awareness. Not all people in the battle will be aware of every other person.
2. Check for an ambush situation. See the Combat skill for details on ambushes.
3. Determine the CF for each combatant. Use the CF action count sheet to layout the order of battle.
4. Combatants take actions in CF order from highest to lowest.
5. Combatants within ER of other combatants may attack or take other melee actions.
6. Combatants that successfully attack then determine whether they did damage or not
7. When all combatants have had a turn, start the next melee round by repeating steps 4 through 7 until the combat ends.

### BATTLE SEQUENCE

Melee is broken up into melee rounds. Each melee round represents an approximate 20 second time frame where each person can make actions. The sequence and frequency of your actions is decided by CF.

### CF CYCLE

CF Cycles consist of 40 CF Counts or slices of time where people have a chance to do something. The order they take these actions is defined by CF. CF is figured from highest to lowest, with the fastest person going first and the slowest going last. The CF Cycle table breaks down the number of CF Action Counts a character has based on their CF.

### CF ACTION COUNTS

CF Action Counts allow you to take normal and quickened actions. You have a normal and quickened action available on each CF Action Count. The normal action is taken only on that CF Count but you can take the quickened action on that CF Count or at any time afterward but before your next CF Action Count.

*Example - Mieklo the Quick has a 23 CF. He gets into a brawl with Nijelu, who has an 18 CF. Mieklo gets to go first on 23, punching Nijelu viciously. Nijelu hasn't gone yet so he doesn't have an action available to Parry, Dodge or Block*

*Mieklo's attack. However, when he goes on 18, Mieklo does have a quickened action to Dodge, Parry or Block further attacks.*

### CF ADJUSTMENTS

Many things adjust your CF during a battle. Armor applies a penalty when worn. Weapons apply their penalty as soon as they are put into a readied position. Many variables can adjust your CF after a melee begins. To determine your CF Action Counts, refer to the table below. The formula for actions is simple. You get a CF Action Count on your first CF Count and one again every 7 CF Counts later.

CF CHART						
CF Count	CF Action Counts					
40	33	26	19	12	5	(6 actions)
39	32	25	18	11	4	(6 actions)
38	31	24	17	10	3	(6 actions)
37	30	23	16	9	2	(6 actions)
36	29	22	15	8	1	(6 actions)
35	28	21	14	7		(5 actions)
34	27	20	13	6		(5 actions)
33	26	19	12	5		(5 actions)
32	25	18	11	4		(5 actions)
31	24	17	10	3		(5 actions)
30	23	16	9	2		(5 actions)
29	22	15	8	1		(5 actions)
28	21	14	7			(4 actions)
27	20	13	6			(4 actions)
26	19	12	5			(4 actions)
25	18	11	4			(4 actions)
24	17	10	3			(4 actions)
23	16	9	2			(4 actions)
22	15	8	1			(4 actions)
21	14	7				(3 actions)
20	13	6				(3 actions)
19	12	5				(3 actions)
18	11	4				(3 actions)
17	10	3				(3 actions)
16	9	2				(3 actions)
15	8	1				(3 actions)
14	7					(2 actions)
13	6					(2 actions)
12	5					(2 actions)
11	4					(2 actions)
10	3					(2 actions)
9	2					(2 actions)
8	1					(2 actions)
7 or less						(1 action)



## OUTMANUEVERED

Anytime your CF is reduced to zero or less, you are considered Outmaneuvered. An Outmaneuvered person loses all ability to take actions until they recover.

## INTERRUPT

An Interrupt is an action taken outside your normal CF Action Counts. You are interrupting the current CF Count to make the action. You resolve your action and then the CF Count continues as normal. If someone with a higher CF than you also chooses to interrupt, you must pause what you are doing and let them finish. After they're done, if you can continue, you may do so.

*Example – Mieklo and Nijelu get into a brawl with some bandits. After a few seconds into the melee, Mieklo sees one bandit pull out a knife. On the watch for such dirty business, Mieklo pulls out his knife and blocks the attempted knifing.*

## RESERVE

On your CF Action Count you can elect to reserve a normal action to take it at a later date. You can call on the action just like you do as described in Interrupt. If two people reserve and attempt to interrupt on the same CF Count, the person with the highest original CF goes first. Also, a Reserve only lasts until your next CF Action Count. If you don't take the Reserved action beforehand you lose it.

*Example – Mieklo (23 CF) and a Nijelu (18 CF) both reserve and then go on CF 16. The Mieklo goes first (original 23 CF) followed by the Nijelu.*

## ACTION TYPES

Actions fall into two, very simple types, as described below. An action that combines these two in any combination is called a special action.

## QUICKENED ACTION

A quickened action represents a fast, simple action you can undertake. All people can make one quickened action per CF Action Count unless otherwise prevented from doing so. In some cases, they may be able to take more due to skill, training or natural aptitude. Typical quickened actions are shown below:

- Dodge
- Parry
- Block
- Ready a weapon or shield
- Set a weapon against a charge

- Load a gun
- Pick up an item or find or pull a stored item (on your belt, boot, etc.)
- Open a door

## NORMAL ACTION

A normal action represents a longer more complex action. It can be simple such as punching an enemy in the face or as complex as casting a spell in the midst of battle. Some typical actions are listed below:

- Attacking an enemy with a weapon
- Or employing a secret, like a Spin Attack to attempt to strike all the opponents around you within reach
- Use a magikal item
- Cast a spell, use a mental power or prayer
- Sprint down a hallway
- Channel power
- Stand up from being knocked down
- Control a mount

## TRADEOFFS

At any time a person with a normal action on their CF Action Count can use it to do anything a quickened action could do.

## ENGAGEMENT RANGE (ER)

All beings have the ability to engage and threaten a certain distance from their body with natural or hand held weapons. ER can be a single engagement, such as Close, a wide range of engagement, such as C- S, or a tiered range, such as C/S. ER given as wide range means you can attack anything within that range. ER given as a tiered range means you can only engage in one of those ER at any time. Thus, you could fight Close or Short using the ER example above but not both.

## ENGAGEMENT ACTUAL REACH

Close	the 5 ft square you are standing in
Short	into the 5 ft squares around you
Medium	across two 5 ft squares around you
Long	across three 5 ft squares around you
Extra Long	across four 5 ft squares around you
Extreme (+#)	Extreme range lists a number of 5 ft squares

## ATTACK (ATK)

To make a successful attack, you must roll equal to or higher than your opponent's DEF. Attacks use:



## D100 + COORD + SKILL RANKS + SPECIAL

- **COORD.** Add COORD to the attack roll. The more coordinated the easier it is to hit someone.
- **Skill Ranks.** Add your skill ranks with the weapon or object used to attack.
- **Special.** Circumstances, secrets and other events can modify the attack roll.

### DEFENSE (DEF)

The target difficulty you must meet or exceed to hit your opponent in melee. A target's base DEF is determined by their race and is modified by skills, secrets, cultural influences and use. DEF uses:

#### COORD + DEF RANKS + SPECIAL

- **COORD.** Add COORD to DEF ranks. The more coordinated the easier it is to avoid an attack.
- **DEF Ranks.** Add any DEF ranks.
- **Special.** Circumstances, secrets and other events can modify your DEF.

### APPLY DAMAGE

If you succeed in your attack, roll for damage. Damage is determined by the weapon you use, bonuses to damage from BODY and any other bonuses you may have. Apply the total to your target's Damage Resistance (DR). The amount in excess of DR is damage and is deducted from your opponent's current HP.

### BATTLE SKILLS

Dozens of skilled and unskilled maneuvers are available to use tactically and strategically. Several basic maneuvers are available to anyone and defined below:

#### BLOCK

Use a quickened action to oppose an opponent's attack roll with your Shield skill. If you meet or exceed your opponent's ATK roll you successfully Block. Not all attacks can be Blocked (such as laser attacks, gun fire and so forth) but most can. Shield users can Block once during their normal CF action counts, counting the extra Block as a quickened action only useable to Block.

#### PARRY

Use a quickened action to oppose an opponent's attack roll with an attack of your own, aimed to parry the attack with your weapon. Make an ATK roll against your opponent. If you meet or exceed your opponent's ATK roll you successfully Parry. Not all

attacks can be parried (like laser attacks, gun fire, etc.) but most can. Attempts to Parry missile attacks are done at a -50 penalty.

#### DODGE

As a quickened action you can attempt to Dodge an opponent's attack. Dodge is physically moving out of the way or eluding an attack. All Dodge maneuvers are made against a TD 100 unless the GM indicates otherwise. Not all attacks can be dodged (laser attacks, gun fire and so forth).

#### CHARGE

Charge is a maneuver that takes a normal action and is where you build up powerful momentum to overrun, press or attack an opponent. You can also use a charge maneuver to Dash. You must be able to move at least your SIZE in distance to make a charge. You must cover this distance in a straight line or it takes twice as far for each deviation to build up enough speed. If can't cover enough distance on a single CF Action Count to meet minimum requirements, you can continue through a second or succeeding CF Action Counts to do so.

Regardless of the type of charge maneuver made, when you charge, you have a -30 penalty to all Maneuver skills during the charge. To determine the additional damage done on a successful charge, divide your MASS in half and apply it to any damage you inflict as a bonus.

*Example - Mieklo has an 11 MASS and will inflict +6 HP (11/2=5.5, rounded up to 6) damage on a charge.*

Unless otherwise specified, if you miss or the attack is Dodged, Blocked or otherwise evaded, you must move the remainder of your movement that CF Action Count. An alternative is to attempt a TD 100 Acrobatics skill check to stop. If you fail the Acrobatics check, you fall prone along your path. Round your SIZE to the nearest die and roll to determine distance you fall prone. If you cannot finish your movement due to an obstacle you slam into the obstacle, taking your own BODY damage plus the bonus charge damage.

*Example - Mieklo charges Nijelu during another of their many brawls. He misses Nijelu and must move the remainder of his movement or attempt to stop. He elects to try and stop but fails the Acrobatics skill check and careens into a nearby rock, taking his d8+2 BODY damage and the +6 HP damage from the charge!*



## CHARGE ATTACK

A charge attack is resolved like a normal attack except a successful attack inflicts damage like normal plus any bonus damage from armor or other sources, and the bonus charge damage to the opponent.

## DASH

A dash maneuver allows you to move up to double your normal combat movement but suffers all the penalties of Charge, including moving the requirement to move your full *normal* distance OR you must make a TD 100 Acrobatics skill check or fall prone

## OVERRUN

When you overrun an opponent, you attempt to knock down and trample the target.

- Make an Athletics skill check against your opponent's DEF
- If you succeed, add any from armor to your BODY and then compare your BODY against your opponent's BODY. If its higher, you succeed.
- A successful overrun inflicts your BODY damage, any bonus damage from armor or other sources, and the bonus charge damage to the opponent as you trample over them and knock them prone.
- If your opponent dodges or evades the maneuver you keep going if you have movement left OR you can attempt a TD 75 Acrobatics skill check to stop.
- If you fail the Athletics skill check you are knocked down (in that space) and take your own damage.

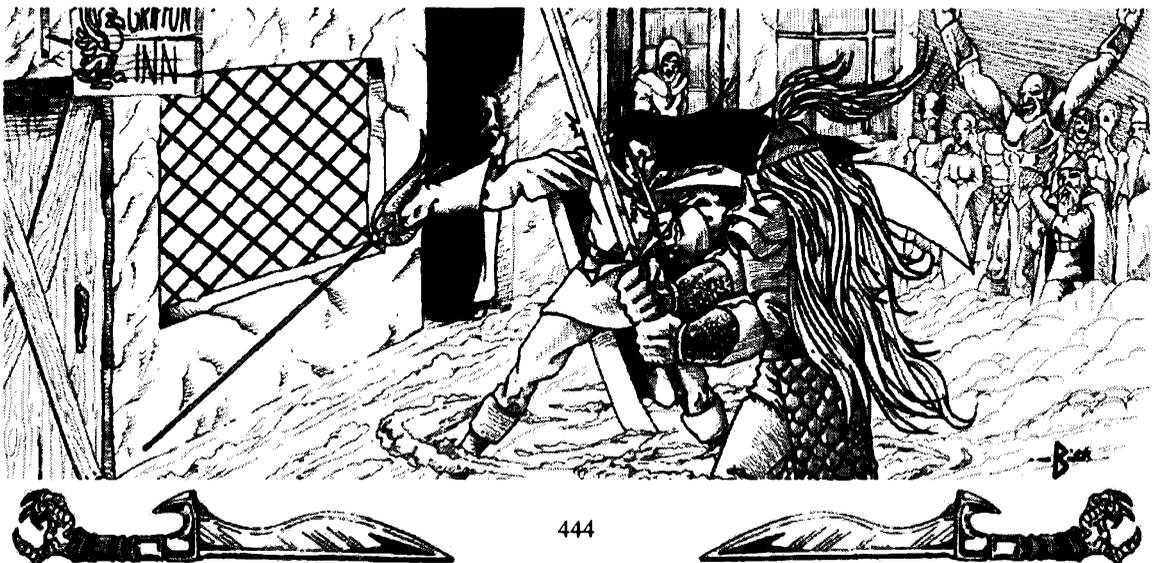
You can potentially overrun multiple opponents,

but each additional overrun beyond the first consumes a quickened action. You **must** move the remainder of your movement the melee round you overrun, choose to fall (see Falling) in the last overrun space, OR attempt a TD 100 Acrobatics skill check to stop.

## PRESS

A pressing charge drives an opponent in a desired direction, usually off a drop off or into a solid object.

- Athletics skill check against your foe's DEF.
- If you succeed, compare your BODY against your opponent's BODY. If its higher, you succeed and the opponent is driven in a direction of your choice.
- If your opponent dodges or evades, you keep going if you have movement left OR you can attempt a TD 75 Acrobatics skill check to stop.
- The distance they move is the rest of your movement that CF Action Count.
- You can continue to press them the next and succeeding CF Counts for one-seventh your movement until you break off the press or they break it with an opposed Athletics skill check.
- While pressed, the defender has no control of their normal movement and neither of you can Dodge.
- You can potentially press multiple foes, but must overcome each new opponent as outlined above with a penalty to BODY and Athletics skill equal to the BODY of any foes you are currently pressing.
- You can break off a press as a free action with no penalties. Otherwise, if it is forcefully broken, each combatant must make a TD 100 Acrobatics skill check or fall prone in the space they occupy.



## SPECIAL CHARGE RULES

You cannot **Parry** a Press or an Overrun charge maneuver. If you choose to **Block** a press or overrun charge maneuver and succeed, the charger takes your BODY damage as well.

You can also elect to use a quickened action against either a Press or Overrun charge maneuver to use your Athletics skill to oppose your opponent instead of your DEF. You must declare this option before the attack. When you do so, the attacker must beat you in an opposed Athletics skill check to succeed at an overrun or press charge maneuver.

### GRAB

As a normal action, you attempt to clutch or grab an opponent or something from or on them. You cannot Grab a weapon or any item actively readied by an opponent. Small, hard to reach, slick, or otherwise difficult (as determined by GM) items apply penalties to the Grab attempt. Regardless, you must be within your ER to make a Grab maneuver. Make an Athletics skill check against your opponent's DEF. A successful roll means you have grabbed your opponent or you snatched the item and hold it in your hand. A grabbed person has a -2 penalty to CF, and cannot Dodge attacks from the person grabbing them. However, they are only -10 to Dodge against any other attacker. A grabbed person also cannot move unless they can drag the grabbing opponent or break the Grab with an opposed Athletics skill check.

### GRAPPLE

As a normal action, you attempt to grapple, wrestle and struggle with an opponent to **restrain, pin, slam** or **throw** them. If you are of sufficient size, you can wield them as a weapon as well. If an opponent uses a Parry or Block action to stop the grapple you take damage from the weapon or shield used.

### PIN

Use Pin to grapple and pin an opponent to the ground, holding them stationary, and preventing them from moving or acting physically. A successful Athletics skill check against your opponent's DEF means you have grabbed and pinned your opponent. Both of you are considered prone and to provide Partial Cover for one another against attacks. Pin requires a normal action each CF Action Count to maintain or you are considered to have released your opponent.

### RESTRAIN

Use Restrain to halt an opponent's movement by forcing them to struggle and grapple with you. A

successful Athletics skill check against your opponent's DEF means you have grabbed and restrained your opponent. Subtract your BODY from your opponent's movement. If they can still move, they drag or otherwise pull you along. When using this maneuver, you are considered to have a hand "free", and maintain your ability to use quickened actions. A restrained opponent can attempt to break the Grapple with an opposed Athletics skill check. You can break the Restraint at any time.

### SLAM

Use grapple and slam to manhandle an opponent and slam them into a nearby solid object (or person).

- Make an Athletics skill check against your opponent's DEF.
- If you succeed, compare your BODY against your opponent's BODY. If your score is higher, you succeed in manhandling them enough to slam them into a solid object within your ER.
- A successful Slam inflicts your BODY damage and the opponent's BODY damage to them, and they are considered grappled and restrained. However, unlike normal Restraint, you do not have a hand "free", and lose your ability to use quickened actions while maintaining sufficient grip to slam a person. A restrained opponent can break the grapple with an opposed Athletics skill check. You can break the Restraint at any time.

A being restrained after a Grapple and Slam that does not break free can be slammed again the next melee round (or next normal action) without the grappler making an opposed Athletics skill check with the victim. Thus, if you Grapple and Slam a person, and they do not break free, you can slam them again the next melee round without making an opposed skill check with them, and continue doing so until they break your hold.

### THROW

A Throw maneuver aims to Grapple an opponent, and then throw them a distance away from your position.

- Make an Athletics skill check against your opponent's DEF.
- If you succeed, your BODY against your opponent's BODY. If your score is higher, you succeed, and the difference in the scores is the distance in feet you Throw your opponent.

A successful Throw inflicts your BODY damage



and theirs as well, and knocks them prone in the direction you Throw them. As with falling, when a character lands, a one in three chance exists of them falling on their rear (sitting position), face (Prone), or back (prostrate).

If you Throw an opponent directly up, they only travel half the normal distance. If you Throw an opponent into a solid object of equivalent MASS, they take your normal BODY damage, your MASS in bonus damage, and their BODY damage as well.

## GRAB AND GRAPPLE RULES

You can elect to use a quickened action against either a Grab or Grapple maneuver to use your Athletics skill to counter your opponent's. You can declare this at any time. When you do so, the attacker must beat you in an opposed Athletics skill check instead. You cannot effectively Grab and Pin an opponent who has 50% more BODY than you do. You can Restrain, however, opponents who are up to 200% greater than your size. Creatures more than 200% your BODY apply a -10 penalty to Grab or Grapple for every 1 point of BODY beyond 200% of your own.

## WIELDING A CREATURE AS A WEAPON

If you grapple a creature 100% your BODY or less, you can use them as a weapon. Wielding a being as a weapon requires you to take a CF penalty as noted on the **Wielding As A Weapon** table with a minimum of a -1 CF penalty, and for you to use two hands.

**Damage.** Take the BODY of the creature and subtract out any BODY damage they have sustained. Divide this number by 10 and round up to the nearest tenth to determine the damage you inflict in d10's. Add your BODY damage to this value as well. Any damage you inflict is also inflicted on the creature you are using as a weapon. When the creature you are wielding reaches zero HP, any damage past this point inflicts BODY damage on their corpse, destroying it as you wield it. Once it reaches zero body it is no longer a weapon you can use.

**Note:** If you have four times the BODY of the being you are wielding can wield them one-handed instead of two-handed.

*Example - A Throon with 52 BODY gets into a melee with two Hobbitts with 21 and 23 BODY, an Orc with 31 BODY, and a Padha-Hha with 48 BODY. The two Hobbitts advance on the Throon, rolling acrobatically around Throon, stabbing with daggers while the Padha-Hha and Orc advance with weapons drawn. The Throon reaches down and grapples each Hobbitt, succeeding at his Athletics skill checks against them. He proceeds to use them as weapons to strike the Orc, applying his Athletics skill check against the Orc's DEF.*

*The Orc carries one of the Hobbitts with his Longsword, inflicting its damage on the Hobbitt in the process (d8+10+5) plus the damage inflicted by the Throon as well (3d10+2d4+1). The Hobbitt parried by the attack dies in the process from damage inflicted. The second Hobbitt gets through, hitting the Orc for 3d10+2d4+1 HP, inflicting the damage on both of them. The Padha-Hha, irritated that the Orc is blocking him, picks up the Orc and uses him to hit the Throon. The Throon parries with the Hobbitt in his hand. The Throon succeeds inflicting 3d10+2d4+1 to the Orc and the Hobbitt, while the Padha-Hha wielding the Orc inflicts 4d10+2d4 to the Hobbitt and to the Orc, killing both in the process. Since the Hobbitt had previously taken damage when the Throon used him to strike the Orc, he takes HP damage until he reaches zero HP then converts any remainder into BODY damage. As the damage inflicted is more than the Hobbitt's BODY, he literally explodes into bloody bits. The remainder damage is passed on to the Throon but is not enough to pierce his DR. The Orc is not in much better shape, dead but still bodily intact. At the end of the first bout of melee, the Throon is left with a dead but still intact Hobbitt, nothing but bloody bits of another while the Padha-Hha has a dead Orc in both hands.*

WIELDING AS A WEAPON	
Proportional Size	CF Penalty
50% or less	-1
51% - 60%	-2
61% - 70%	-4
71% - 75%	-8
76% or more	Impossible

## KNOCKDOWN

Using a normal action, you can make an attack aimed to knock down an opponent. Make an Athletics skill check against an opponent's DEF. If you succeed, compare your BODY against your opponent's BODY. If your score is higher, you succeed and knock down your opponent. When you are knocked down, you land in the space you previously stood, and suffer a -5 CF this melee round against all remaining CF Action Counts or the next melee round if you have already taken all your CF Actions. Knockdowns also inflict your BODY damage.

You can Dodge a Knockdown maneuver, but to Parry or Block a Knockdown, you must beat them in an opposed Athletics skill check. Creatures with four or more legs double their BODY versus Knockdown maneuvers. You cannot Knockdown an opponent who has double your BODY or more.



## MAGIK

If you can channel enough mana to power a spell in one CF Action Count, you can cast the spell as a normal action. Otherwise you must channel for as many additional CF Action Counts until you do. The same applies for Rituals and Eldarin runeweaving. Also, unless stated otherwise, the channeling for magik, rituals or runeweaving takes at least a normal action.

## PSYCHIC

If you can channel enough PSI to power the mental power in the CF Action Count, you can use it as a normal action. Otherwise, see the rules for Magik above.

## SKILLS

Some skills allow for use in the combat arena as a normal or quickened action. See each maneuver for details.

## MOVEMENT

Everyone has a measurement of distance (movement) given in feet. You can move this distance with a normal action.

## SPECIAL SITUATIONS

A number of instances can crop up that require special handling on how they affect game play. What follow is the most common instances.

### ATTENDED AND UNATTENDED

Something is attended if it is in your possession or within the 5 ft square you are in. This includes the ground you are standing on. Actions against this area can be opposed by you and attacks into the area of against an Attended item must beat your DEF and you can potentially Parry, Dodge or Block the attack.

Unattended is out of your reach or beyond your immediate ability to handle, CF, or safeguard.

### COVER

Cover is a defensive move where you use something solid to interpose between you and an attack, such as a brick wall, a rock, or a tree. There are three levels of Cover. Attacks that would have hit, but don't hit due to the Cover, strike it instead. Some attacks may be strong enough to still pierce the Cover provided.

- **Partial Cover** is when you can get up to half your body behind a solid barrier such as a rock, a low wall, or a similar object between you and the person or creature targeting you. You gain a +30 bonus to DEF, Block, Dodge, and Parry.
- **Substantial Cover** is where you get half to three

-quarters of your body behind a solid barrier. Gain a +75 bonus to DEF, Block, Dodge, and Parry.

- **Complete Cover** is where a complete barrier lies between you and your attacker. Opponents must pierce the Cover to strike you, and you get a free Dodge at 75% against any attacks.

### CONCEALMENT

Concealment, like Cover, subverts the ability of your opponent to successfully attack by denying them the ability to determine your position. Concealment is a subjective measure of how your opponent perceives you.

*Example – You are hidden by light fog which provides Partial Concealment, but your Gnoll opponent, using his keen nose to pick out your location, is not impeded by it. His companion, not blessed with the same keen nose, is however.*

- **Partial Concealment** consists of light fog, vegetation, or mist that provides enough distortion to break up the lines of your body, but not obscure your form. You get a free action Dodge with a +20 bonus against any attack or aimed skill made at you.
- **Substantial Concealment** is anything that completely distorts the lines of your form: heavy (dense) vegetation, thick fog, thick mist, or darkness. You get a free action Dodge with a +50 bonus against any attack or aimed skill made at you.
- **Complete Concealment** totally obscures your form: blindness, invisibility, dense fog, or anything of the like. You get a free action Dodge with a +75 bonus against any attack or aimed skill made at you. An attacker who attacks a defender with Complete Concealment must guess the defender's location; the defender doesn't need to Dodge if the attacker guesses wrong.

### CRAWLING

In situations where you are crawling, you are -30 to all Maneuver skills and -30 to DEF.

### DIRECT FIRE

Firearms and similar weapons listed with Direct Fire capability have tremendous piercing capability and will penetrate their targets and continue on. All firearms have a direct fire distance of 10 times their listed ranges and will continue on that path whether they hit or miss a target unless otherwise specified or the target stops or absorbs the damage.



*Example - Chaeryn finds a high powered high tech pistol. The pistol is a slug thrower with a listed range of 250', Direct Fire and a Damage Capacity (DC) 200. This means it will pierce up to 200 BODY of material before the slug will "stop" or it will travel 2500' (!), whichever comes first.*

### DISMOUNT A RIDER

Dismounting or unseating a rider means forcibly ejecting them from their perch on the back of an animal, out of a saddle or similar predicaments.

If the action to dismount is made in the form of an attack, the victim can attempt to Dodge, Block or Parry the action like normal. If the victim succeeds in deflecting the attack the dismount fails. Otherwise, the victim is dismounted if they fail a Ride or Pilot (whichever applies) TD of base 50 plus double the HP of damage inflicted before its applied to DR. Regardless of whether the dismount attempt fails or succeeds half the damage you normally would inflict before applying it to DR.

*Example - Lougren is attacked by an Orc mounted on a war pony. The Orc tries to run him down but Lougren dodges out of the way. As the Orc wheels around, Lougren rips a war hammer from his belt and sends it whirling towards the Orc. The Orc attempts to bat it out of the air with his sword (Parry) but misses and it hits him full in the chest. Lougren inflicts 42 HP damage, though halved to 21, most will be soaked by the Orcs armor. However, if the Orc doesn't make a TD 134 Ride check he'll be dismounted and take 21 HP damage plus any damage from the fall.*

You can also dismount with a skill such as using Athletics to pull someone from the back of a horse or Acrobatics to somersault over them while pulling them off. When you do so make the appropriate skill check with your opponent though they have the option to use the same skill or their Ride or Pilot skill (whichever applies) to oppose it.

*Example - The Orc manages to keep his seat and spins around to trample Lougren again. Lougren dodges the trample but takes a wicked cut from the Orc's sword. When the Orc comes around again, Lougren ducks the sword and the trample while managing to grab a hold of the reins and the saddle. Grunting with the effort he tries to yank the Orc out of the saddle. The Orc is a good rider but not good enough and Lougren heaves him out of the saddle. In this instance, the Orc used the Ride skill against Lougren's Athletics skill and lost in the opposed roll.*

If you dismount someone they suffer the consequences as outlined under Slips and Trips. If they are in motion when dismounted, they add their

### ARDUIN LEGEND: GROHUR FIREBEAST DEVOURER

In the grandiose and contradictory tales of the Gnoll, one hero stands out among them all and represents some of the most bastardized adaptations of other races mythology. Grohur seemed to take on the best aspects of any heroes revered by other races and cultures. In fact, among all the tales told about Grohur, only one seems to maintain any sort of commonality and constant theme. That, of course, is Grohur's origins and how he gained the name "Firebeast Devourer".

The time frame of the tale seems to change depending on the storyteller but it typically seems to occur after the events of the Great Night War. This makes sense as the being that curses Grohur is most commonly said to be a Baln, a being who did not exist prior to that time. So, the tale goes, Grohur was cursed by the Gnonean Baln for attempting to steal the power behind his eyes. Grohur, in fact, came so close he actually snatched away one of the Gnonean Baln's eyes! The resulting clash of power is what led to Grohur ending up in a time paradox that forced him to fight flaming bestial hounds endlessly and dine upon their remains to survive. While the curse was eventually shattered, Grohur was changed forever in ways seen and unseen, gaining a strength unknown to any other Gnoll and taking on existence in dimensions unseen to the eye but perceived by the mind an spirit.

Fire no longer bothered his flesh and he could devour the essence of spirits, feasting upon their spectral remains as readily as he had done the corpses of the flaming hounds.

MASS damage as outlined under Slips and Trips as well.



## DUAL WIELDING

At times, characters will use two (or more) weapons simultaneously. In such cases, a character gains the bonuses and penalties for both weapons. This includes any CF penalties and the character adds the CF penalty for both weapons to determine their new CF when using both weapons. In addition, the character has a 75 – COORD penalty to ATK, skill use, and skill maneuvers with both weapons, affecting ATK in all ways (including Block and Parry).

The additional weapon provides an extra quickened action that the character can use to Block/Parry OR use to make a multi-weapon strike with weapons on their CF Action Count. However, if the character uses this additional quickened action to Block/Parry they cannot then make the multi-weapon strike.

A multi-weapon strike is rolled on the same CF Action Count, one at a time against a single target unless some provision or secret exists for you to do otherwise. With the multi-weapon strike, you are attacking as you would normally, including for the use of maneuvers, as if you had used a normal action. If you succeed in hitting your opponent, roll damage for each weapon but apply BODY damage only once.

If the character is unskilled with one weapon, the Fumble and CF hindrances listed for the weapon double. If unskilled with both, the CF hindrance and Fumble chances triple for both weapons.

## FIGHTING FROM A MOUNT

When fighting from a mount, moving animal or a moving object you are –30 to ATK and –30 on all Maneuver skills you use while in motion.

## FIRING INTO A CROWD

When you fire into a crowd the target gets either Partial or Substantial Cover, depending on the density of the crowd. If two or less people are engaged with your target, he gets Partial Cover. If 3 or more are engaged, he gets Substantial Cover. If the target is twice the SIZE or more of the people engaged with him, step the Cover provided down one. If three times or more the SIZE no Cover is provided.

## INDIRECT FIRE

Some weapons shatter, detonate, or fill an area when they are used. Typically, a center, or core, exists for such attacks, as well as a spread of damage. Examples are throwing a potion at a section of wall or soaking an area around you with oil. Indirect Fire attacks define an area they cover, and require a successful TD 75 check if the area attack had no person able to resist the attack in its focus point. If a person is in the core

area, you apply your attack against their DEF to successfully hit with Indirect Fire.

*Example – Chaeryn casts a flask of oil in the area his opponent is standing in. Since Chaeryn is casting the flasks into his opponent's core (the core for a flask is a single 5' square), he will need to hit his opponent's DEF to succeed. If he had elected to throw at the wall 5' away from him, Chaeryn would only need to succeed at a TD 75 attack roll instead.*

*If you succeed with your roll, the core is hit with your attack, and areas around that point are subject to splash. Each object defines a splash radius. People in the core of an indirect attack always get hit – they can't Parry, but they could Dodge to avoid it or Block to absorb the impact. Dodge moves you out of the area of the attack, and avoids the splash (if any), but still places you in the area. So, if you were dodging the flask of oil above, you wouldn't be covered or splashed with oil, but you would still be standing in it. A Block aims to absorb the impact of what you used. A Block against a flask of oil would keep you from being soaked, but you would still take splash.*

## KNEELING

Kneeling is handled like crawling, but with only –10 to all Maneuver skills.

## NEGATIVE DEF VALUES

If your DEF drops below zero, you add the negative value as a bonus to your attacker's roll on the critical charts if they make their critical success chance.

*Example – Chaeryn is fighting a Wyvern. His DEF is normally 111 but he falls prone due to its attack, which lowers his DEF –50, making it now 51. Later he is poisoned and his DEF drops to –23. The Wyvern lands a critical hit with its tail and because he has a negative DEF value, gets to add the –23 as a bonus to the roll on the critical table.*

## OFF BALANCE

If you are off balance, you are at –10 to DEF and ATK. You can't retreat, disengage, or move until you recover. Recovery takes a normal action or TD 75 Acrobatics skill check to do so as a quickened action.

## PRONE

A prone character is –50 penalty to DEF, Dodge, ATK and Maneuver skills. You can't retreat, disengage, or move until you recover. Recovery takes a normal action or TD 75 Acrobatics skill check to do so as a quickened action.

## SET AGAINST A CHARGE

A weapon must be capable of being set against a Charge action, such as a halberd, spear or similar weapon. If set a weapon against a Charge, you to make an attack against the opponent when they first



enter your ER with a +10 CRIT chance.

### SLIPS AND TRIPS

If you slip or trip you have a 1 in 3 chance of falling on your rear (sitting position), on your face (prone) or your back (prostrate). A TD 75 Acrobatics roll will allow you to land in any position desired (including on your feet) OR to avoid damage but it takes a TD 125 Acrobatics roll to do both. If you fail the roll, however, you fail both. A normal fall (slipped and fell, tripped, stumbled, etc.) will only inflict your BODY damage. If you fall as a result of a Charge, dive, flyby or similar action related to moving or using a Maneuver skill, you take BODY damage and full MASS in damage.

*Example – Lougren blows his Athletics skill check to jump over a rock and slams into it instead. He takes his normal BODY damage (d6+1) and his MASS (10) in damage plus 5 more due to the rules outlined under Charge. The rock won that battle!*

### SPOOKED MOUNT

Failing a Ride skill check to control a mount results in a spooked mount. A foe can also spook your mount by overcoming a mount's Fear Save as well. A spooked mount requires you to overcome a TD 50 Ride check to compel it to do anything until you make a TD 75 Ride check to regain control.

### STRIKE TO SUBDUE

You can inflict subdual damage with any weapon that can reasonably do so but unless it is a bashing weapon you only inflict the dice portion of the weapon in HP damage.

### SUBDUE IN NORMAL MELEE

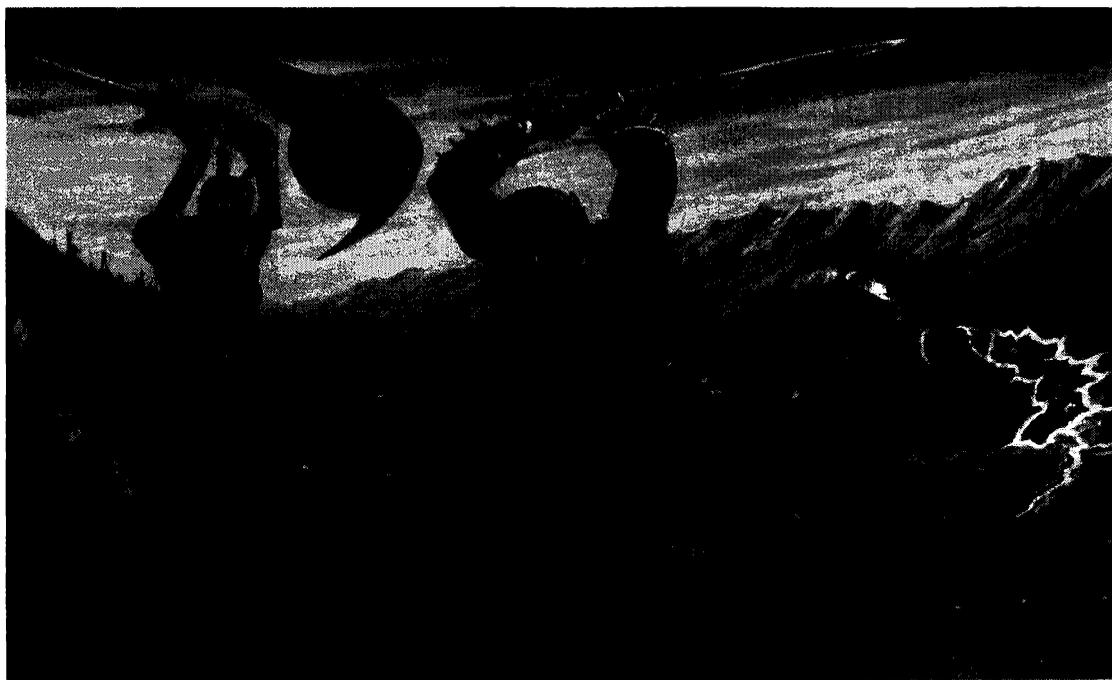
1. Make a successful roll to hit against your opponent's DEF.
2. Figure DME but only use the dice portion of your weapon for damage. If it's a Bash type weapon, then damage like normal.
3. Add BODY damage. You can withhold this if desired.
4. Target makes a Shock save of base TD 25 + damage outlined above.
5. If they make the Shock save, apply the damage you would have inflicted. If they do not, they are knocked out by your attack and do not suffer the damage.

### SUBDUE OUTMANEUVERED TARGETS

When applying these rules against an Outmaneuvered opponent, follow the guidelines as noted under Normal Melee but your opponent uses a base TD 75 + DME for Step 4.

### SUBDUE HELPLESS TARGETS

When applying these rules against a helpless opponent, follow the guidelines as noted under Normal Melee but your opponent uses a base TD 150 + DME for Step 4.



# ADVENTURING - CHAPTER NINE



**S**o you have learned the ways of your ancestors, strapped on a sharp sword and clanked your way down a wet, humid cave in search of treasure and fought your way through lots of baddies to get it. What's next? Swinging the sword, kicking over rocks and balancing on slippery rocks were easy – skills helped define the mechanics needed for these tasks. Still, they by no means encompass everything. Skills define much of what you can do but Arduin Eternal assumes you have mastery of all the basic elements of action, such as walking, holding a conversation and ordering food, though maybe not all of them at once! You are expected to have full practiced use of such things. And these are just the basics. You can attempt these and more, including things defined by skills, such as slinking around attempting to be stealthy, even when you don't have skill ranks in the Clandestine skill!

### HANDLING THE DICE

Dice checks to resolve things in Arduin Eternal are simple: you roll the dice against the target difficulty of the task. It's a two stage process. The GM supplies the TD and the player supplies the dice roll. Not that you have to roll the dice every time you take an action or even every time you utilize a skill. For instance, when riding your horse you do not have to make a Ride check. Of course, should an event occur that requires it, the GM is within rights to request one. Indeed, the dice should be reserved for dramatic situations when failure holds consequences. Should you ride tum into a chase, where the penalty for failing to spur one's horse on hold death, arrest or other events, then the roll of the dice is needed. The consequences have an effect on how the game shall unfold.

Thus, simply stated once again, any time you take an action that involves a risk or is dramatic and beyond the norm requires a dice roll.

### ATTRIBUTE OR CHARACTERISTIC CHECKS

A special category of dice rolls deals with attributes and characteristics. As an example, normally Athletics is used for physical actions, such as wrestling, dancing across stones in a raging river or moving a chest of treasure. In some cases, a roll using an attribute might be more appropriate. Should you be attempting to pass up the same treasure chest while chest deep in water, the GM might denote the action as a pure strength (STR) action instead of an Athletic skill check. In this instance, you would roll a d100 and add your attribute value plus any bonuses if you have them, like below.

### D100 + ATTRIBUTE/CHARACTER VALUE + BONUSES

This check is compared to the TD and if you meet or exceed the TD then you succeed.

Physical actions require decisions on the part of the GM to sort out properly. Mental ones are a bit easier. Pure mental cognition of some ephemeral problem might simply be a REAS check. A matter of your willpower against another's might be a simple opposed EGO check.

The GM is the ultimate arbitrator in these situations. However, attribute and characteristic checks are "all or nothing" type checks. You don't partially succeed in any way unless noted by the GM.

### FIGURING TARGET DIFFICULTY

The simplest means of determining the challenge a situation will provide is to place it in descriptive terms. The TD system places descriptive terms next to target values for this purpose. Something simple, easily learned and easily performed requires little skill or talent to do. The TD is 25 for such an act, a value easily achieved even without modifiers. At the opposite end of the scope something very hard or excessively onerous to do may require a vast amount of training or prodigious talent to perform. A Very Hard TD is 200 and reflects an action that requires a very large investment of training, raw talent, tools or other modifiers to succeed.

*Example – An Amazon tries to climb up a steep cliff. The GM rules that climbing the slope is a pretty challenging task and requires a TD 125 for her to succeed. She starts up the slope and the people who were chasing her finally notice and start firing arrows at her. Now, the GM decides the climb has been very hard for her to complete and upgrades the difficulty to TD 200!*

TD BREAKDOWN		
Name	TD	Complexity
Simple	25	Low
Easy	50	Low
Routine	75	Medium
Moderate	100	Medium
Challenging	125	High
Hard	150	High
Very Hard	200	Complex
Excessive	250	Complex
Extreme	300	Unimaginable
Incomprehensible	400	Unimaginable
Sheer Folly	500	Unimaginable

## FIGURING COMPLEXITY

Some Arduin Eternal concepts are defined by complexity. Use this as a rule of thumb to define a task or subject not necessarily easily or well defined by the TD system. Attempt to define the task in terms of complexity. If you can then the complexity rating overrides the TD rating. For instance, perhaps the task at hand is something routine (TD 75) but complex (TD 200-250). A TD 75 doesn't seem to describe the task well enough so you use the complexity of it instead, choosing TD 200 for the target difficulty.

## SAVES

The world is a dangerous place to live in and it takes more than keeping your blade sharp and clean of rust to stay alive. Disease, poison, toxins, spells, spiritual corruption, radiation and other dangers of the world can kill or incapacitate you quickly and without mercy. Arduin Eternal employs Fear, Shock, Disease, and Poison/Venom Saves to represent the tolerance or resistance of your body and mind. The methods used to resolve Save rolls are covered below:

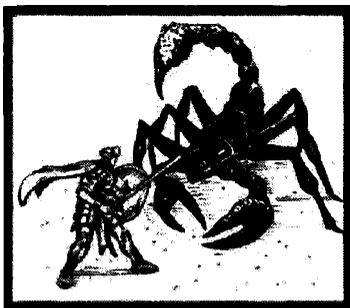
**Static TD** – The save requires a stated TD be met to avoid the result of the attack. A monster's venom might list a straight TD to avoid its toxic effect, for example.

**Cascading** – This form of resolution states a TD requirement and a number of times it must be met to resist the primary or secondary effects.

*Example – Black Scorpion poison requires a primary TD 150 (II) and secondary TD 100 (III); meaning you must resist the primary effect twice (II) and then the secondary effects three times (III) before the poison fades.*

## SAVE FAILURE OR SUCCESS

Not all effects are negated or end with a successful save. Some have lingering effects stated in their description like diseases. Fear saves always outline the effect of the fear if the save is failed. Always consult the description to understand the outcome of save.



## WEALTH

Wealth is not money as in coin but the economic and financial ability of someone to put their hands on resources. Wealth, then, is basically stuff or services – any kind of stuff or services for that matter that you can put your hands on. Essentially, any item or service is fair game pending GM approval. So, how does it work? Simple actually. Wealth is given as a standard, ranging from Copper to Royal.

## USING WEALTH

You can use Wealth once per month. Using it more often in a month's period is a loan. Using Wealth is a form of social influence and requires a Wealth skill check to succeed. To determine the TD you need use the following formula:

$$\text{ITEM FMV} \times 2 = \text{WEALTH TD}$$

Always convert the fair market value (FMV) of the item into your Wealth standard first. To make the check, roll d100 + Wealth standard value to see if you succeed at making the Wealth TD. So, on a Silver standard a 5 GC item is 50 SP and would require a TD 100 Social skill check to put your hands on. On a Gold standard it would be a TD 10 Social skill check! Any results lower than 1 is considered automatic.

## USING WEALTH MORE THAN ONCE

You can lower your wealth standard by 1 tier to use it twice a month. If you lower it 2 tiers, you can do so 4 times a month. If you lower it 3 tiers, you can do so 8 times a month. You cannot lower your Wealth more than 3 times a month. Once lowered, it stays that way for the entire month.

## FAILING A WEALTH CHECK

Consequences exist for failing a Wealth check. If you don't succeed subtract -d6 Wealth from your total permanently. If you fail at a loan (attempting more than twice a month is a loan unless you have lowered your Wealth standard) you lose -2d6 Wealth. If you go negative Wealth for any reason you are demoted one Wealth Standard. You cannot be demoted lower than a Copper standard. Once demoted your Wealth

WEALTH STANDARDS		
Wealth Standard	FMV equivalent	Coinage Approximation
Copper	1 CP	
Silver	1 SP	= 10 CP
Gold	1 GC	= 10 SP
Noble	1 GS	= 5 GC
Royal	1 GB	= 5 GS

returns to zero.

### GETTING A LOAN

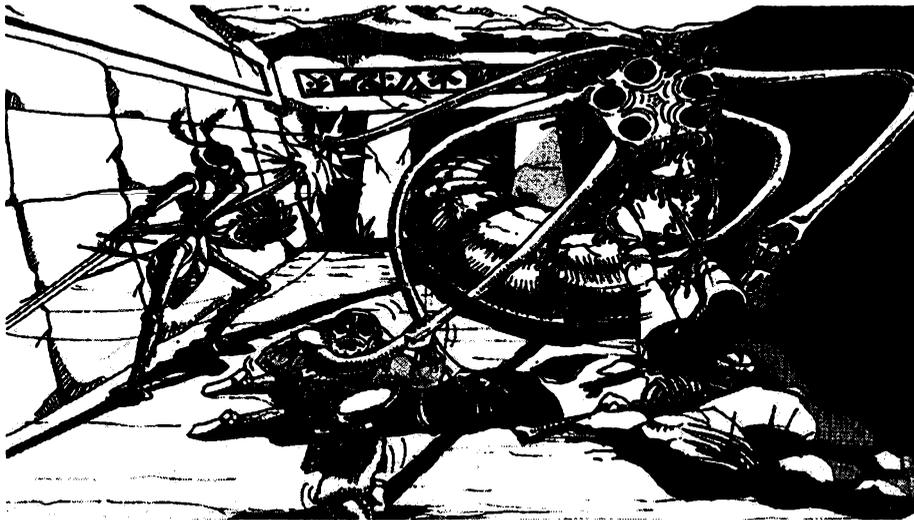
A loan is different in that you have to return 150% of the loan value. Loans can be legitimate or illegitimate. Consult your GM for details (i.e., this is better set as a role playing situation than a function of mechanics). Loans are paid back or the loaner will take legal or illegal action to gain back the value of their loan. Legal action hits your Wealth score, reducing it by -d4 per day until the loan is paid off or cleared. If you are reduced to negative Wealth you are demoted 1 Wealth rank as noted in Failing a Wealth Check. Illegal action sends several very strong, very stoic and very convincing people to terrorize you, your family, connections, contacts and anyone socially connected to you until you pay the loan back. Each day you lose -d4 Trust to contacts, connections, business trust, market trust and other values until the loan is cleared. If you reach negative Wealth, you are reduced in Wealth standard as noted previously and (70%) a gang, hit man or similar thug type will pay you a visit to inflict some major damage or (30%) an assassin contract is taken out.

### EXPERIENCE AND ADVANCEMENT

Role-players believe a character's advancement should be based on how well that character is role-played as well as actual game-play experience. Contrasting this type of thinking is the adventurer player type that believes a character's advancement should be based *solely* on actions taken by that character during the game. In short, the role-players believe any form of advancement should be awarded for playing totally in character (among other things) while the adventurers

believe that a character should only advance from game system methods of reward. Truly the difference in opinion comes from the fact that role-players think that they contribute more to a game than just rolling dice and so should be rewarded for any acting ability, no matter how bad. The adventurers, on the other hand, think that it is unrealistic for a character to gain *any* advancement based on the actions (or lack thereof) of that character's player; they don't believe that any acting ability should be rewarded, no matter how good.

The real truth lies in a balance between the two spectrums by taking the best attributes of each approach. Arduin Eternal makes this leap by looking at experience using dual method of improvement. The first method of improvement is via a Skill Advancement and Development activity that occurs following each game session. Skill Advancement and Development is not a reflection of training but intuitive jumps, application of previous knowledge, tasks, and maneuvers and just putting together a concept you mentally understood but did not practically comprehend until circumstances thrust you into the right mold to figure it out. Nightly Skill Advancement and Development checks provide immediate and necessary feedback to the player and give a sense of improvement with your character. The second method is through Experience or EPS. EPS is a slice of time, resources, knowledge, experience and dedication. EPS are also a measure of how much your character has learned, practiced, grown knowledgeable or just progressed personally. EPS are given along a point defined by the GM, usually at the end of a specific story arc, expedition or time frame.



## EXPERIENCE AND HOW TO GET IT

You can earn experience in a number of ways, though usually experience is gained by overcoming a conflict, challenge or obstacle. This could range from battling a foe, fighting monsters, winning a contest of wits, bartering a new trade route between two areas, surviving against the elements, lifting an object or any number of possibilities. For Skill Advancement and Development the mechanic is a simple one, asking on the question of: "Did I use it in a situation where an active chance of failure exists?" If the answer is yes then it becomes a candidate for improvement at the end of the night.

EPS, however, is assigned by the GM. EPS typically follows the termination of a story arc or a series of sessions. While the adjudication of how often and when is given over to the GM, keep in mind that high amounts of EPS will hasten character development but lead to a high level of game play very quickly. The journey to high power is the sweet crown of victory not it's acquisition. Be cautious in giving too much quickly unless ascending fast to high power levels is your goal.

### GM NOTE ON GAINING SECRETS

When you gain a new secret that provides a bonus based on some scaling factor, such as the amount of skill ranks you have or the number of secrets you know, the bonus is applied retroactively as well as forward.



### SKILL ADVANCEMENT AND DEVELOPMENT

To advance in a skill you must use the skill in a situation with an element of risk or failure, commonly referred to as an active use of skill. So, if you don't make a skill check to apply the skill or a secret within a skill, it is not an active use of skill. Automatic skill success, as provided by some magik, magik items or secrets also do not count as active uses of skill.

The most economical way to track active skill use is to mark it down in the check box next to the skill on your character sheet (or somewhere else convenient if you are not using the standard character sheets). This indicates you have a chance of advancing in this skill at the end of the game session. In some instances, the GM may also provide a number as a bonus to your chance of learning.

At the end of the game session, your GM will ask all players to roll on the skills noted. Roll a d100.

Add Skill Advancement Bonuses (if any). Subtract from this number your current skill ranks. Compare your result against the table below.

### D100 + ADV BONUS - CURRENT SKILL RANKS

*Example - Given 11 skill ranks, a +20 Skill Advancement Bonus and a 56 on a d100 roll:  $56 + 20 - 11 = 65$ . Referencing the chart you fall into the 61 - 80 range, which gives a +4 skill rank advancement.*

When checking for improvement with Saves, Defenses, and other developmental aspects, follow the same guideline as given for skills. Remember to only use the base ranks of a skill or aspect. Do not use your final total with all your bonuses added.

Skill Advancement TD	
The resultant roll is...	Skill ranks advanced
1 - 20	+1
21 - 40	+2
41 - 60	+3
61 - 80	+4
81 - 100	+5
101 or more	+6

### EXPERIENCE

Coupled loosely with Skill Advancement and Development is Experience or EPS. Arduin Eternal refers to the experience you gain as EPS to cut down on any potential confusion with the similar terms. EPS is a slice of time, resources, knowledge, experience and dedication. EPS can be used to:

- **Gain secrets.** Taking secrets is pretty straightforward. As long as you make the prerequisites (if any) for the secret, you can take it.
- **Turn into skill ranks.** EPS is turned into skill ranks based on your Learning Rate (LR). The skill ranks can be invested in any eligible skill, regardless of current skill ranks or lack thereof in the selected skill or skills.
- **Take a Path.** Taking a Path requires the dedication of 5 or more EPS. This represents a similar, though smaller investment akin to the time, resources, effort, blood, sweat and tears and all that you applied to be your profession in the first place. Each Path lists the required EPS.
- **Cross Professions.** Crossing into a different Profession is similar to taking a Path but requires an investment of 10 EPS to make the transition.

The Switching Paths and Profession section deals specifically with this concept.

*Example – A friend of Wildren's is a runeweaver and learns the Rune Forged secret, which provides a bonus of +2 to APT for each Rune Magic secret known. Since he already knew 7 such secrets, he immediately gains a +14 bonus to APT and will continue to gain a bonus of +2 for each new secret he learns.*

### CARRYING CAPACITY

The amount of weight and bulk you carry can slow you down. Some of this is address by the item or items in question, such as the impact of armor on the wearer; slowing down their reactions, movement and penalizing some skills. Honestly, unless you are especially weak or laboring under the burden of a heavy load that will be all you need to note down.

Of course, in times where you are carrying a wounded comrade out of battle or juggling crates of stolen loot you'll need to determine actual weight.

### CARRY WEIGHT

You can keep your BODY score in weight attached to your body in form of satchels, belts, and other gear and still be unencumbered. Armor and other bulky items that restrict movement provide additional hindrances (armor hindrances are covered in the *Equipment and Money* section).

You can handle your BODY score in pounds as free weight in your appendages, on a shoulder or across your back without hindrance.

*Example – A 35 BODY Dwarf could keep 35 pounds of gear on his body and juggle 35 pounds in his hands and still be unencumbered.*

Go beyond these amounts and you become encumbered, whether you strap the weight to your body or carry it in your hands. Divide your BODY in two. When you carry this amount in pounds over your carry weight, it reduces your movement by -1 and hinders all Movement skills by -3.

*Example – The same Dwarf now handling 50 pounds of gear in his hands is -1 Movement and -3 on all Movement skill checks.*

If your movement is reduced to zero due to excess encumbrance, you cannot move without expending great effort. You can attempt to move 1 foot per CF Action Count in this condition but suffer a 1% chance per for every 10 pounds over your carry weight to inflict d8+3 BODY damage to yourself

while doing so.

### DRAG WEIGHT

You can drag 5 times your BODY score in weight without issue. Amounts beyond this reduce your movement -1 and impede Maneuver skills by -3 for every increment of double your BODY in weight. If your movement is reduced to zero, you cannot move the weight.

*Example – the same Dwarf, attempts to drag his dying comrade to shelter. He can drag 175 pounds without worry but since his fallen comrade weighs 190, he suffers an impediment of -1 movement and -3 Maneuvers skills.*

### STATIONARY LIFT

You can pick up 4 times your BODY over your head. You can lift more weight but must make an Athletics TD equal to the poundage to succeed. If you fail, you suffer the chance of being hurt as outlined under Carry Weight.

### THROW WEIGHT

You can safely throw or toss an object that you can carry as outlined under Carrying Capacity. You throw heavier weights but are subject to the same restrictions and must make an Athletics TD equal to the weight. If you fail, you suffer the chance of being hurt as outlined under Carry Weight.

### LARGE CREATURES AND QUADRUPEDS

Creatures of extreme size and bulk and creatures with more than two legs or stabilizing appendages can handle more weight. Creatures with a BODY score beyond 50 round their scores to the nearest tenth to determine a new Drag Weight and Stationary Lift multiplier.

*Example – An Ogre of BODY 63 would round their scores to 60 and would have an x6 modifier for Drag and Stationary Lift weights instead of the normal x5 modifier. A Throon of BODY 81 would use an x8 modifier.*

Quadrupeds and creatures with even more legs add an x2 modifier to all weight actions and do not divide their BODY in half as outlined under Carry Weight for additional poundage.

*Example – A 77 BODY Centaur would be able to carry or throw 154 pounds of carry weight and could drag or stationary lift 770 pounds.*

OVERLAND TRAVEL RATES		
Race	Miles per day	Max number of continuous days
Amazon	20	4
Gara-Khai	35	5
Shinda-Khai	40	Note 1
Tara-Khai	30	6
Deodanth	30	6
Dwarf	24	8
Dwarf, Red	17	4
Elf, High	27	6
Elf, Wood	32	6
Gnoll	17	3
Gnomes	24	7
Goblins	20	6
Hawkman	48	14
Hobbitt	15	2
Human	18	3
Khai-Shang	20	2
Khai-Zirin	28	5
Knoblin	16	2
Kobbitt	15	2
Orc	24	10
Padha-Hha	13	4
Phraint	28	note 2
Saurig, Desert	20	9
Saurig, Swamp	15	6
Throon	28	10
Uruk	28	12
Wolfing	35	7

Note 1: Shinda-Khai can move continuously for as many days as they have CON

Note 2: Phraint can move essentially an unlimited number of days under the right circumstances, as noted for their racial description

TERRAIN FACTORS			
Terrain	Road	Path	Trackless
City Streets	x1	x1/2	x1/4
Desert	x1	x1/2	x1/2
Forest, light	x1	x1	x1/2
Forest, Heavy	x1	x1/2	x1/4
Hills	x1	x1	x1/2
Ice	x1	x1/2	x1/4
Jungle	x1	x1/2	x1/4
Mountains	x1	x1	x1/2
Natural Cave	x1	x1/2	x1/4
Plains	x1	x1	x1
Swamp	x1	x1	x1/2

## OVERLAND TRAVEL

When moving outside of tactical movement, you use overland movement. A standard day is considered 10 continuous hours with two, 1-hour breaks. The values given are if on foot and may be enhanced or reduced by terrain or other factors. Consult the Terrain Factors table to see its effect on overall movement.

## OVERLAND ESCAPE AND EVASION

When out of tactical movement and you are attempting to elude someone or something that is giving chase you use overland escape and evasion. Use your Wilderness skill ranks unless in a city or non-wilderness area; use Urban skill ranks in these cases. This represents the chance you will succeed.

If you succeed a pursuer must either attempt to track or use some other means to follow or find you.

*Example – You drop out of combat, sneak away from the area and then run. Your chance of evading any pursuit is your Wilderness skill ranks (which you have 54). You roll well and make it. Your pursuers have lost your trail.*

## LIGHT AND VISION

Adventuring doesn't always take place in the sunlight. Many a brave soul has dared deep underground depths for excitement, wealth or knowledge and the lighting, or lack thereof has played an active role in their journey.

## LIGHT SOURCES

A great variety of light sources is available but below covers the most common.

LIGHT	
Light Source	Illumination
Candle	5 ft radius
Flaming Weapon	50 ft radius
Lamp, Oil	20 ft radius
Lantern	30 ft radius
Lantern, bulls eye	10 ft radius, 60 ft cone
Torch	20 ft radius

## VISION

Different races see the world in different ways and those differences are outlined under each racial write up. However, a certain commonality exists. Under normal conditions, a person can see clearly during the day, to the limit of obstructions. While objects in the distance are lacking in detail, they are still visible. In dim, limited light, such as under starlight or a full moon, you can see 50 ft but suffer a -30 PER check. In an interior setting with illumination you can see

clearly to the limits of the lightning and dimly one half the lighting past it (-50 on all PER checks in dim areas).

Individuals with the ability to see in the dark equally as daylight use the same rules for daylight. If they cannot view color then color is omitted.

Spectrums beyond this require additional consideration. Deodanths, Dwarves and other races can see into other spectrums. These additional spectrums are handled below:

**Magnetic Fields** notes that the being can focus on and see magnetic patterns as an overlay of the environment. Generally, races learn to "tune this out" and keep it in the background unless something unusual catches their attention. It takes a melee round to focus and "tune in" to the magnetic fields.

**Flicker of X-rays** denotes the ability to dimly make out this spectrum. Unless a bonus is already otherwise indicated, having this ability adds a +20 bonus to PER or Recon when looking over an area, object, or being.

### SPECIAL CONDITIONS

Not everything is as simple as it seems and moving around in the world has its quirks and difficulties. Weather, dealing with spiritual, other-dimensional or invisible foes, falling down, finding you don't have enough water or just dealing with the harsh sun are all possibilities that can occur.

### INVISIBILITY

Such beings cannot be targeted or attacked unless they have been detected and you have good sense of the target's location prior to attack. Typically means of detection is via PER/Recon checks and magik, mind or faith based means. The atypical PER check required is TD 200 and the Recon skill check is TD 250. Modifiers exist, of course and are outlined below. Add these modifiers to your roll.

INVISIBILITY	
Invisible entity's action	Modifier
Moving across a surface that reveals traces of passage, such as a wet floor, sand, flour covered or dirt/mud covered surface	+50
Within an area of rain, snow or mist	+20
Moving within rain, snow or mist	+40
Speaking or whispering	+30
Yelling or being noisy	+50

### INCORPOREAL OR OTHER DIMENSIONAL

Spirits and other incorporeal beings cannot be targeted or attacked unless the players have some special means of doing so. An incorporeal being exist in either a dissolute state of physical intangibility or exist in another dimension or world and have the ability to impact our own. They can be detected like an invisible being but not acted upon unless they enter our world.

*Example - A Ingde-garush is a vile spirit that seeks to infiltrate and possess a living sentient being and send it on a murderous rampage. It has no tangible form unless it successfully possesses someone. Greatly feared by people the Ingde-garush can only be destroyed by a strong medicine man and fended off by the burning of a tallow candle. Such a creature is near impossible to destroy without a medicine man or some means to affect incorporeal spirits..*

### FIGHTING OR ACTING WHILE BLIND

At some point the situation will occur where an attack or action you make is going to be considered "blind". In these situations you are considered -100 to whatever roll you make that relies upon this partially or fully. Obviously if you can use Recon or PER to overcome the condition that renders your action or attack "blind" then you reduce this penalty to zero.

### FALLING

Whether you set off a trap and drop into a deep pit, get pushed off a bridge or just thrown, circumstances will arise where you could fall and receive injury. The distance you fall determines the amount of damage you take. When falling uncontrolled from heights greater than your SIZE in feet, you take d10+1 HP damage for every 10 ft or fraction thereof that you fall. Also, the chance you will also suffer a Bash critical is equal to the uncontrolled distance you fall. The material you fall onto or into determines the severity of the critical if one occurs. Consult the chart below for a list of example materials and severity ratings.

### Sample Materials and Severity Samples

Material	Severity
Hard rock, pavement or stone	B
Soft rock, shale, hard packed sand	A
Water or other liquid	A
Foliage	X
Loose soil, sand or loam	Y
Cushioned material, leaf pile	Z

*Example – Gek'raga falls 50 ft from the ceiling of a cavern. She uses Control Fall from Acrobatics but fails the required TD 150 with her roll of 88. Her uncontrolled falling distance is 50, so she will take 5d10 HP damage from the fall and has a 50% chance to suffer a Bash critical as well. She's falling towards hard stone so if she does suffer a critical it will be a B-grade one.*

You can use the Acrobatics skill to handle the fall but it requires a base TD 100 plus the distance fell applies unless the fall was a result of another's action (i.e., a spell propelled you up into the air and then catapulted you downward; you would use the TD described in the action).

*Example – Hurnueor is crawling his way up a steep cliff. He ascends 64 ft then loses his grip and falls. He will take 7d10+7 HP of damage and have a 64% chance of suffering a BASH critical. He could attempt to control the fall but would need to make a TD 160 to succeed.*

### **Traversing Water**

Water can be a nuisance and a danger depending on the circumstances.

### **Wading**

A person can wade through water not over their head at one quarter your normal movement. Anything more than this requires you to swim as outlined in the Athletics skill. If you attempt any action while wading, you reduce any Maneuver based skill checks by -10 for every quarter of your height. Some beings are native to the watery environment and ignore these restrictions.

### **Drowning**

You can hold your breath for a number of melee rounds equal to your CON score. Once this expires, you make a TD 75 Shock check immediately. Each succeeding melee round you add +25 to this amount and check again. If you fail, you fall unconscious and down in d10 melee rounds. You can drown in any fluid, liquid or even fine substances like a dust or flour.

### **Starvation and Thirst**

Without adequate food and water, you can quickly die. Every day you go without make a TD 50 CON check. If you fail, reduce your CON by one and take a -5 on all actions. Roll twice per day if you are without both food and water. If your CON reaches zero by this method, you lapses into unconsciousness and then die d10 hours later.

*Example – Dwarf is trapped in a cave-in. The first day he does well (makes both saves) but fails both saves on the second and third days (reducing his CON -4 and taking a -20 on all actions.*

### **Temperature Extremes**

Whether baking in the sun or freezing to death in the snow, the effects of temperature extremes can quickly spell death. When exposed to extremes of either, make a TD 100 Shock check once per hour or suffer a -5 to all actions. This modifier is cumulative but can be negated by gaining warmth if cold and shade if heat. True extremes will inflict d10 BODY damage every 10 minutes of exposure.

**Proper attire** can add a bonus to the Shock check or negative it. Good cold weather gear may add +20, +40 or more to the save required, for instance.

**Acclimation** of a being to the area also adds a bonus or negates the save requirement. A Shinda-Khai, for instance, is bred for the desert areas and would have a large bonus to saves against heat exposure.

## **HEALING AND RECOVERY**

During the course of the game a character will likely receive damage in some form or another.

### **Injuries**

Injuries are HP damage, blood loss, impairment to attributes or characteristics and specific injuries to the body, mind or its parts. Injuries heal without extraordinary treatment through time and rest based on your RR. Injury healing is laid out in the Healing Categories Table.

### **Critical Damage**

Another type of damage is damage from critical strikes and damage to attributes or characteristics. Unlike Injuries, Critical Damage does not heal unattended. Critical damage represents structural or internal damage to a person's body and could be anything from broken bones to missing limbs, organ destruction and other things. Without intercession from medical, arcane, psychic, religious or other sources, the damage is permanent until healed.

### **Death**

Death happens in one of four ways:

#### **Instant Death**

An injury or critical damage occurs that leads to immediate death. This is typically listed as such.

Instant Death can also occur if you take more than your listed BODY or another attribute or characteristic in damage.

### Excessive HP damage

You take more HP damage than your HP total. Your soul or spirit will remain in your body for a number of melee round equal to your ESS before departing. If you heal enough HP before this time to bring you to zero HP or higher, you will not die due to excessive HP damage

### Death occurs after a period of time

Some spells, mental powers, diseases, poisons and critical hits indicate a person will die after a certain amount of time elapses. If the injury or critical damage is healed prior to the elapsed time, you will not die.

### Special Circumstance

Some instances may lead directly to death, such as being buried under 800 tons of dragon or falling from space into the atmosphere without protection.

### Deterioration

Once a person dies the body's ability to recover begins to decay rapidly. Every melee round a person's ESS is reduced by 1 until it reaches zero. At this point, a person's soul will not return to their body through normal means. The Medical skill and herb use\*, for instance, cannot be used after this point to resurrect a person. Only certain very powerful magiks such as Death Breaker or particular abilities can call a person back after this point. Regardless, make a TD 125 CON check or lose d8 CON and d4 ESS if you resurrect or come back from the dead.

*\*a very few unique herbs are highly arcane and their use is strong enough to raise or resurrect a person from death.*

### Healing

Healing is important. It determines how much time, care and resources are required for recovery.

### Natural Healing

You naturally heal your RR or 1 attribute or characteristic point of impairment per day of normal or limited activity. Limited activity is a low level of activity that does not include strenuous acts like spell casting, combat and other athletic acts. You can also forgo all activity and take rest to heal more quickly as well. Rested healing in this manner allows you to recover 150% your RR and 1 attribute or

characteristic point of impairment. Attribute or characteristic point damage and critical hits do not heal naturally and require medical, arcane or psychic intervention.

Healing Categories	
Normal	You heal RR or one attribute or characteristic impairment per day of normal or limited activity.
Rested	150% RR and one attribute or characteristic impairment per day
Cared	Full RR and one attribute or characteristic impairment per day even under normal activity
Physician's Care	You heal double RR and 2 attribute or characteristic impairment per day. Or, you can heal normal RR and 1 attribute or characteristic damage per day.

### Healing with the Medical skill

The medical skill plays a very important part in healing. Its abilities are outlined under the Medical skill. However, some important issues are handled below.

### Complications

Some treatments may lead to complications. The chance of error is equal to the total amount of damage inflicted, +10 for each ailment, status effect or Attribute or Characteristic damage. After totaling up the chances, subtract any bonuses from secrets. The result is the percent chance for a complication to exist. If a complication occurs, roll d3 times on the complications table.

*Example – A badly torn up Dwarf makes it back to his camp. One of his shield mates is a fair hand at Medical and resets the dislocated bones, treats his perforated bladder and stitches up his mangled skin (Field Surgery). The Dwarf had taken 35 HP damage and a total of 12 points of impairment and attribute damage. The chance of complications from the treatment is 35 + 120 or 155. The Dwarven surgeon reduces this chance by 56 due to skill, which leaves a 99% chance of complications due to the field surgery.*

Medical Complications	
%Roll	Complication
1-10	Infection prevents healing for d10 days
11-20	Major scarring lowers CHAR by d6
21-30	Related attribute impaired by d6 for d10 months
31-40	treatment does 2d10 HP damage instead
41-45	Infection prevents healing until cured, 50% chance of losing d8 CON
46-50	BODY and CON reduced by d6 points each
51-55	TD 200 medical check required or dead within d4 hours
56-60	treatment inflicts 5d10 HP damage
61-65	d6 related attributes impaired by d10 for d4 years
66-70	d4 related attributes permanently lose d6 points
71-75	Lowers ESS by d4
76-80	Loss of related physical ability (movement, senses, range of motion, etc.)
81-90	Crippled; total loss of related physical ability
91-100	Screwed up. Patient dies.

### STATUS AND CONDITIONS

In the rough and tumble arena of the world you will take more than damage or feel the cold chill of death. Many variations and shades of each exist and the below is a roster of the most common of their number.

When a character is affected in a certain way, the effect is called a condition. These are descriptive things such as tired, chilled or stunned. Each has its own effect and the most common are listed in the Condition Table.

When a character is overwhelmed with a certain feeling or way of thought, it is a status. These are emotional descriptive states, such as anger, rage or desire. These are outlined in the State Table.



**CONDITON TABLE****Physical Exhaustion**

<b>Tired</b>	Physically or otherwise drained of reserves and needing to rest to recuperate. Suffer a -5 on all skills.
<b>Exhausted</b>	You are affected as outlined in Fatigued but to a point beyond your body's ability to keep up. Suffer -20 to all skill checks, DEF, MD, PD and Saves and -3 CF.
<b>Fatigued</b>	You are tired to the point of impacting your physical and mental sharpness. Suffer -10 all skills, DEF, MD, PD and Saves and -1 CF.
<b>Bone weary</b>	You are exhausted to the point of physical and mental debilitation. Suffer -30 to all skill checks, DEF, MD, PD and Saves; you also have a -5 to CF to all attribute checks.

**Attribute or Characteristic**

<b>Impaired</b>	An attribute or characteristic is temporarily lowered due to some circumstance or event. The impairment heals naturally on its own as outlined in Healing in Recovery.
<b>Drained</b>	An attribute or characteristic is Impaired but unlike normal impairment does not return without specific healing, medicine or magik intervention to cure it.
<b>Damaged</b>	An attribute or characteristic is damaged and will not heal without some form of medical intervention.
<b>Destroyed</b>	Some part of an attribute or characteristic is permanently destroyed and will not come back or regenerate.

**Physical, Mental or Emotion Unbalance**

<b>Shaken</b>	Something unbalances you, knocks the wind out of you, or hits you harder than you expected. Suffer -10 all skills, Defenses and Saves, and -1 CF.
<b>Staggered</b>	Something strikes you that is so disconcerting to the point of physical and mental confusion, chaos and conflict. You lose all quickened actions and suffer -30 all skills, DEF, MD, PD and Saves and -5 CF.
<b>Unsettled</b>	Something strikes and disturbs you to the point of being flustered, tense, disconcerted and ill at ease. Suffer -20 to all skill checks, Defenses and Saves and -7 to CF.
<b>Flattened</b>	Something disquiets and unnerves you to the point that you physically and mentally cannot comprehend and react to it. You can take no actions or even move and suffer a -50 to all skills, DEF, MD, PD and Saves.

**Miscellaneous**

<b>Chilled</b>	Entire body reacts to some source that forces it shiver, shake and quaver. Suffer -10 all skills, DEF, MD, and PD and -2 CF.
<b>Cringing</b>	A cringing being cowers close to the ground, losing all movement or normal actions.
<b>Disturbed</b>	Upset and troubled to the point of mental unbalance. Suffer -10 to all skills and to PD.
<b>Gagging</b>	Something overwhelms your body's natural defenses against nausea, forcing you to gag and heave. You lose all quickened actions; suffer -30 to skills, DEF, MD, PD and Saves and -1 to CF.
<b>Immobilized</b>	You are constrained from movement and all physical actions. While immobilized you cannot Dodge or defend yourself physically.
<b>Outmaneuvered</b>	You were caught unprepared or forced into a situation where you cannot act. While Outmaneuvered you cannot take any actions, normal, quickened or otherwise.
<b>Stunned</b>	Something hammers you physically, mentally or otherwise to the point you cannot make dedicated actions though your reflexive and automatic reactions still function. You can take no actions, quickened, normal or otherwise but do not suffer any other penalties.

### STATES TABLE

<b>Anger</b>	You are overtaken with a surge of anger. Angered creatures receive a +20 bonus to Shock and Fear, a +10 bonus to ATK, but a -20 penalty to PD and to DEF. Requires a TD 100 Fear save to break Anger.
<b>Berserker Rage</b>	You suffer a total loss of control where you mindlessly attack anything. You have 0 DEF while berserk and when you come out of it you have a 25% chance to take 2d8 BODY impairment. While berserk you are +30 ATK, +5 to all DME and +50 to Shock saves. You are also immune to most emotions & fear and condition/statuses.
<b>Calm</b>	You gain a +10 bonus to all saves, +10 PER and Recon skill checks. Calm also cancels Anger, Frenzy, Desire or Rage conditions. Losing a Fear save will shatter the hold of this emotion.
<b>Courage</b>	You gain a +20 bonus to Fear and Shock saves. Add a +5 bonus to ATK, PD, DEF, Dodge and Parry. Courage cancels Despair or Dread conditions. Losing a Fear save will shatter the hold of this emotion.
<b>Desire</b>	You seek any opportunity to become physically intimate with the specified creature and requires a TD 75 MA check to shake off the effect. Otherwise, it lasts for a full hour.
<b>Despair</b>	You are penalized -20 to Fear and Shock saves. Has a -5 penalty to ATK, PD, DEF, Dodge and Parry. At the end of each hour affected, the affected being must make a TD 75 Fear save to overcome this emotion or it lasts another hour.
<b>Dread</b>	You must make a TD 50 Fear save to do anything except slump into deep dread. Even moving requires a Fear save. Even when they do overcome this feeling, the being has a -5 penalty to Shock saves, ATK, PD, DEF, Dodge and Parry. To break Dread, requires a TD 125 Fear save.
<b>Fascinated</b>	You are unable to take any action other than to watch with total attention the object of their fascination. It takes a TD 75 MA check to break Fascinated. Otherwise, it lasts for an hour. Failing a Fear check will also break this status.
<b>Frenzy</b>	Frenzied creatures spend themselves in drinking, feasting, and dancing unless provoked or incited to violence. Frenzied creatures turn violent if they are attacked or perceive a person threatening or a threat to friends. Frenzy provides a +20 bonus to ATK and Fear, a -20 penalty to PD and a -10 penalty to DEF. Making a TD 100 Fear save breaks Frenzy. Frenzy cancels Calm, Dread and Sleep conditions.
<b>Hope</b>	You gain a +30 bonus to Shock and Fear saves, as well as a +10 bonus to ATK, PD, DEF, Dodge, Parry and all skill checks. Hope cancels Despair. A lost Fear save kills the Hope status.
<b>Love</b>	You see another being as the center of their affection, seeking every opportunity to be near that creature and making every effort to win the creature's affection.
<b>Neutral</b>	Similar to Calm, Neutral engenders a state of balanced emotion and cancels all statuses but Frenzy and Sleep.
<b>Rage</b>	Enraged creatures lose control of their senses and respond to all activity with violence, be it physical, verbal or emotional. Enraged beings will even react violently if they perceive a person threatening. They are compelled to fight heedless of danger. Enraged creatures receive a +40 bonus to Shock and Fear, a +30 bonus to ATK, but a -20 penalty to PD and a -30 penalty to DEF. Requires a TD 125 Fear save to break rage.
<b>Sleep</b>	The drowsiness invoked causes intense sleepiness. Unless the being affected makes a TD 75 MA check they fall asleep for at least one hour. Normal events that would wake a being will still do so.

## MARTIAL ARTS - CHAPTER TEN



**S**tyles are systems of codified practices and traditions of training for combat, especially unarmed combat. A great diversity of styles and approaches to fighting exist but all have a set of techniques for building focus and for training habits of movement. The following lists constitutes some of the more well known martial arts in Arduin Eternal.

### USE OF A STYLE

You use a Style and gain its benefits similar to how you use a weapon in the game. Just like picking up a weapon you take upon a Style to gain its benefits and penalties. Unless otherwise specified, any secrets gained from a martial art apply only to that martial art's attacks, defense and secrets. Thus, if a secret applies a bonus to Parry, this bonus only applies to your ability to Parry using the specific martial arts style unless otherwise noted.

### NATURAL WEAPONS AND STYLES

A being with natural weapons can integrate their native ability to inflict damage into a martial art. However, common sense applies. The Style Basics of each martial art provide a guideline to whether or not a native weapon could be integrated efficiently into a specific martial art. A Centaur could not integrate its hoof damage into an Aerillion style. The same Centaur could use Amak Gorgas or Rhingorda, however, and integrate its hoof damage into the style.

If the GM and martial art supports integrating a native weapon into the style, the native weapon's attributes replaces the style attributes where they overlap. Any secrets or benefits within the art that add to or take away from the style's attributes affect the native weapon's attributes instead. The individual then uses the Style's skill ranks in place of the native weapons.

*Example – A Desert Saurig learns the Rhingorda Style and integrates his native weaponry (clawed feet/hands) into the style. His ability with his claws (CF 0, DME d6+8, CRIT 97, F 2, ER Medium) replace the same attributes under the Rhingorda, raising his DME from 2d4+2 to d6+8, CRIT 98 to CRIT 97 but limiting his ER to Medium instead of Short to Medium.*

### STYLE PARRY ACTIONS

Unless a style specifically dictates otherwise, if you use its skill to parry an attack made by a weapon or by something considered a weapon, meaning it uses the Weapon skill to attack, you take ¼ the damage it would have inflicted even if you succeed at the parry.

### STYLE BASICS

Every style defines a high level overview of how its works. The basics also cover how critical successes and fumbles are handled. Other important notes may also be included, such as whether the style can be used with melee options such as grapple, grab or knock down.

### STYLE WEAPONS

Some styles define weapons that art taught with the martial art. You are considered to be Proficient (skill rank 1) in the use of one of them for every tier of skill and gain a +1 bonus for every 10 Style skill ranks when using them. Also, you still gain the benefits of ATK and DEF from your Style while using Style weapons.

If you are a Martial Artist the bonus is +1 for every 5 Style skill ranks and you gain all benefits and penalties of your style, to include any modifications to DME, CRIT, and Fumble from Style secrets while using the weapon. The CF for the weapon is unchanged unless a Style or Martial Art secret supplies a bonus or penalty that modifies it.

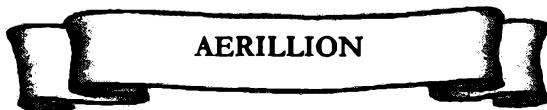
You cannot apply the benefits of Style secrets or Martial Arts secrets to Style weapons unless otherwise specified in the secret or it modifies the ATK, DEF, CF, DME, CRIT or Fumble chances as noted above.

*Example – Brougan is well versed in Aerillion, including the use of the long spear and chain whip. He has 93 skill ranks in Aerillion and the base Style +5 ATK and +5 DEF when he uses either weapon. As he is not a Martial Artist he only gains a +10 bonus from his skill in Aerillion. Yuulu, his companion is a martial artist, however. His skill is lesser, only 57 skill ranks in Aerillion. Yet he provides the base Style +5 ATK and +5 DEF and adds a +12 bonus with either weapon.*

### STYLE STRICTURE

Some martial arts define a stricture as an integral part within its art. It can be healing, such as the Medical skill, or the skill of the sword, such as the Weapon skill, philosophy, such as with the Knowledge skill or any other combination. A Martial Artist can apply the Stricture and Credo secrets to gain special skill with any defined secrets.

MARTIAL ARTS STYLES	
Aerillion	Sincha
Amak Gorgas	Ssshazoor
Coichit	Street
Hndyn-Kcor	Syllindion
Isle's Wrestling	Tessared-Tohiba
Jookhett-Khoon	Thrugga-Aspa
Mlu-Kjuk	Tionicca
Mul-Llu	T'Kalla-Lal
Rhingorda	Zan Zu Ha



### AERILLION

The Aerillion style of martial arts is a Wood Elf style of fighting and literally translates from Low Elven as Wind Dancing. Aerillion focuses on trapping and nullifying attacks by redirecting energy while blending offense and defense into a simultaneous action. Its techniques build on this with mysticism, movement, and positioning.

**Prerequisite:** Experienced Athletics, Experienced Combat, Experienced Wood Elf Culture, ADROIT 10+, REF 10+

**Style Attribute:** REF

**Style Basics:** Style attacks all occur from redirecting an opponent's own energy or positioning to inflict damage. Critical successes use the Maneuver critical chart and fumbles use the Maneuver fumble chart. You can use your Style skill to Parry attacks without incurring the normal damage involved in doing so.

**Style Weapons:** Long Spear, Chain Whip\*

\*treated like a flail for weapon purposes.

ATK	CF	DEF	DME	CRIT	F	ER
5	0	5	d4+2	99	1	S-M



**Proficient:**

Wind births Storm

**Trained:**

No Leaf Tumbles Twice the Same

**Experienced:**

Wind Moves the Branches

**Specialist:**

Trapping a Dragon

**Expert:**

Dance between Twin Flames

**Genius:**

Wind Exceeds Boundaries

**Legendary:**

Wind Knows No Master

**WIND BIRTHS STORM [AERILLION]**

**Prerequisite:** Proficient

You preserve your center: shifting, moving and adjusting while simultaneously strike in tempo with your enemy. Add +1 to Dodge with for every 5 Style skill ranks. The bonuses from this secret apply universally, regardless of whether you are using the style or not.

**NO LEAF TUMBLES TWICE THE SAME [AERILLION]**

**Prerequisite:** Trained

Master at defensive posturing and avoidance while delivering terrifying blows to your enemies. When you Parry with your Style skill you can do one of the below:

- Make a style attack simultaneously if you succeed in the Parry, resolving the attack like normal.
- Take a -30 penalty (declared prior to the Parry) to simultaneously throw an opponent who has attacked you if you succeed with the Parry. See *Battle and Mele* Section for details on throwing.

**WIND MOVES THE BRANCHES [AERILLION]**

**Prerequisite:** Experienced, No Leaf Tumbles Twice the Same

This secret displays the heart of Wind Dancing:

- When using your Aerillion Style skill to Parry, make a style attack simultaneously whether or not you succeed at the Parry, treating the attack like normal.
- When you successfully Dodge, make a style attack simultaneously, resolving the attack like normal. You must be actively using Aerillion to gain this benefit when Dodging.

**TRAPPING A DRAGON [AERILLION]**

**Prerequisite:** Specialist, Wind Moves the Branches,

Motion [Martial Artist]

You are a master at trapping, locking and holding foes while delivering blistering attacks to immobile or kill. See *Battle and Mele* Section for details on Grapple.

- Turn every successful Aerillion Style skill Parry into a simultaneous Grapple of your choice.
- You can Grapple an opponent 300% your BODY.
- You can maintain a Grapple and Restrain on 1 opponent for every 20 Aerillion style skill ranks, to the max amount of beings that can engage you.
- As a quickened action, you can apply your style damage to every being you have in a Grapple.

**DANCE BETWEEN TWIN FLAMES [AERILLION]**

**Prerequisite:** Expert, Trapping a Dragon, Life is Power [Martial Artist], Applied Strength [Martial Artist]

You move with fantastic agility, speed and quickness by enfolding your body in its inner aura. The secret takes a normal action, costs 3-ESS impairment and lasts for 1 melee round for every 25 Aerillion style skill ranks.

- Your physical form wavers and blurs in the senses of anyone who can perceive you, providing Partial Concealment (+20 to Dodge) against all attacks.
- Add +10 to CF

**WIND EXCEEDS BOUNDARIES [AERILLION]**

**Prerequisite:** Genius, Dance between Twin Flames, Empty Strike [Martial Artist], Transcendent Will [Meditation], Discipline [Self Control]

You explode the normal boundaries of physical reach. See *Battle and Mele* Section for details on ER.

- You can fight and use any Aerillion style attack or secret in Close through Long ER instead of your normal ER.
- When you make Aerillion style attacks against an opponent, you can attack their inner self. Resolve the attack like normal but against their PD instead of their DEF. If you succeed do damage normally.
- You can expend 2-ESS in a CF Action Count to make a single style attack against an opponent's inner self using their PD instead of DEF. If you succeed, apply your Style Damage without any modification as impairment to any single attribute.

**WIND KNOWS NO MASTER [AERILLION]**

**Prerequisite:** Legendary, Wind Exceeds Boundaries, Empty Technique [Martial Artist], Metabolic Control

[Self Control], Only the One [Meditation], Kinematics [Athletics]

Nothing constrains the wind. You can do the following when using Aerillion:

- As a normal action, you can expend 2-ESS to make an Aerillion style Parry an unlimited number of times for one minute.
- Add 2d4+4 to Style base damage
- Add +3 to Aerillion style critical success chances.
- As a quickened action you can take 1-ESS impairment to make an attack or maneuver beyond your normal ER, stretching into the Extra Long ER.

## AMAKGORGAS

Amak Gorgas is the only real martial art of truly Dwarven origins. It translates as "Smash Everything" and is a straightforward style of combat lacking in subtlety. Amak Gorgas focuses on aggression, size and strength to build power and inflict damage.

**Prerequisite:** Experienced Athletics, STR 12+, Experienced Dwarf Culture

**Style Attribute:** STR

**Style Basics:** Style attacks inflict blunt force trauma and utilize the entire body to inflict damage. Critical successes and Fumbles use the Bash charts. You can use your Style skill ranks for Grapple and Knockdown actions.

**Style Weapons:** Mace, Hammer, Maul, Battle Axe

ATK	CF	DEF	DME	CRIT	F	ER
9	-1	-5	d6+3	95	3	S - C

**Proficient:**

Gates of the Forge

**Trained:**

Slap Sunders Stone

**Experienced:**

48 Hands

**Specialist:**

Mountains Endure

**Expert:**

Hammer Shatters Rings

**Genius:**

Reincarnation of the Stones

**Legendary:**

Thunder Girds the Mountains

## GATES OF THE FORGE [AMAK GORGAS]

**Prerequisite:** Proficient

Disciples of this art learn toughness, endurance, strength and resistance to pain in the second home of every Dwarf. The bonuses from this secret apply universally, regardless of whether you are using the style or not.

- Add a +20 bonus to Shock Saves
- Add a +1 bonus to DR
- Add a +1 bonus to STR

## SLAP SUNDERS STONE [AMAK GORGAS]

**Prerequisite:** Trained

You have learned to make powerful attacks.

- Add one-half STR as a bonus to all Amak Gorgas style attacks but your Amak Gorgas DEF penalty increases by another -10 DEF.
- You can use a quickened action to replace the one-half STR bonus with a full STR bonus for the CF Action Count and for 6 CF Counts afterwards but suffer a -30 DEF penalty. If the DEF penalty takes your DEF below zero, you cannot do it.
- Toughened your attacks to the point where you ignore all penalties for striking creatures with DR and for parrying weapon attacks with Style parries.

## 48 HANDS [AMAK GORGAS]

**Prerequisite:** Experienced, Brawn [Athletics]

You have mastered the 48 key techniques of attack. See *Battle and Melee* Section for details on Charge, Slam, Knockdown and Grapple.

- You can penalize your Style attacks in -20 ATK increments to add +2 DME to all Amak Gorgas style attacks that CF Action Count and for 6 CF Counts following as an addition to any other Amak Gorgas secrets you employ during your normal action. If the DEF penalty would drop your DEF below zero, you cannot use this maneuver. You must declare all penalties prior to attacking.
- Gain the benefit of all your MASS when you make any kind of Charge maneuver and add one-half MASS to Grapple and Slam or to Knockdown.
- When you compare your BODY versus another's to determine capability, such as with Knockdown, Grapple and other actions, you add a +20 bonus to determine the new total.

## MOUNTAINS ENDURE [AMAK GORGAS]

**Prerequisite:** Specialist, Gates of the Forge, Stance [Martial Artist]

You have built tremendous endurance and resistance. The bonuses from this secret apply universally, regardless of whether you are using the style or not.

- Add a +10 bonus to HP.
- When defending against attacks to nerve clusters, pressure points, and similar attacks, you add a +10 bonus to DR and a +30 bonus to Shock Saves.
- When you take BODY or physical attribute impairment or damage, you can make a Shock Save equal to 20 times the damage or impairment inflicted to reduce the severity of the attack by one step, e.g. BODY Damage becomes Impairment while Impairment converts to HP damage. You can only do this once and only when the damage or impairment is inflicted. You cannot use this secret against BODY damage or impairment that is voluntarily inflicted.

*Example – Lougren takes 8-BODY damage. If he can make a TD 160 Shock Save, he can reduce the BODY damage to BODY impairment. If the attack had been 8-BODY impairment, he could have reduced it to 8-HP damage.*

## HAMMER SHATTERS RINGS [AMAK GORGAS]

**Prerequisite:** Expert, Slap Sunder Stone, 48 Hands, Driving Force [Martial Artist]

You attacks are earth shattering.

- Reduce your DEF in -30 increments to gain a +3 bonus to DME and a +1 bonus Style CRIT for the CF Action Count and for 6 CF Counts following. You can stack this penalty as high as you like to gain the bonuses but cannot take your DEF below zero. You must declare all penalties prior to the attack.
- Use a quickened action to add one-half MASS as a bonus to all Amak Gorgas style attacks for the CF Action Count and for 6 CF Counts following but suffer a -30 DEF penalty. If the DEF penalty drops your DEF below zero, you cannot use it.
- Add a +20 bonus to BODY to determine BODY damage with Amak Gorgas style attacks but suffer a -2 CF penalty.

*Example – Lougren has a 150 DEF. He lowers his DEF to zero to gain a +12 DME and +4 style CRIT chance. Wanting to take out his opponent in one shot, he takes a chance and uses a quickened action to add one-half his MASS*

*to DME as well, dropping his DEF by -30 to zero. He at zero DEF, so he better get lucky or hope his opponent is unlucky!*

## REINCARNATION OF THE STONES

### [AMAK GORGAS]

**Prerequisite:** Genius, Hammer Shatters Rings, Mountains Endure, Combat Maneuvering [Athletics], Applied Strength [Martial Artist]

Your ability to endure damage and pain is unearthly.

- Add a +10 bonus to HP.
- If you fail a Shock Save you can take 3-BODY impairment to roll again.
- You can use a quickened action to add one-half your MASS to DR as a bonus for the CF Action Count and for 6 CF Counts following, but suffer a -2 CF penalty for that the melee round.

## THUNDER GIRDS THE MOUNTAINS

### [AMAK GORGAS]

**Prerequisite:** Legendary, Reincarnation of the Stones, Armatura [Martial Artist], Overpower [Athletics]

Your movements and attacks are overwhelming, powerful and unstoppable. See *Battle and Melee* Section for details on Blocking.

- Add a +5 bonus to Amak Gorgas style criticals.
- Add your SIZE as a bonus to DME with Amak Gorgas style attacks.
- If an Amak Gorgas style attack is Blocked add a

### ARDUIN LEGEND: KTHORAMORUK

A bogeyman of the Rhingalorean Dwarves and supposedly one of the inhabitants of Star Fang. In the ancient times of the Rhingalorean, Kthoramoruk dwelled in the mountains that ring the Silver Sea. Amak Gorgas practitioners would have to climb the slopes of the mountains and fight with her brood in order to take on the mantle of true mastery in Amak Gorgas. Those who succeeded were given access to the special knowledge, particular techniques of slaying that could pierce the thickest armor and give one's limbs the strength of adamantine..

+30 bonus to the DME inflicted to see if the attack destroys the item used to Block. This bonus 30 points does not carry over as HP damage if the item is destroyed.

## COICHIT

Coichit is the much loved unarmed combat form of Ithalos. Its one of the few national pastimes Ithalosians get hot blooded and worked up about. The annual games are a cultural icon. Coichit focuses on rapid engagement with opponents to prevent them from attacking while inflicting damage. Basic principles are that every attack must be the fastest, the strongest, the shortest, the most natural, and to the point.

**Prerequisite:** Trained Combat, Trained Athletics, Experienced Ithalos Culture, STR 8+

**Style Attribute:** STR

**Style Basics:** Style attacks use the elbows, knees and other hard planes of the body. Critical successes use the Maneuver critical chart and fumbles use the Maneuver fumble chart. You can use your style skill to make Grapple, Grab and Knockdown attacks, adding your Style damage to the outcome.

**Style Stricture:** Athletics

ATK	CF	DEF	DME	CRIT	F ER
4	0	3	d6+4	98	4 S - C

**Proficient:**

Binding the Mist

**Trained:**

Unleash the Raging River

**Experienced:**

Trapping Beneath Thunder

**Specialist:**

Throw of 1000 Thunders

**Expert:**

Juinmge's Gambit

**Genius:**

None Escape the Thorg

**Legendary:**

Maw of the Zool

### BINDING THE MIST [COICHIT]

**Prerequisite:** Proficient

Like the mist that clothes the land one learns to deceive and mislead opponents into danger. You

have Partial Concealment against opponents when within Close or Short ER. If you are grappling or have grabbed an opponent, you have Substantial Concealment against that opponent. See **Battle and Melee** Section for details on ER and Concealment.

*Example – Sarinthe knows the Binding the Mist secret. He is drinking on the docks when three drunken sailors decide to steal his bottle. Sarinthe is slow: only CF 17 while the sailors have CF 22, 23 and 19. He doesn't mind though, since when they close the distance to attack and enter within Short ER, he uses their movements against them (gaining Binding the Mist's Partial Concealment bonus).*

### UNLEASH THE RAGING RIVER [COICHIT]

**Prerequisite:** Trained

The best route to finish a battle is to use the most direct powerful attack to succeed. See **Battle and Melee** Section for details on ER. You must be actively using Coichit to gain these benefits.

- When an opponent engages you by moving into your Style ER, you can use a quickened action to make a style attack against them. This only occurs when they move into your Style ER; if you move into theirs, you do not gain this benefit. However if they leave and then re-enter your ER you can make the attack again.
- You can expend a quickened action to add d6+4 to your base style damage.

*Example – Sarinthe is slow but makes up for it with rapid and direct action (he can make 3 quickened actions per CF Action Count). As 2 of the 3 sailors enter his ER he uses 2 of them to make attacks against them and a 3rd quickened action to bump his Style damage by +d6+4. He grapples and throws both of them off the docks – they'll be feeling that in the morning!*

### TRAPPING BENEATH THUNDER [COICHIT]

**Prerequisite:** Experienced, Proprioception [Athletics]

A Coichit master learns to engage opponents with quickness and ease. See **Battle and Melee** Section for details on Grapple and tactical positions. You must be actively using Coichit to gain these benefits.

- You can make a free-action grapple attempt against any opponent that enters your style ER.
- Add +20 to your BODY score for comparisons under Grapple.
- You can act from a prone or kneeling position without the normal penalties.

### THROW OF 1000 THUNDERS [COIC HIT]

**Prerequisite:** Specialist, Trapping Beneath Thunder, Doctrinal Secrets [Martial Artist]

A master of Coichit learns to throw an opponent in all manner of ways. See *Battle and Melee* Section for details on Grapple. You must be actively using Coichit to gain these benefits.

- When making a Grapple and Slam or Throw action you add d6+4 to the damage inflicted.
- Use your skill ranks instead of BODY to determine whether you can Grapple and then Throw or Slam another creature.
- After a successful Slam or Throw action the victim must make a Shock save equal to your skill ranks plus the HP damage inflicted or be Stunned for d3 melee rounds.

*Example – Sarinthe’s BODY is 36 and he has 158 skill ranks in Coichit. He is challenged one day by a Throon who swears he cannot possibly be thrown by someone as small as Sarinthe. Sarinthe shrugs and bets him and his companion dinner at the Drowsy Maiden that he can. They laugh and accept. As Sarinthe approaches the Throon, the Throon’s companion secretly casts a spell on the Throon to double his BODY of 63 to 126! Sarinthe, however, using the Throw of 1000 Thunders, which allows him to Grapple and Throw up to his skill ranks of 158 in BODY. The Throon goes flying and Sarinthe gets a free dinner!*

### JUINGME’S GAMBIT [COIC HIT]

**Prerequisite:** Expert, Throw of 1000 Thunders, Unleash the Raging River, Style Axioms [Martial Artist]

Juingme was the national champion of Ithalos for almost a century. This Dwarven wrestler had few peers and was famous for one move he used to overcome younger, faster and more powerful opponents. See *Battle and Melee* Section for details on Grapple. You must be actively using Coichit to gain these benefits.

Juingme’s Gambit allows you to opt to lower your DEF to zero on a CF Action Count of your choice in return for adding your DEF ranks to your Dodge as a bonus. You must declare this option at the beginning of the CF Action Count and your DEF remains zero for 6 CF Counts afterward. If you Dodge an attack during this time frame, make a free grapple check against the attacker. If the grapple succeeds then roll damage like normal for the type of grapple used. If the amount of HP damage is greater than the BODY of the victim you knock them unconscious for d3 minutes.

### NONE ESCAPE THE THORG [COIC HIT]

**Prerequisite:** Genius, Juingme’s Gambit, Combat Maneuvering [Athletics], Kinematics [Athletics], Applied Strength [Martial Artist]

The Thorg moves with grace and quickness unparallel and few engage it and live to tell of its feral prowess. See *Battle and Melee* Section for details on Grapple, Grab and disengagement. You must be actively using Coichit to gain these benefits.

- When involved in a Grapple or Grab you use your Coichit skill ranks instead of BODY for comparisons against every opponent individually.
- If an opponent disengages with you in battle, you get a free style attack against them. If you succeed in hitting them you can use a quickened action to make another style attack immediately afterwards. You can chain these for as many quickened actions as you are capable of using as long as you succeed in hitting them with the previous attack.

### MAW OF THE ZOOL [COIC HIT]

**Prerequisite:** Legendary, None Escape the Thorg, Armatura [Martial Artist], Empty Technique [Martial Artist], Overpower [Athletics]

Like the Legendary Zool those who oppose you come to a horrible end. You must be actively using Coichit to gain these benefits.

- Add +3 to Coichit critical successes and +25 on critical success chart rolls.
- If the amount of HP damage you inflict from any single Coichit Style attack is greater than the BODY of the victim, you kill them, breaking their body, bones and rending flesh.

## HNDYN-KCOR

Hndyn-Kcor is said to have been developed at the command of the first Hyrkhallian king Ryujkia. He wanted a form of martial training as brutal and as tough as the men of Hyrkhalla, to give them weapons formed from their own flesh should steel ever fail them. Hndyn-Kcor relies heavily on aggressive moves, strong, low stances and powerful strikes with the hands.

**Prerequisite:** Experienced Athletics, REF 7+, ADROIT 8+, STR 8+, Experienced Hyrkhalla Culture

**Style Attribute:** STR

**Style Basics:** Style attacks inflict blunt force trauma and utilize the hands to primarily inflict damage. Critical successes and Fumbles use the Bash charts.  
**Style Weapons:** Short Spear, Cestus, Staff

<b>ATK</b>	<b>CF</b>	<b>DEF</b>	<b>DME</b>	<b>CRIT</b>	<b>F</b>	<b>ER</b>
8	-1	0	d6+3	95	4	S-C

**Proficient:**

Fires of Adversity

**Trained:**

Primordial Vengeance

**Experienced:**

Outcry of Steel

**Specialist:**

Payment of Cowardice

**Expert:**

Break the Dragons Neck

**Genius:**

Wolf Catches Snake

**Legendary::**

Tyl-Rhaen Bares his Teeth

**FIRES OF ADVERSITY [HNDYN-KCOR]**

**Prerequisite:** Proficient

Just being tough enough to survive is the beginning of this art. The more HP damage you take the greater your determination and grit rises to meet the challenge. When you take damage during a melee round you add the same amount of damage as a bonus to style attacks and Shock Saves for the rest of the melee round. These bonuses stack until the end of the melee round. However you can carry forward a +2 bonus to ATK and Shock Saves for every 10 Hndyn-Kcor skill ranks into the next melee round. This bonus continues to accrue for each melee round until the battle ends.

*Example - Lougren gets into a brawl with a Hyrkhalla soldier. By the end of the first melee round, Lougren has inflicted 10 HP damage to the soldier, giving him a +10 bonus to ATK and Shock Saves that melee round. At the end of the melee, the soldier carries forward only a +2 bonus into the next melee round due to his low skill ranks. However, at the end of the second melee round he can carry over an additional +2 bonus, giving himself a +4 bonus to ATK and Shocks Saves on the third melee round. He can continue to accrue this bonus.*

**PRIMORDIAL VENGEANCE [HNDYN-KCOR]**

**Prerequisite:** Trained

You attack with great heat and power when you strike.

- Add d6+3 to your base style damage.
- Add a +10 bonus to BODY when comparing

**ARDUIN LEGEND:  
CHEUNG TAI LIK**

In the tumultuous period between the Second Iconic War and the Four Sardonyx Mountain Battles, two volumes were penned that would become chief among the classics of Hyrkhallian literature. One of the volumes dealt with the tumultuous rivalry between Cheung Tai Lik and Tsum ne Kail. Tai Lik was a newcomer from the nexus but quickly made a name for himself in Viruelandia for his fighting prowess and sense of justice. Tsum was a ruthless child of Hyrkhallian upbringing and every time the two met, quixotic, but legendary battles commenced.

At Weeping River, Tsum trapped Tai Lik and his forces but lost when Tai Lik escaped and used hidden paths through the Black Nail Brush to counterattack. Their battle woke a Dragon Wurm that was sleeping at the bottom of the river and the two had to join forces or die that day. On Sedulity Mountain, Tai Lik routed Tsum's forces and chased Tsum into a black scorpion lair. The horde of scorpions within was overwhelming and in the end the two fought their way free.

These events happened without fail when they met and are the basis of the tales in the Argent Pearls of Destiny volume.

your amount of BODY against other persons, such as for Charge, Knockdowns and other actions.

- You can use a quickened action to add one-half STR to style critical success chances

**OUTCRY OF STEEL [HNDYN-KCOR]**

**Prerequisite:** Experienced, Primordial Vengeance  
 Your limbs are as metal and can strike as steel and iron.

- You can make attacks against opponents with DR without suffering a chance of taking damage.

- Your limbs count as weapons for the purposes of making a Parry action and you do not take damage when doing so.
- You can choose to inflict Slash damage by declaring so before making an attack. You must make this election for each attack you want to convert to Slash damage and use the Slash critical success and fumble charts as well.

#### PAYMENT OF COWARDICE [HNDYN-KCOR]

**Prerequisite:** Specialist, Outcry of Steel, Stance [Martial Artist]

In Hyrkhalla, those who are weak and those who are cowards before the enemy are deserving only of death!

- If an opponent disengages you can make an immediate free action style attack. If they re-engage and then disengage again, you can make this free attack again.
- You can use a quickened action to make a second immediate style attack against an opponent that has disengaged.
- You can use a quickened action to add your STR as a bonus to style damage.

*Example – Lougren is still fighting the same soldier. Feeling a little pressure from the fight, he disengages on his next CF Action Count to move back. The soldier, knowing the Payment of Cowardice secret, immediately gains a free attack, striking Lougren for 16 HP damage. The soldier chooses to expend a quickened action to also make another immediate attack, hitting for an additional 17 HP damage. Lougren still slips back but pays heavily for it! Even though his 12 DR dropped the damage down, it still stings!*

#### BREAK THE DRAGONS NECK [HNDYN-KCOR]

**Prerequisite:** Expert, Payment of Cowardice, Fires of Adversity, Driving Force [Martial Artist]

The heart of Hndyn-Kcor is its power and ability to express power in short and long ranges.

- Add +2 to style critical success chances
- Add d6+3 to base style damage
- You can make style attacks even when grappled or otherwise constrained on space and as long as you are not completely immobilized or restrained you can make a style attack.

#### WOLF CATCHES SNAKE [HNDYN-KCOR]

**Prerequisite:** Genius, Break the Dragons Neck, Motion [Martial Artist], Applied Strength [Martial Artist], Fluidity [Athletics]

On the Succubi Plains the wolves there learn to prey

on the great snakes that infest the rivers and grasslands, using quickness, agility and brutal guile to defeat them.

- Add a +2 bonus to CF.
- Add an additional quickened action.
- You can use a quickened action to add your WITS value to style critical success chances.

#### TYL-RHAEN BARES HIS TEETH [HNDYN-KCOR]

**Prerequisite:** Legendary, Life Pool [Martial Artist], Overpower [Athletics], Intuitive Combatant [Combat], Guile [Clandestine], Eye-to-Eye [Guard]

Like the legendary god himself you can make a series of deadly attacks against multiple foes.

- Add +5 to style critical success chances.
- When you use a normal action to make style attacks, you make 1 style attack for every 50 skill ranks. You can split these attacks against any number of foes within your ER.
- You can use a quickened action to make an additional style attack. If you have more than one quickened action you can do so to the limit of your quickened actions.

## ISLES WRESTLING

Isles Wrestling is a national pastime in the Aranzian Isles and has a long history there in sport and in battle. Isles Wrestling focuses on engaging and grappling with opponents to prevent them from attacking while inflicting damage using their own body against them. Its techniques build on these ideas and blend in some simple strikes and defenses taken from other arts.

**Prerequisite:** Experienced Athletics, Experienced Aranzian Isles Culture, ADROIT 10+, REF 9+

**Style Attribute:** STR

**Style Basics:** Style attacks cinch, bind and otherwise contort an opponent's body to inflict damage. Critical successes use the Maneuver critical chart and fumbles use the Maneuver fumble chart. You can use your style skill to make grapple and grab actions.

ATKCF	DEFDME	CRIT	F	ER
2	0	2	d6+3	99
				1 S-C

**Proficient:**

Sand Thresher

**Trained:**

Wave Grappler

**Experienced:**

Shrugged Thunder

**Specialist:**

Encirclement of Winds

**Expert:**

Boulders on the Mountain

**Genius:**

Moving the Shadows

**Legendary:**

In the Arms of the Heavens

**SAND THRESHER [ISLES WRESTLING]****Prerequisite:** Proficient

In the islands, the first ring one learns to fight in is drawn in the sand. Add a +20 bonus to Isles Wrestling skill checks when making grapple and grab maneuvers and add a +10 bonus to BODY to determining how much you interfere with a grappled opponent's ability to move and whether you can Slam or Throw (see *Battle and Melee* section).

**WAVE GRAPPLER [ISLES WRESTLING]****Prerequisite:** Trained

An isles wrestler learns to grapple anything.

- Add a +20 bonus to BODY for all Grappling purposes (including inflicting damage).
- When you Grapple & Pin it only costs a normal action to maintain. Automatically deny your opponent the benefit of Partial Cover normally gained in Grapple & Pin (but you still gain it).
- If an opponent attempts a Grapple maneuver you can elect to oppose them with an Isles Wrestling skills check instead of using your DEF.

**SHRUGGED THUNDER [ISLES WRESTLING]****Prerequisite:** Experienced, Brawn [Athletics]

Like the semi-mythical Shrugged of Thunders, you can throw off the grips of your opponents with ease and make them suffer if they come within your reach.

- You can make a free action Isles Wrestling style skill check against any attempted grapple or grab maneuver, automatically countering if you succeed.
- Alternatively if you grapple someone or another person grapples you, the opponent automatically suffers your Style damage and you can continue to inflict it on them every 7 CF Counts the grapple is maintained. This requires no action on your part.
- When you choose to end/break a grapple

(doesn't count if your foe ends the grapple) you can elect to Throw them automatically (no roll required) when you do so by expending a quickened action.

*Example – Mearcluer is demonstrating to Lougren the usefulness of Isles Wrestling on a trio of drunk dwarves at the Ruby Rifleman in Talismondé. He reserves his action, letting all three of them try to grapple him but avoids their grip with ease with his high skill (free action check versus their attacks). On his CF Action Count, Mearcluer grapples one of them, inflicting 19 HP immediately (his style damage + BODY dme). The dwarf is 37 BODY, but Mearcluer is 39 BODY and has a +30 bonus to BODY when grappling (Sand Thresher and Wave Grappler secrets). He lets the other two dwarves pile on, inflicting 15 and 18 HP damage to both when they grapple him. They are equally bulky, 35 and 41 BODY respectively. Mearcluer can grapple and restrain up to 138 BODY so he handles them easily enough, keeping them in check until he knocks them out.*

**ENCIRCLEMENT OF WINDS [ISLES WRESTLING]****Prerequisite:** Specialist, Wave Grappler, Driving Force [Martial Artist]

An isles wrestler learns to master the symbolic four winds to control the inner, outer, self and other. This provides the following:

- You can fight from a prone or kneeling position without the normal penalties.
- When making any type of Grapple maneuver (Pin, Restrain, Slam or Throw) you gain Partial Cover for as long as you maintain the grapple.
- You always have a hand free and can make quickened actions while using any type of Grapple maneuver. You also don't lose your COORD bonus and suffer a Dodge penalty while grappling.

**BOULDERS ON THE MOUNTAIN [ISLES WRESTLING]****Prerequisite:** Expert, Encirclement of Winds, Style Axioms [Martial Artist], Power Throw [Athletics]

An isles wrestler learns the mysteries of the mountains that adorn the isles and moves with power, strength and unstoppable force.

- Add d6+3 to base style damage.
- When you succeed in grappling an opponent you automatically slam them into the nearest solid object (see Grapple & Slam for effects and restrictions) such as a wall, rock or the ground as part of the grappling action of the maneuver. You can then follow it with a Pin, Restrain, Slam or Throw action with the rest of the Grapple maneuver as desired.

- While maintaining a grapple you can use your opponent to make a Block maneuver (this still requires a quickened action like a normal Block maneuver) using your Isles Wrestling style skill. Your opponent takes the damage (if any) from blocking the attack if you succeed (see Block in *Battle and Melee*).

#### MOVING THE SHADOWS [ISLES WRESTLING]

**Prerequisite:** Genius, Boulders on the Mountain, Combat Maneuvering [Athletics], Kinematics [Athletics], Applied Strength [Martial Artist]  
The master moves of the isles lie in these hidden techniques.

- When making any type of Grapple maneuver (Pin, Restrain, Slam or Throw) you gain Substantial Cover for as long as you maintain the grapple.
- On your CF Action Count while maintaining a grapple with an opponent you can make a free attempt to grapple an adjacent (Short ER) foe.
- Add a +20 bonus to BODY for all Grappling purposes (including inflicting damage).

#### IN THE ARMS OF THE HEAVENS [ISLES WRESTLING]

**Prerequisite:** Legendary, Moving the Shadows, Armatura [Martial Artist], Overpower [Athletics]  
A true master is unstoppable.

- When you make a Grapple or Grab maneuver your opponent cannot Dodge, Parry or Block the action.
- You use your Isles Wrestling style skill ranks in place of BODY to determine the BODY (or combined BODY) of an opponent or group of opponents you can effectively grapple.
- When you grapple opponents you can make attacks that break bones and pulverize flesh, inflicting your style base damage (only) in BODY damage when you grapple opponents. This damage is in place of the HP damage inflicted as outlined in Shrugged Thunder but occurs on the same cycle (7 CF Counts). If you choose to Slam or Throw an foe, convert half the HP damage you would normally inflict into BODY damage and discard the rest.

#### ARDUIN LEGEND:

**Stringmugar, and his fight with the Ko'upato Lizard in the Anvil of the Sun on his descent into the 9th Hell to save his hell lost son.**

A powerful tale shared on the isles and without, that relates the journey of Stringmugar and his blood brothers on their journey to recover the soul of his child, Tingnar. His son's soul was cast into hell shortly after birth at the command of the Jalhah of Ktob, who was wroth with Stringmugar for not marrying his daughter.

Overcome by the act, Stringmugar slew the Jalhah in his palace on Snow Rings Step and then mustered his bravest and boldest brothers: Talos of the Bronze Fist, Kinkatal of the Jubilant Blade, Sinxivil, Binder of the Stars to name a few; to dare the gates of the 9th Hell and beyond to get his son's soul back.

Their journey's are many and usually told as a marathon session. However, the 17th tale is spectacular as it relates Stringmugar's challenge to the Ko'upatao Lizard that guarded the gate to the 9th Hell in the Anvil of the Sun. Stringmugar agrees to wrestle the two ton beast in return for safe passage. Augmented by the Gloves of Chaeil, Stringmugar had the strength of a Star Giant (but not its mass). He used that to his advantage as he crawled and wrestled with the lizard, usually his great strength to rip its scales from its body and burrow inside to squeeze its heart into bloody pulp.

The tale culminates with the lizard's death throes and of Stringmugar's weary but triumphant journey from the inside of the great two-ton lizard.

## JOOKHETT-KHOON

The Jookhett-Khoon style of martial arts is a Kobbitt style of fighting and few outside of this race tend to know it as the race's masters refuse to teach others not of their own kind. The style is simple, though formidable and relies on a great variety of kicks, short fast punches and extreme aggressiveness.

**Prerequisite:** Trained Athletics, Trained Acrobatics, ADROIT 11+, Trained Kobbitt Culture

**Style Attribute:** ADROIT

**Style Basics:** Style attacks use kicks to primarily inflict damage. Critical successes use the Bash critical chart and fumbles use the Maneuver fumble chart.

**Style Weapons:** Dagger, Morning Star

ATK	CF	DEF	DME	CRIT	F	ER
7	0	2	d6+2	97	3	S-C

**Proficient:**

Shadowless Kick

**Trained:**

Space between Heartbeats

**Experienced:**

Striking as Shadows Fall

**Specialist:**

Maelstrom of the Hells

**Expert:**

Through the Heart

**Genius:**

Felling of Giants

**Legendary:**

Even Titans Fall

### SHADOWLESS KICK [JOOKHETT-KHOON]

**Prerequisite:** Proficient

Your style kicks are very difficult to Parry, Block or Dodge. Add a +30 bonus to your attack totals for enemies to attempt to Parry or Block them. If an opponent is attempting to Dodge, they must make a TD 110 Dodge or they fail.

### SPACE BETWEEN HEARTBEATS [JOOKHETT-KHOON]

**Prerequisite:** Trained

You attack with great swiftness and can launch multiple kicks in what seems like one movement.

- You can use a quickened action to make a style attack but only if you also make a style attack

with your normal action. You must also attack the same opponent with this additional style attack. You can do this more than once if you have multiple quickened actions.

- You can use a quickened action to speed up your next CF Action Count by +4. This quickening only affects the next CF Action Count and has no effect on the others, if any, remaining in the melee round. You cannot do this if you have no other CF Action Counts left available in the melee round.

*Example – Shaelruiln knows the Space Between Heartbeats secret. When he gets into a fight with drunk saurig, he uses his greater speed (CF 28 vs CF 19) to his advantage. On CF 28, Shaelruiln attacks the saurig with a normal action, hitting for 11 HP and burns a quickened action to attack again, striking for 10 HP damage. Only 3 and 2 HP get through the saurig's DR. Shaelruiln goes again on CF 21, hitting and inflicting 14 HP this time, getting 6 HP through its DR. He expends a quickened action to speed up his next CF Action Count from CF 14 to CF 18. The saurig attacks on CF 19, hits but Shaelruiln Dodges. On CF 18, Shaelruiln attacks (normal & quickened). Both hit and the saurig fails on his Parry. Shaelruiln inflicts 12 and 15 HP damage, getting another 11 HP past its DR. At this point the saurig is down 22 HP, a little less than half its total. It gets to go again on CF 12 but misses. Shaelruiln goes on CF 7, landing another double strike but only 7 HP past its DR. The saurig goes on CF 5, the last action of the melee round and hits finally, Shaelruiln missing his dodge. The saurig hits hard, inflicting 20 HP damage. It could be a long fight or short one.*

### STRIKING AS SHADOWS FALL [JOOKHETT-KHOON]

**Prerequisite:** Experienced, Space between Heartbeats

You learn to launch attack after attack against an opponent, overwhelming and saturating their defense. When you use a normal action and succeed in hitting an opponent with a style attack, even if it is Dodged, Parried or Blocked, immediately roll again to see if you hit with an additional attack. Each succeeding attack is at a cumulative -10 ATK penalty and cumulative +2 Fumble chances. You can do this any number of times but each additional free attack lowers your CF for the current melee round and the next by -1 CF.

*Example – Continuing the fight, Shaelruiln decides to get serious. Using Striking as Shadows Fall on CF 28, he launches an attack and hits; his follow on attack at -10 hits too, as does the one at -20, -30, -40, -50, -60 until he misses on the -70 attack. The saurig managed a parry on one*

but the other 6 still get through, inflicting 10, 12, 9, 15, 13, and 16 respectively. The saurig has 8 DR, so 26 HP get through. Added to the previous 29 HP inflicted, its enough to knock the saurig out. Of course, Shaelruin has a -7 CF penalty this melee round and the next as well.

### MAELSTROM OF THE HELLS [JOOKHETT-KHOON]

**Prerequisite:** Specialist, Striking as Shadows Fall, Flurry [Combat], Celerity [Martial Artist]  
You can unleash a hellish storm of deadly kicks. You can make a special form of style Flurry attack as outlined under the Flurry Combat secret except you only suffer a -10 ATK penalty instead of the -20, you can strike one or more opponents as desired, and the CF Recovery penalty on the next melee round is -1 for each attack made.

### THROUGH THE HEART [JOOKHETT-KHOON]

**Prerequisite:** Expert, Maelstrom of the Hells, Brawn [Athletics], Driving Force [Martial Artist]  
Your can make kicks of extreme and vicious power.

- You consider your BODY to be +1 higher for every 5 style skill ranks when figuring damage.
- You can use a quickened action to add a +5 bonus to style critical success chances.
- You can use a quickened action to force an opponent you hit to also make a Knockdown check as well, using your style skill as the TD.

### FELLING OF GIANTS [JOOKHETT-KHOON]

**Prerequisite:** Genius, Through the Heart, Combat Maneuvering [Athletics], Unorthodox Movement [Acrobatics], Applied Strength [Martial Artist]  
Your attacks can take down even giants.

- Add d6+2 to style damage.
- You can use a quickened action to gain a +10 bonus to critical success chances.
- When you make a successful style attack you also make a free Knockdown attempt but your foe does NOT get a chance to knock you down if you miss.

### EVEN TITANS FALL [JOOKHETT-KHOON]

**Prerequisite:** Legendary, Felling of Giants, Combat Maneuvering [Athletics], Overpower [Athletics], Unleashed Spring [Acrobatics], Life Pool [Martial Artist]

Even the greatest of foes fall beneath your attacks.

- Add d6+2 to style damage.
- Add +2 to CF.
- You can make a special style attack that takes a quickened and normal action and the expenditure of 2-ESS. Attack your opponent normally but if

you succeed in hitting convert the HP damage you would normally inflict into BODY damage.

## MLU-KJUK

Mlu-Kjuk is an Urukk style of unarmed combat that uses hand and foot movements, blocks, throws, grappling and breaking techniques in an effective way to break, destroy and annihilate any opponent. The philosophy of Mlu-Kjuk is to act with speed, precision and utter ruthless will in order to decimate any opponent. In violence and its expression one finds certain perfection. It reflects well the determined outlook of the Urukk.

**Prerequisite:** Trained Athletics, Trained Combat, Experienced Urukk Culture, 9+ STR, 7+ ADROIT

**Style Attribute:** REF

**Style Basics:** Style attacks use the hand, foot or body. Critical successes use the Bash critical chart and fumbles use the Maneuver fumble chart. You can use your Style skill to make grapple attacks.

**Style Weapons:** Staff, Long Spear, Broad Sword, Morning Star

**Style Structure:** Athletics, Combat

ATK	CF	DEF	DME	CRIT	F	ER
6	0	4	d4+4	96	2	S-C

**Proficient:**

Three Battles

**Trained:**

Revolving Hands

**Experienced:**

Destroy and Defeat

**Specialist:**

Center the Gravity of Battle

**Expert:**

One Hundred Hearts Punch

**Genius:**

Shattering Ground

**Legendary:**

Fury of the Dark God

### THREE BATTLES [MLU-KJUK]

**Prerequisite:** Proficient

In Mlu-Kjuk three battles are fought: one of body, one of mind and one of will. Mastering these melees is the first steps along the path of mastery.

- Add a +d4 to Mlu-Kjuk style damage and add +10 as a bonus to your BODY in any BODY comparison situations or when making a BODY check.
- Every 10 skill ranks in Mlu-Kjuk adds a +1 bonus to your PD.
- Add a +10 bonus to all EGO check rolls.

### REVOLVING HANDS [MLU-KJUK]

**Prerequisite:** Trained

A part of Mlu-Kjuk centers on soft application of power to destroy a foe. You can make a Press action as outlined under Charge without making a Charge action, i.e. from a stationary position against any opponent within reach. You cannot move with the Press and if the target Dodges the attack you do not need to make the Acrobatics check to keep your feet. You cannot move with your opponent and they only travel the difference as outlined under Press in the Battle and Melee section.

### DESTROY AND DEFEAT [MLU-KJUK]

**Prerequisite:** Experienced, Three Battles

Sometimes called the "Fourth Battle", this secret builds on the doctrine of mastery but with an outward reflection of power and violence.

- You can strike opponents with 10 or more DR without potentially taking damage.
- Add a +3 bonus to Mlu-Kjuk critical success.
- Add d4+2 to Mlu-Kjuk style damage.

### CENTER THE GRAVITY OF BATTLE [MLU-KJUK]

**Prerequisite:** Specialist, Revolving Hands, Style Axioms [Martial Artist]

Techniques to unbalance, throw and grapple; contains close-quartered striking, sweeps, take-downs and throws.

- Add a +10 bonus with all Grapple actions and add +10 as a bonus to your BODY in any BODY comparison situations or making a BODY check.
- When you make a Press action as outlined under Revolving Hands you also inflict your style damage.
- When determining damage inflicted from a Grapple action you add your Mlu-Kjuk style damage.

### ONE HUNDRED HEARTS PUNCH [MLU-KJUK]

**Prerequisite:** Expert, Center the Gravity of Battle, Destroy and Defeat, Applied Strength [Martial Artist]

To master this technique, it is said one must sunder the hearts of one hundred beings, exploding them in

their chests. You must declare this attack before you roll and it takes a normal action. Attack like normal. If you hit, determine damage like normal. Your opponent must make a Shock save using a TD equal to the damage you inflicted added to a base TD 100. If your opponent fails the Shock save they suffer a Y-level Bash critical in addition to the damage you inflict. If what you rolled was a critical success when you attacked you ignore the above and add +25 to rolls on the critical table instead.

### SHATTERING GROUND [MLU-KJUK]

**Prerequisite:** Genius, One Hundred Hearts Punch, Life Pool [Martial Artist], Shock Attack [Combat], Unbounded [Athletics]

You train to make attacks that shatter ground, bone and body of your opponents.

- You can expend 1-ESS to add your STR as a bonus to all Mlu-Kjuk style attacks and to make automatic Knockdown attacks when you make Mlu-Kjuk style attacks. This ability lasts for one minute.
- When determining how much material you can break when you make strikes against unattended inanimate objects, use style skill ranks vice BODY.
- When your attacks are Blocked or Parried you still inflict your basic style damage on the person.

### FURY OF THE DARK GOD [MLU-KJUK]

**Prerequisite:** Legendary, Shattering Ground, Empty Strike [Martial Artist], Overpower [Athletics], Kinematics [Athletics], Motion [Martial Artist]

Like dark Urukk god of yore you command the battlefield, leaving little but smoking bloodstained fields behind you.

- You can expend 1-ESS to wreath yourself in a fulminating yellowish aura that lasts one minute and sickens and kills natural vegetation on touch. It also adds +30 to all Defenses, +20 to all Saves, and +5 to all resistances.
- You can expend 2-ESS to wrap your appendages in a bloody tinged yellow aura that leaves fiery welts on opponents. The effect lasts one minute and inflicts an additional 2d6+6 mixed fire/acid damage in addition to style damage on every attack.
- You can expend 2-ESS to add a +10 bonus to all style critical success chances for one minute.

You can invoke any single one of the above as a quickened action or any combination of 2 or more as a single normal action.

## MUL-LLU

Mul-Llu started as a watered down version of Mlu-Kjuk but grew into something else as the martial art went beyond the normal boundaries of the Orc nations and drew upon the martial heritage and knowledge of other arts. It still maintains its core heritage and draws upon strikes, kicks, throws and breaking techniques to demolish opponents. However, Mul-Llu was changed forever after Kaev-Sora, its greatest modern master. Kaev-Sora took from his in-depth knowledge of other arts and created the modern form of Mul-Llu.

**Prerequisite:** Trained Athletics, Experienced Orc Culture, 7+ STR, 5+ ADROIT

**Style Attribute:** REF

**Style Basics:** Style attacks use the hand as the primary means of attack. Critical successes use the Bash critical chart and fumbles use the Maneuver fumble chart.

**Style Weapons:** Long Spear, Axe, Scimitar

ATK	CF	DEF	DME	CRIT	F	ER
5	0	5	d4+2	97	4	S - C

**Proficient:**

Black Iron Fist

**Trained:**

Dancing with Wobras

**Experienced:**

Fist Storm

**Specialist:**

Taunting the Manticore

**Expert:**

Defang the Basilisk

**Genius:**

Gouge the Sky

**Legendary:**

Gorbragna's Fist

### BLACK IRON FIST [MUL-LLU]

**Prerequisite:** Proficient

More of a "hand" art than its progenitor, Mul-Llu trains to generate power with short and long movements to strike and destroy opponents.

- Add a +d4 to base style damage.
- Extend the style ER to S - M instead of S - C.
- Make attacks against opponents with DR without suffering a chance of taking damage.

### DANCING WITH WOBRAS [MUL-LLU]

**Prerequisite:** Trained

This technique was integrated into Mul-Llu from the martial arts found in the kingdom of Ghandamahl. It focuses on defense and dodging while waiting for the right opening to strike. It must be declared at the start of every CF Action Count but adds a +30 bonus to Dodge and a +50 bonus to DEF when used. It restricts all Mul-Llu attacks to Medium range only but adds a +1 critical success chance for Mul-Llu attacks made.

### FIST STORM [MUL-LLU]

**Prerequisite:** Experienced, Black Iron Fist

This secret is more of a return to its roots but enhanced by techniques from Hndyn-Kcor and Street martial arts. Fist Storm seeks to overwhelm an opponent's defenses and land hammer blow after hammer blow on an opponent. Fist Storm is a maneuver that breaks out of the normal sequence of CF Action Counts to allow you to launch an all-out-attack against an opponent in an attempt to overwhelm their defense. This aggressive move allows you to make an ATK roll on a CF Action Count at -15 ATK and then an additional ATK every CF Count afterward at a cumulative -15. You can continue to make attacks until you reduce your attack bonus to zero or less. At the end the Fist Storm maneuver you suffer a -1 CF recovery penalty for each attack made during the maneuver on the next melee round. Once you make a Fist Storm maneuver, your CF Actions for the rest of the melee round are done. If, during the Fist Storm you reach CF Count 0, you are done. Also, if you use a Fist Storm maneuver consecutively you carry forward the CF recovery penalty from any previous Fist Storms.

*Example - Lougren's normal CF is 29 and he has CF Action Counts of 29, 22, 15, 8 and 1. He engages in melee like normal until CF Count 15, whereupon he launches a Fist Storm maneuver. His total attack bonus is 112. His first Fist Storm attack is on CF 15 at 97. His next is on CF 14 at 82. His third is on CF 13 at 67, the fourth on CF 12 at 42, fifth on CF 11 at 37, sixth on CF 10 at 22, and seventh and last on CF 9 at 7. Lougren is done for the melee round and when the next one starts, he is -7 CF and starts on CF 22 instead of 29. If he does another Fist Storm on CF 22, he will get to attack on 19, 18, 17, 16, 15, 14 and 13 but his CF penalty for the following melee round will be -14 (CF recovery penalty carryover).*

### TAUNTING THE MANTICORE [MUL-LLU]

**Prerequisite:** Specialist, Dancing With Wobras, Stance [Martial Artist]

Taunting the Manticore is a meld of the roots of Mul-Llu with techniques stolen from the Amazonian arts of the Motherland. It relies on the bait and hook ploy, opening up weaknesses in defense to apply countering attacks that inflict powerful damage and effects. Taunting the Manticore must be declared at the start of every CF Action Count and requires a normal action. To use Taunting the Manticore you create a window in your DEF and if an opponent strikes in this window you can inflict a withering counterattack while avoiding the attack as well. To do so, for the CF Action Count invoked and four CF Counts following you can choose to lower, raise or a combination of both to your DEF score by a value equal to no more than your Mul-Llu skill ranks. If an opponent strikes within this range you are considered to launch a successful Parry while simultaneously inflicting full normal style damage. You can do so any number of times during this time frame against any number of opponents whose attacks as long as you could normally parry their attacks. This automatic parry is considered part of the secret and requires no further actions but must fall within the CF Count limit described above. The counterattack applies only to physical attacks. Non-standard attacks such as with fire or magik are not eligible with this secret. If your next CF Action Count occurs before four CF Counts elapse then the effect of this secret ends.

*Example – Tsuteara uses Taunting the Manticore against a vociferous and rude opponent. Her DEF is normally 88 and she has 42 ranks in Mul-Llu. Believing her opponent to be weak, she chooses to lower her DEF by 42, creating a window for Taunting the Manticore between 42 and 88. Her opponent turns out more skilled than she thought, landing blows easily (striking well over 100 on each strike). On her next action she adjusts, raising her DEF by 42 instead, creating a window between DEF 88 and 130. Her opponent lands a blow within this range and she releases the counterattack. More satisfied, she continues to pummel and teach him a lesson.*

### DEFANG THE BASILISK [MUL-LLU]

**Prerequisite:** Expert, Fist Storm, Doctrinal Secrets [Martial Artist], Celerity [Martial Artist]

Literally a blended speed and power technique whose practitioners supposedly learned by smashing and then snatching the teeth out of basilisk young.

- Add d4+2 to base style damage.
- When you use Celerity you can quicken the next CF Action Count by +4 instead of +2.
- If your Style attack is blocked, add your STR attribute as bonus to see if the attack pierces the protection of the blocking device.

*Example – Lougren's engages in melee with another fighter in the arena. On his CF Action Count he makes an attack. His opponent blocks the attack with a small shield. Lougren would have inflicted 21 HP damage but because of Defang the Basilisk he adds +8 more for his STR attribute. The shield has 3 DR and 25 BODY. The shield would have normally absorbed the attack but because of the added bonus, 1 HP of damage still comes through and Lougren destroys the shield as he punches through it!*

### GOUGE THE SKY [MUL-LLU]

**Prerequisite:** Genius, Defang the Basilisk, Applied Strength [Martial Artist], Combat Maneuvering [Athletics], Brawn [Athletics]

The technique is a series of powerful moves taken from Amak Gorgas, the Dwarven art of unarmed combat but modified and altered to fit into Mul-Llu.

- Take a penalty in -30 DEF increments to gain a +2 DME and +1 style CRIT for the CF Action Count. You can stack this penalty as high as you like to gain the bonuses but cannot take your DEF below zero. You must declare this action at the beginning of the CF Action Count and it lasts for 7 CF Counts or your next CF Action Count.
- You can use a quickened action to add your full STR bonus for the CF Action Count to Style attacks but suffer a -30 DEF penalty when doing so.
- Gain the benefit of full MASS when you make any kind of Charge maneuver and add one-half MASS to Knockdown maneuvers.

### GORBRAGNA'S FIST [MUL-LLU]

**Prerequisite:** Legendary, Gouge the Sky, Taunting of Manticore, Applied Strength [Martial Artist], Overpower [Athletics], Stock Attack [Combat]

- Add d4+4 to base style damage.
- Add a +5 bonus to Mul-Llu critical success and +25 on the critical success chart.
- When you make a successful style attack you also make a free Knockdown attempt but your foe does NOT get a chance to knock you down if you miss.

## RHINGORDA

Rhingorda is the Arduinian rough and tumble style of fighting born in the streets of Talismondé, the capitol of Arduin. It translates from Arduinian to mean Jumping or Leaping Sandals and relies on spectacularly fast combinations of kicks, frequently using leaping kicks, all in combination with straightforward linear hand strikes.

**Prerequisite:** Trained Athletics, Trained Acrobatics, Experienced Arduin Culture

**Style Attribute:** ADROIT

**Style Basics:** Style attacks all occur from rapid but powerful strikes with the hands, arms, legs and feet to inflict damage. Critical successes use the Bash critical chart and fumbles use the Maneuver fumble chart.

**Style Stricture:** Combat

ATK	CF	DEF	DME	CRIT	F	ER
7	0	3	2d4+2	98	2	S - M

**Proficient:**

Iron Sandals

**Trained:**

Jumping Sandals

**Experienced:**

3 Strides Movement

**Specialist:**

Kick that shook Eastside

**Expert:**

Adamantine Leg

**Genius:**

Talismondé Leap

**Legendary:**

Dance of Storms

### IRON SANDALS [RHINGORDA]

**Prerequisite:** Proficient

You have learned to kick anything.

- You can make Rhingorda style attacks against opponents with DR without suffering a chance of taking damage when you strike them and can Parry and Block using your Style without suffering damage from weapons.
- Add d4+1 to style damage.

### JUMPING SANDALS [RHINGORDA]

**Prerequisite:** Trained

You can make Leap or Running Jump attacks with your Rhingorda style (only), even if you do not have the secrets and add +20 to ATK, +5 to CRIT and +8 DME in place of the normal benefits of Leap or Running Jump attack (see Acrobatics skill for more details).

### 3-STRIDES MOVEMENT [RHINGORDA]

**Prerequisite:** Experienced, Proprioception [Athletics]

3 Strides Movement combines a quickened action with a normal action attack into a special active maneuver that allows you to attack at greater distances using a sliding almost aerial movement. 3 Strides Movement allows you to move your normal distance to strike an opponent with a Rhingorda style attack (only) on your CF Action Count and then return to your previous position the next CF Count. You actually move the distance you cross to attack when you use this maneuver and cross it back on the second CF Count.

### KICK THAT SHOOK EASTSIDE [RHINGORDA]

**Prerequisite:** Specialist, 3- Strides Movement, Style Axioms [Martial Artist]

When you make a Rhingorda style attack you add a +10 bonus to critical success chances.

### ADAMANTINE LEG [RHINGORDA]

**Prerequisite:** Expert, Kick that Shook Eastside, Iron Sandals, Applied Strength [Martial Artist]

Your kicks are truly devastating, knocking opponents off their feet and inflicting cruel damage.

- When you make a successful style attack you also make a free Knockdown attempt but your foe does NOT get a chance to knock you down if you miss.
- Add a +5 bonus to critical success chance and a +10 bonus to DME with Rhingorda style attacks.

### TALISMONDÉ LEAP [RHINGORDA]

**Prerequisite:** Genius, Adamantine Leg, Combat Maneuvering [Athletics], Jumping Sandals, Body as Mind [Martial Artist]

The very heart of Rhingorda lies in these moves.

- If you succeed in a Rhingorda style attack against an opponent, you immediately launch an additional Rhingorda style attack against the same opponent (only) on the next CF Count at a -20 ATK penalty. If this additional attack succeeds, you can make another one on the next CF Count but at -40 ATK penalty and so on, adding a -40 penalty, such as -80, -120, -160, and so on until you miss, you choose to stop or you reach CF Count 0.

- Add a Critical Grade A (+10 on rolls on the critical chart) to Rhingorda style attacks.

### DANCE OF STORMS [RHINGORDA]

**Prerequisite:** Legendary, Talismondé Leap, Kinematics [Athletics], Empty Technique [Martial Artist], Dodging Strike [Acrobatics], Overpower [Athletics]

A true Rhingorda master can unleash a whirlwind of kicks, strikes and moves that leave opponents stunned, unconscious or dead. You can make Rhingorda style attacks like outlined under Talismondé Leap except you can move your normal movement to strike opponents OR make a Running Jump or Leap attack against opponents and the penalty to successive attacks is -20 ATK and then -40, -60, -80 ATK and so on.



Siincha is a form of free for all boxing practiced primarily in the nation of Sandara. It relies on tactics, speed and power to deliver devastating blows to overwhelm opponents. While overtly seeming simple in its movements Siincha is very effective and much more subtle than its humble movements display. Originally a festival sport, Siincha became the repository of hidden combat lore during the subjugation periods of Sandara's history. Most of the true martial application of Siincha is subtle and disguised; this allowed Sandarans to practice openly and without fear of reprisal by the different nations dominating their island nation. It's a common theme for moves to be hidden within moves within moves and so on as unraveling one layer of complexity in Siincha leads to deeper and deeper layers.

**Prerequisites:** Experienced Sandara Culture, Trained Combat, Trained Guard, 7+ STR, 7+ REF

**Style Attribute:** REF

**Style Basics:** Style attacks use the hand as the primary means of attack. Criticals use the Bash critical chart and fumbles use the Maneuver fumble chart.

**Style Weapons:** Dagger, Chain

**Style Structure:** Combat, Guard, Meditation, Sandara Culture

ATK	CF	DEF	DME	CRIT	F	ER
4	0	4	d6+2	96	2	S - C

**Proficient:**

Stalwart Arm

**Trained:**

Vanguards Desire

**Experienced:**

Forsaken Thoughts

**Specialist:**

Fluid Deceptions

**Expert:**

Chilling Embrace

**Genius:**

Enigma of the Thirteen

**Legendary:**

Incarnadine Wave

### STALWART ARM [SIINCHA]

**Prerequisite:** Proficient

In Siincha you train to deliver power from the ground up over and over again. The endurance and strength of Siincha practitioners is well known and widely respected.

- Add d6+2 to Style damage.
- Use a quickened action to add one-half STR in damage to Style attacks made in a CF Action Count.

### VANGUARD'S DESIRE [SIINCHA]

**Prerequisite:** Trained

Subtlety is threaded throughout the Siincha martial codex. History has required those who studied the art to disguise their practice and movements as artist sport instead of deadly warring combinations. A Siincha practitioner can change any melee maneuver or attack into Style attack or vice versa at any point up until the dice are rolled. When the switch is made, the target and any observers must make a TD 100 + Style skill ranks to notice the change. Targets of an attack who fail to notice the switch are considered Outmaneuvered against the attack. Regardless of the switch you maintain the DEF and other benefits of the position you were in previously.

*Example - Jinra, a pirate sailing on the Black Wave, knows Siincha and when he and the rest of the crew attack a fat merchantman on Amberine Sea, he gets into a merry pickle of a fight with two of the merchantman guards. He hacks at one of them with his cutlass but switches at the last minute and unleashes a blistering punch to the face instead. As the second guard goes down to the deck, spewing blood and teeth, Jinra smirks.*

*Jinra used Vanguard's Desire to switch his normal attack with the cutlass into a Style attack. Since he switched from normal to Style, he maintains whatever DEF and bonuses in melee*



that he has normally. If he flipped the other direction and switched from a Style attack to one with his cutlass, he'd retain what benefits his Style would provide.

### FORSAKEN THOUGHTS [SIINCHA]

**Prerequisite:** Experienced, Vanguard's Desire  
When you act you do so without hesitation or doubt.  
When using Siincha, you can do the following:

- Add one-quarter skill ranks to PD to demonstrate your utter focus.
- Add one-quarter REF as a bonus to Style damage.
- You can give up a quickened action to add a +5 bonus to Style Critical successes for a CF Action Count. This effect lasts for 4 CF Counts or your next CF Action Count if it comes before 4 CF Counts elapse. You can only give up 1 quickened action and gain this benefit.

### FLUID DECEPTIONS [SIINCHA]

**Prerequisite:** Specialist, Forsaken Thoughts, Life as Power [Martial Artist]

You actions are the gentle movement of water, full of power yet gentle, direct but subtle.

- Add +1 CF as a bonus.
- If you know the Elastic Mind secret from the Combat skill, you reduce the CF penalty by -3 instead of by -2.
- You can give up a quickened action to add one-half REF to DR for a CF Action Count. It lasts for 4 CF Counts or your next CF Action Count if it comes before 4 CF Counts elapse. You can only give up 1 quickened action and gain this benefit.

### CHILLING EMBRACE [SIINCHA]

**Prerequisite:** Expert, Fluid Deceptions, Driving Force [Martial Artist], Flurry [Combat]

You can explode into a vortex of attacks that seem to come from every direction, focused on a single target. Chilling Embrace is a special form of All-Out Attack as noted under Combat skill description. However, it only consumes a normal action instead of a normal and quickened action. You also do not lose the benefits of the Guard skill, its secrets or the benefits of your Style skill. You do not lower your DEF to zero. You still cannot Dodge, Parry or Block however. In return you gain a bonus to attack equal to 50 plus Style skill ranks and a bonus to critical success chances equal to your REF for the CF Action Count. This effect lasts for 4 CF Counts or your next CF Action Count if it comes before 4 CF Counts elapse.

### ENIGMA OF THE THIRTEEN [SIINCHA]

**Prerequisite:** Genius, Chilling Embrace, World in a Mote [Meditation], Life Pool [Martial Artist], Style Axioms [Martial Artist]

Siincha history speaks of 13 heroes whose wisdom and power were unparalleled. Each took one part of Siincha and added to it, weaving hidden mysteries into the style. Enigma of the Thirteen is like a super version of the Style Axioms secret with additional benefits. Instead of adding the bonuses listed under Style Axioms for every 15 Path skill ranks, do so for every 10 Style skill ranks instead. Also, for the purpose of the bonuses it provides to modify game elements, add +1 to your REF for every 5 Style skill ranks to a maximum of double the attribute. Lastly, select one secret from Stalwart Arm, Forsaken Thoughts or Fluid Deceptions. With the secret you choose, you no longer need to use a quickened action to gain the benefits described within the secret but instead gain it as a passive bonus.

### INCARNADINE WAVE [SIINCHA]

**Prerequisite:** Legendary, Enigma of the Thirteen, Legendary Move [Combat], Empty Technique [Martial Artist], Life Pool [Martial Artist], Genius Sandara Culture

The ultimate move of Siincha only passed on to a very select few masters. Only those who truly understand the history of Sandara can ever use this move. The Legendary Move secret must be taken in the Chilling Embrace secret. Incarnadine Wave uses both a normal and quickened action and allows a person to move one foot per 10 Style skill ranks in a straight line, striking every person in ER along the wave with a Chilling Embrace attack. You are constrained as noted under the Chilling Embrace secret and cannot move farther than your normal movement would allow. If for some reason you stop before reaching the end of your max movement, such as running into a solid wall, you are finished for the CF Action Count.

## SSSHAZZOOR

The only recognizable martial art thought to have originated with the Deodanth. Normally only taught to females of the species though some rogue males and other races have learned it too. Ssshazoor draws upon a Deodanth's native talents and natural weaponry and uses slashing hand and foot strikes while integrating leaps and kicks with deceptive and confusing movements all combined with a "whatever works" philosophy.

**Prerequisites:** Experienced Deodanth Culture, 15+ ADROIT, 15+ REF, 15+ STR, 13+ WITS, Leap Attack [Acrobatics], and Running Jump Attack [Acrobatics]

**Style Attribute:** ADROIT

**Style Basics:** Style attacks use hands, knees, elbows, feet, claws and teeth as the primary means of attack. Critical successes use the Slash critical chart and fumbles use the Maneuver fumble chart. You can apply Weapon secrets to the Ssshazoor Style and [Deodanth only] Ssshazoor attacks ignore the normal penalty for striking creatures or objects with 10 or greater DR. [Deodanth only] You can also make Leap or Running Jump attacks with Ssshazoor and gain the benefits of both.

**Style Stricture:** Combat, Meditation

**Note:** non-Deodanths who learn this style typically do not have the natural weapons Deodanth possess. A non-Deodanth uses the appropriately listed table. For beings with natural weapons, integrate only one-quarter the damage. Deodanths do not integrate their claw or bite damage into the martial art; it's already factored in.

### Non-Deodanth

ATK	CF	DEF	DME	CRIT	F	ER
5	0	4	d6+3	97	8	S - C

### Deodanth

ATK	CF	DEF	DME	CRIT	F	ER
10	0	10	d4+12	93	4	S - M

### Proficient:

Flow of Shadows

### Trained:

Greeting the Avalanche

### Experienced:

Bloodlust of the Demons

### Specialist:

Sunder Heart

### Expert:

Rending Sphere

### Genius:

Life Nemesis

### Legendary:

Relentless

### FLOW OF SHADOWS [SSSHAZZOOR]

**Prerequisite:** Proficient

Techniques are learned to enhance the native defense and nimbleness and one learns to flow through air and shadow like water, parting it before you.

- Add a +20 advancement bonus to DEF.
- Add a +10 Dodge bonus.
- Deodanth [only] add their natural racial bonus with Claws [Weapon] to their Style skill checks.

### GREETING THE AVALANCHE [SSSHAZZOOR]

**Prerequisite:** Trained

Greeting the Avalanche is an aggressive headlong maneuver that seeks to overwhelm and destroy an opponent. Greeting the Avalanche adds a bonus of 50 plus one-half Style skill ranks to Style attack rolls and +5 to Style critical success chances for the CF Action Count. The effects last for 4 CF Counts or your next CF Action Count if it comes before 4 CF Counts elapse.

### BLOODLUST OF THE DEMONS [SSSHAZZOOR]

**Prerequisite:** Experienced, Focus [Meditation]

The secret requires you to be a Deodanth or have in some manner obtained the equivalent to their Charming Gaze and to possess a ruthless, merciless demeanor. Bloodlust of Demons allows you to use your Style skill instead of your Mind skill to make the Charm. If you succeed, the target is transfixed immediately that CF Action Count, utterly paralyzed by the intense power of your gaze and overwhelming bloodlust. Once charmed, the victim is helpless, considered paralyzed completed until the charm is broken or they perish. Normally any amount of damage or ill effect requires you to re-roll against the victim's PD. You add a bonus of +50 to all such rolls. However, when using this secret you can only affect a single being with your Charming Gaze until you release them or they die.

### SUNDER HEART [SSSHAZZOOR]

**Prerequisite:** Specialist, Burst of Power [Combat], Driving Force [Martial Artist]

A vicious series of moves that teaches a practitioner to seize and rip free the heart from living beings. To use Sunder Heart roll a Style attack normally but add +1 for every 5 Style skill ranks to critical success chances. If you succeed with a critical success, use

the Piercing critical chart and add +25 to the roll.

### RENDING SPHERE [SSSHAAZZOOR]

**Prerequisite:** Expert, Greeting the Avalanche, Body as Mind [Martial Artist], Transcendent Will [Meditation]

The secret requires you to be a Deodanth or have in some manner obtained the equivalent to their Jumping and Time Jump capability. Rending Sphere allows you to use a normal action to make a running jump attack no farther than 20 ft away to attack a single target and literally jump, spin and somersault around them while inflict a merciless array of blows.

Rending Sphere actually splices time while doing so, using a highly focused version of a Deodanth's normal time jump ability. Visually, the person blinks in and out of time, crossing the distance by splicing time. This makes avoiding, dodging, parrying, blocking or otherwise evading the attack -100 worse on all rolls. The secret drains -5 off CON, REF, REAS and BODY, impairing each attribute whether you succeed or fail, but provides the equivalent of one style attack for every 35 skill ranks or portion thereof when used. However, each attack continues, regardless of whether a fumble or critical success occurs as the splicing of time makes all the takes juxtapose. Equally so, none of the attacks benefit or take on penalties for the effects of the individual attacks until the Rending Sphere action is complete.

*Example - A Ssshazzoor stylist uses Rending Sphere, expending a normal action to attack a lone traveler in an ambush. He leaps from hiding, seemingly blinking from the leaves he was hidden in to next to the traveler and then around him in a dizzying array of attacks from all directions. With a skill rank of 115, our Ssshazzoor stylist would inflict the equivalent of 4 running jump attacks worth of damage, with 4 potential chances to crit [or fumble] on the target. Even though he rolls a fumble on the first one, he continues to roll and attack, inflicting a normal hit and then a critical success on next rolls. Then when the action ends he feels the effects, good or bad of the criticals/fumbles rolled.*

### LIFE NEMESIS [SSSHAAZZOOR]

**Prerequisite:** Genius, Sunder Heart, Bloodlust of Demons, Empty Technique [Martial Artist], Only the One [Meditation]

The secret requires you to be a Deodanth. Life Nemesis is a devastating attack that uses a Deodanth's full native talents to slip through time and land a pitiless collection of blows against a single target. Life Nemesis uses a quickened and normal action, can be against any target within ER and requires only a successful roll against the opponent's DEF. Life



Nemesis cannot be evaded or eluded in any way unless the target has a way to prevent time-based attacks and then they can make a check against the attack with a penalty equal to your Ssshazzoor skill ranks. If Life Nemesis succeeds in hitting the target's DEF, they immediately take your skill ranks in HP damage and suffer d3 random critical hits. The secret drains -7 off CON, REF, REAS and BODY, impairing each attribute whether you succeed or fail.

### RELENTLESS [SSSHAAZZOOR]

**Prerequisite:** Legendary, Life Nemesis, Rending Sphere, Antaboga [Meditation], Kinematics [Athletics], Implacable Resolve [Self Control]

The secret requires you to be a Deodanth. Relentless allows you to make a use Deodanth native talents and abilities to avoid consequences through a combination of physical ability, time shifting, vision and implacable mental and magikal force. The secret drains -10 off CON, REF, REAS and BODY, impairing each attribute but allows you to avoid any action or event that takes place in a single CF Action Count if you could have avoided it by using a full melee of actions. Any action or event that lasts longer cannot be avoided using this technique but you can declare Relentless at any point, including

immediately after the action or event occurs. If what you use equals a 50% or less percent chance to succeed or you rely on a skill, power or ability with a chance to fail, you must roll the dice to determine whether you can avoid it or not. A successful avoidance using Relentless does not physically relocate or move you unless doing so is a prerequisite to success. In that case, the GM dictates your placement.

*Example – A Sssbaazgoor stylist is fighting a yellow dragon. The dragon belly flops on top of him. The Sssbaazgoor stylist declares Relentless and avoids the attack, since he could have feasibly avoided the attack had he a melee round's worth of movement to get out of the way. Later he is knocked into a pit of lava. The GM rules the attack could be dodged but levies a -50 penalty. This reduces the stylist's Dodge but he still has his normal melee round of actions to attempt the Dodge to succeed. Later the same yellow dragon attempts to use disintegrate magic on the same stylist. Since this spell rolls versus MD and the stylist has no way to avoid the spell, or bolster his MD to the point where it could not be pierced by the magic, he cannot use Relentless to avoid it.*

## STREET

Street is the rough, no nonsense unsanctioned rules of hand-to-hand fighting learned in the streets, bars, and back alleys everywhere. Street has little to no organization of skill and draws upon whatever works and uses all types of punching, kicking, throwing, wrestling, or common sense improvised tactics, like biting, eye gouging, hitting other participants with objects or throwing objects at them. Any rules of combat are dictated by personal choice.

**Prerequisite:** Trained Urban, Trained Athletics

**Style Attribute:** WITS

**Style Basics:** Style attacks all occur from strikes, bites, kicks, stabs, bashes and so on from the hands, arms, legs feet, head and other parts of the body to inflict damage. Critical successes use the Bash critical chart and fumbles use the Maneuver fumble chart.

**Style Weapons:** Street can use all sorts of improvised weapons. To them, a rock is just as good as a knife in this case. Untrained weapon usage means you only use the dice portion of damage for the weapon and add its ATK bonus to fumble chances.

ATK	CF	DEF	DME	CRIT	F	ER
3	0	3	2d4	98	6	S-C

**Proficient:**

Blindside, Cheap Shots, Street Grit, Sacrifice Shot

**Trained:**

Cornered Rat, Hard Boiled, Low and Dirty

**Experienced:**

Brutal Moves, Juggernaut, Tooth and Nail

**Specialist:**

Dead or Alive, Improvised Tactics

**Expert:**

Tougher than You

**Genius:**

Fast and Brutal

**Legendary:**

The Winner

### BLINDSIDE [STREET]

**Prerequisite:** Proficient

You are the master of the sneaky tricks that distract and unsettle your opponent and of the unethical or uncultured blow that turns your opponent's knees to water. You can do the following:

- Setup your opponent, using a quickened action to gain a +20 bonus to a Style attack on that CF Action Count.
- Distract, using a quickened action to make a TD 75 Street Style skill check against 1 target. If you succeed, the target's next CF Action Count is -2 CF later than it should be for the melee round. No effect if the target has no further CF Actions.
- You can pile on any Prone opponent if they are adjacent to your position, using a quickened action to grapple them without making a skill check.

### CHEAP SHOTS [STREET]

**Prerequisite:** Proficient

You have learned a whole arsenal of cheap shots to render an opponent useless. You can do the following:

- Blind an opponent: pepper to the eyes, sputum in the face or just a two-finger poke, either way it requires a quickened action and a Street Style skill check against 1 target's DEF. If you succeed, you blind the opponent for d10 CF Counts.
- Mute an opponent: a punch to the throat, a slap to the voice box, or jab to the lungs, either way it requires a quickened action and a Street Style skill check against your foe's DEF. If you succeed, you mute the opponent for d10 CF Counts.
- Stomp: stomping on a foot, a kick to the shins, or a shot in a nerve cluster all works perfectly to

slow down your opponent. The move requires a quickened action and a Street Style skill check against your opponent's DEF. If you succeed then they move at half movement for d4 melee rounds.

### STREET GRIT [STREET]

**Prerequisite:** Proficient

You were raised in the hard world of street fighting and survival and know its rules well.

- Go for the jugular: You never wait around to listen to the bad guy monologue but go right for the kill. You can use a quickened action to add a +3 critical chance to all your Street Style attacks made against that opponent that melee round.
- Take a Shot: You know how to take a hard hit and keep ticking, roll with blows and soak damage. As a quickened action you can add a temporary +5 DR to avoid damage for 1 CF Action Count. You can elect to use this at any time, even after a successful roll to hit is made against you.
- Every consecutive successful Street Style attack you make against the same opponent provides a bonus against them, adding +5 to Street Style skill checks until you or they disengage or quit fighting.

### SACRIFICE SHOT [STREET]

**Prerequisite:** Proficient

You know that sometimes you have to take a hit in order to give one. Add a +10 bonus to Shock rolls and anytime you are hit in melee by an opponent, you can give up quickened action to make a Street Style attack. Once you have made a Sacrifice Shot against an opponent, it lasts for the melee round, allowing you to respond with a Street Style attack for any attacks that melee round against the same foe.

### CORNERED RAT [STREET]

**Prerequisite:** Trained

Never corner a rat, they always find a way out, even if it's right through you. A cornered rat can always take a quickened action if they have one available, even if Outmaneuvered, bound or otherwise restrained. The only times a Cornered Rat cannot take an action are if they are paralyzed, petrified or dead.

### HARD BOILED [STREET]

**Prerequisite:** Trained

You have survived the harsh rite of passage on the streets and little bothers you.

- Add a +20 bonus to Shock, Fear and PD.
- You add a +20 bonus against attempts to stun,

subdue or inflict pain (and any status or conditions stemming from pain). If the attack or action normally disallows a save or automatically works, you can make a Shock save against it, using the action/attacker's roll as the TD. If you succeed, you blow off the effect, stun, subdue or pain.

- You can make unarmed attacks against opponents with DR without suffering a chance of taking damage when you strike them.

### GM NOTE ON ENGAGEMENT

When determining whether an opponent "engages" you or not, remember the rule of thumb is it occurs when they attack, take an action, or interact with you. So a person with a long spear attacking you 15 ft away is engaging you. However, if they are beyond your ER to reach them you can't do anything about it. For example, Low and Dirty allows you to use a quickened action to make an attack against opponents as they engage you. If they are outside your ER when this happens, then the attack would be lost if attempted due to insufficient ER.



### LOW AND DIRTY [STREET]

**Prerequisite:** Trained

When enemies engage, you sneak in a foul blow to remind them you learned to fight on the streets, where the low and foul is the norm. Uses a quickened action but you can make a Street Style attack against an enemy when they engage with you. If they disengage and then re-engage, you can use the same dirty trick again.

### BRUTAL MOVES [STREET]

**Prerequisite:** Experienced, Street Grit

When you hit someone, it leaves a mark. Add a +2 bonus to your Street Style critical success chances and a +8 bonus to DME with Street Style attacks.

### JUGGERNAUT [STREET]

**Prerequisite:** Experienced, Hard Boiled

Once in motion you are virtually unstoppable and can plow through, overrun, or crush anything. When making Charge actions apply the following rules:

- Use your Style skill ranks in place of BODY for Charge actions to determine whether you can Overrun or Press an opponent.

- Regardless of the Charge action you make, you use your full MASS as damage instead of dividing it in half like normal.
- When you Overrun as part of a Charge action, you do not need to expend a quickened action to overrun additional opponents.
- When you Press as part of a Charge action, you consider each opponent individually when determining whether you can press one or more additional opponents.

### TOOTH AND NAIL [STREET]

**Prerequisite:** Experienced, Low and Dirty

When you fight, it's for keeps with all you have got. You have an extra quickened action every CF Action Count that is ONLY usable only for Street Style secrets.

### DEAD OR ALIVE [STREET]

**Prerequisite:** Specialist, Hard Boiled, Life as Power [Martial Artist]

When you scrap only one person is going to come out on top. When fighting with Street Style, you have a floating +20 bonus you can add to ATK, any defense (DEF, MD, PD) or to Shock or Fear saves. The bonus can only apply to one of them during a CF Action Count but you can move it whenever you want to a max of once per melee round, even after dice have been rolled!

### IMPROVISED TACTICS [STREET]

**Prerequisite:** Specialist, Tooth and Nail, Driving Force [Martial Artist]

You are good at fighting and know how to get in hard hitting deadly shots in quick. Add +1 to CF and +3 to Street Style critical successes.

### TOUGHER THAN YOU [STREET]

**Prerequisite:** Expert, Dead or Alive, Street Grit, Style Axioms [Martial Artist]

The only way to survive on the streets is to be tougher than the competition.

- When an opponent lands a critical hit, you reduce the roll for Critical chart by -10.
- You can make a special damage soak action. When you take a hit from an opponent, you can elect to make a Shock check against the attack (handled mechanically like Parry). If you succeed, you reduce the HP damage by an amount equal to your BODY but take 1-BODY damage for every 10 HP soaked in return.

*Example – Clolard is fighting with the Mielskan Ogre brothers at the burned out inn in the Scimitar Hills. He's been*

*tracking them for days and finally caught them. He got the jump on them but things turned for the worse when he slipped during his ambush (he fumbled). It gave them time to recover and Geno, the younger one, lands a wicked punch. Geno rolled a total of 138 and Clolard is out of actions so he uses Tougher than You to counter it, applying his Shock save roll against Geno's roll. He succeeds with a 147 and reduces the HP damage Geno inflicted by 38 (Clolard's BODY score), effectively negating it but it costs him 4-BODY damage in return. Its okay though, all he has to do is survive long enough for the contact poison smeared on to his body and in his clothes to paralyze them.*

### FAST AND BRUTAL [STREET]

**Prerequisite:** Genius, Dead or Alive, Combat Maneuvering [Athletics], Applied Strength [Martial Artist], Motion [Martial Artist]

You can make a special attack against a single opponent. The attack takes both a quickened and a normal action to perform. Make a Street Style skill check against your opponent's DEF. If you succeed, count the attack as an automatic critical success. If not countered, you roll a critical success naturally on the dice, add +10 to the roll on the critical hit chart.

### THE WINNER [STREET]

**Prerequisite:** Legendary, Fast and Brutal, Tougher than You, Kinematics [Athletics], Empty Technique [Martial Artist], Overpower [Athletics]

You don't lose. Ever. What you don't win by sheer toughness you win by reputation.

- You can make Fast and Brutal attacks with a normal action.
- Add the Social Motifs of Acknowledged, Feared and Hardy.
- When you make Tougher than You checks to soak damage, you only suffer BODY impairment instead of damage.



## SYLLINDION

The Syllindion style of martial arts is a High Elf style which translates from High Elven as Ice Prevails. It focuses on primarily hand and upper body movements, attacks, trapping moves and joint locking techniques. Syllindion is a strongly internal art that follows on the principle of binding within to bind the world without.

**Prerequisite:** Trained Athletics, Trained Guard, Trained Meditation, Experienced High Elf Culture, 8+Ego

**Style Attribute:** EGO

**Style Basics:** Style attacks all occur from redirecting an opponent's own energy or physical positioning to inflict damage. Critical successes use the Maneuver critical chart and fumbles use the Maneuver fumble chart.

**Style Weapons:** Long Spear, Pike, Long Bow

**Style Stricture:** Athletics, Combat, Guard, PD

ATK	CF	DEF	DME	CRIT	F	ER
5	0	7	d4+4	97	1	C - M

**Proficient:**

Unshackle the Animals

**Trained:**

The Mountain is Still

**Experienced:**

Flow into Darkness

**Specialist:**

The Mountain Shivers

**Expert:**

Icy Heart, Fiery Mind

**Genius:**

Mountain Meets Glacier

**Legendary:**

The Nexus Unfolds

### UNSHACKLE THE ANIMALS [SYLLINDION]

**Prerequisite:** Proficient

The inner heart is represented by harmonic animals that resonate with the spirit. With Unshackle the Animals you learn to unleash the atavistic heart of your inner animals. One animal represents each of your attributes and you can unleash it to add a bonus as listed below. To use Unshackle the Animals requires a quickened action & you can only unshackle 1 animal at a time. Once unleashed, the bonus remains in effect for your EGO in melee rounds.

### UNSHACKLE THE ANIMALS TABLE

Attribute	The Inner Animal adds the attribute as a bonus to...
ADROIT	DEF
REF	Dodge
STR	Add half the attribute to damage
SIZE	Poison / Venom save
MASS	Disease save
CON	Shock save
WITS	ATK rolls
REAS	To a single skill of choice
ESS	Magik DEF
EGO	Psychic DEF
CHAR	Fear save

### THE MOUNTAIN IS STILL [SYLLINDION]

**Prerequisite:** Trained

The mountain moves only with the pace of the world and not to the tempo of the wind.

- Add +30 against knockdown and all grappling maneuvers
- When using your Syllindion Style skill to Parry, you can elect to take a -20 penalty (declared prior to the Parry) to redirect and drive the attacker into the ground or a nearby object, inflicting your style damage like normal. You must succeed with the Parry for this to work.

### FLOW INTO DARKNESS [SYLLINDION]

**Prerequisite:** Experienced, The Mountain is Still

Offense is born in defense like darkness is born from the quelling of flame.

- When using your Syllindion Style skill to Parry, if you succeed you also strike the vitals and pressure points of your opponent as well, forcing them to make a TD 50 plus your skill ranks as a Shock save or suffer a -20 penalty to all actions for d3 melee rounds.
- Add d4+2 to base style damage.

### THE MOUNTAIN SHIVERS [SYLLINDION]

**Prerequisite:** Specialist, Life as Power [Martial Artist], Flow into Darkness

The Mountain Shivers takes a normal action and requires 1-ESS impairment. Under its effect add MASS to DR. While using The Mountain Shivers you can apply 1 of the following:

- If you totally resist the damage of a person's attack they must make a TD 100 Shock save or be stunned for 1 melee round.
- If you totally resist the damage of a person's attack (none of it pierces your DR), you can use

a quickened action to Throw them as outlined under Grapple & Throw (no Athletics roll required)

- If you totally resist the damage of a person's attack you can use a quickened action to inflict damage to their vital points equal to your style damage.

You can maintain The Mountain Shivers for 1 melee round for every 5 Syllindion style skill ranks.

### ICY HEART FIERY MIND [SYLLINDION]

**Prerequisite:** Expert, The Mountain Shivers, Style Axioms [Martial Artist], Fluidity [Athletics]

Your inner power is a crystallizing power that calms the heart while searing the mind into a hyper state. Icy Heart Fiery Mind requires a quickened action to invoke and 2-ESS impairment. You can maintain Icy Heart Fiery Mind for 1 melee round for every 5 skill ranks and it does the following:

- Adds +2 to CF
- Adds 2d4 to base style damage
- Adds +30 to PD
- Adds +30 to Shock and Fear saves
- Provides an additional quickened action

### MOUNTAIN MEETS GLACIER [SYLLINDION]

**Prerequisite:** Genius, Icy Heart Fiery Mind, Life Pool [Martial Artist], Detachment [Self Control], Discipline [Self Control]

Your inner power is a towering mountain.

- When you make style attacks against an opponent, you attack their DEF normally but inflict an unmodified d4+4 BODY damage instead of HP damage.
- When using your Syllindion Style skill to Parry, you can elect to take a -30 penalty (declared prior to the Parry) to redirect the power of the attack upon your foe, reflecting 100% of their damage back on them. You must succeed with the Parry for this to work.

### THE NEXUS UNFOLDS [SYLLINDION]

**Prerequisite:** Legendary, Mountain Meets Glacier, Empty Technique [Martial Artist], Metabolic Control [Self Control], Only the One [Meditation], Kinematics [Athletics]

You can reach deep within to unfold your inner power like a nexus opens into the world.

- As a normal action you can enter a mystical state powered by your inner power. This use of The Nexus Unfolds requires 1-ESS impairment per CF Count but allows you to pool your inner power to absorb any amount of physical damage

from one attack for every 50 skill ranks during the CF Count.

- For 2-ESS impairment you can reach out with your inner power and strike an opponent without physically touching them. The reach of your inner power is 1 ft for every 5 skill ranks. The damage you inflict is your normal style damage in HP but you bypass all DR, regardless of source.
- As a quickened action you can make a Syllindion style skill check against an opponent's MD. If you succeed, you can expend 1-ESS impairment to damage their magical aptitude, inflicting and unmodified d4+3 damage to their APT.



## TESSARED-TOHIBA

While generally non-violent, the style of martial arts was developed by Hobbits out of necessity. Seen by the world as easy pickings, these gentle race came up with what they call, "surprise and flatten". Tessared-Tohiba uses tactics, anatomical knowledge of opponents, nerve, muscle and weak point attacks to inflict damage and incapacitate. It's also a highly "secret" form of martial arts where blood oaths are sworn by its practitioners to insure none but Hobbits ever learn its techniques.

**Prerequisites:** Experienced Hobbitt Culture, Hobbitt Race (see description above), Trained Medical, REF 13+, ADROIT 15+  
**Style Attribute:** ADROIT



**Style Basics:** Style attacks use the power of the opponent against them and weak point strikes as the primary means of attack. Critical successes use the Maneuver critical chart and fumbles use the Maneuver fumble chart. You can use Tessared-Tohiba to make Grab, Grapple, and Knock Down actions.

**Style Stricture:** Anatomy [Know], Medical

<b>ATK</b>	<b>CF</b>	<b>DEF</b>	<b>DME</b>	<b>CRIT</b>	<b>F</b>	<b>ER</b>
2	0	6	d4+2	98	5	S-C

**Proficient:**

Art of One

**Trained:**

Out of Nothingness

**Experienced:**

Mercy of the Storm

**Specialist:**

Fist of the Titan

**Expert:**

Neali's Rebuttal

**Genius:**

Seal One's Fate

**Legendary:**

Unfolding Dragon

### ART OF ONE [TESSARED-TOHIBA]

**Prerequisite:** Proficient

Knowing where and how to strike the hidden weaknesses of others is one of the three "hearts" of Tessared-Tohiba style. If you have at least 25 skill ranks in Anatomy [Know] for the race or creature or have the being in your Bestiary [Beast Ken secret], then no skill check is required and you can apply one of the below actions without a skill check. Otherwise, a Tessared-Tohiba style skill check versus TD 100 is required in addition to the style attack roll. If you fail the effect you have chosen does not occur though any other consequences of your failure for a bungled roll still do. Regardless, each action requires a normal and quickened action as well as a successful style attack against the opponent's DEF. Do one of the below:

- Apply a form of constriction to restrict your opponent's movement, lowering their DEF and ability to Dodge, Parry, Block and use Maneuver or Weapon skills. Roll for damage normally and reduce each of the above by -1 for every point of damage you would normally inflict. However, every point of native DR your opponent has lowers this amount on a one-for-one basis.
- Inflict damage to an opponent's physical form,

impairing their BODY. Roll for damage normally and apply -1 BODY impairment for every point of damage you would normally inflict. However, every point of FORT your opponent has lowers this amount on a one-for-one basis.

- Attempt to incapacitate, effectively freezing or paralyzing them in place. The TD for the Shock Save your opponent must make is your style skill check.

### OUT OF NOTHINGNESS [TESSARED-TOHIBA]

**Prerequisite:** Trained

You can take a penalty of -4 CF Counts to your next CF Action at any time to gain an additional quickened action on the CF Count you call for it as long as doing so does not reduce you to less than CF Count zero. You can do this even before you have gone in a melee round, more than once in a melee round or even during the same CF Count but not if you are outmaneuvered, paralyzed or constricted by some similar situation. You must have a CF Action Count remaining during the melee round you use Out of Nothingness or you cannot use the secret. If you reduce the next CF Action Count below the next CF Action Count in sequence, you lose the higher of the two CF Action Counts and take the lowest CF Count instead.

*Example - Shinga is ambushed by two rogues in an alley. Surprised during their initial assault they treat her pretty roughly but when she recovers (her CF -10 due to the ambush), she is no longer Outmaneuvered. Squeezed between the two she uses Out of Nothingness to gain an additional quickened action to Dodge their attacks. Since she normally goes on CF 35, but is reduced -10 due to the ambush, her first action is on CF 25. She uses both her normal and quickened actions on CF 25, but then uses Out of Nothingness to gain a quickened action on CF 23. As her next CF Action Count was CF 18, she reduces it to CF 14. Now she goes on CF Counts 14, 11, and 4 instead. If she uses Out of Nothingness again to gain a quickened action on CF 19, she will lose the CF Action Count on CF 14 and her CF Counts will be 10 and 4 instead.*

### MERCY OF THE STORM [TESSARED-TOHIBA]

**Prerequisite:** Experienced, Proprioception [Athletics] In Tessared-Tohiba, the "storm" is the representation of gentle fury, aimless, powerless but invincible. You can take a -10 penalty (declared prior to the Dodge) to Dodge an attack aimed at you and perform one of the following if you succeed with the Dodge action:

- Redirect the attack into a nearby target within ER.
- Make an automatic Knockdown attack against the foe.

- Drive the attacker into the ground or a nearby object, inflicting your Style damage like normal plus one-half their MASS in damage.

### FIST OF THE TITAN [TESSARED-TOHIBA]

**Prerequisite:** Specialist, Art of One, Style as Weapon [Martial Artist]

Deep is the knowledge followers of the adherents of Tessared-Tohiba learn about their opponents. Out of the redoubt of information they learn to apply the deadly moves of their art to fell even the greatest of foes. Against an Outmaneuvered, paralyzed or immobilized foe, you can use a normal action to attempt a powerful blow. Roll a Style attack like normal. If you succeed, the foe must make a Shock save equal to TD 150 plus your Style skill ranks or be Flattened for the rest of the melee round and -10 CF on the next melee round. Any being, however, with Fort 15 or higher is immune to this attack. Regardless of whether they make the Shock save or not, you inflict damage as normal. If you have 45 skill ranks or more in Anatomy [Know] in a particular race you can make this attack against such foes at any time and not only when they are Outmaneuvered. The effects of Fist of the Titan are not cumulative from melee round to melee round and the -10 CF penalty does not stack or accrue if you strike multiple times against a foe.

### NEALI'S REBUTTAL [TESSARED-TOHIBA]

**Prerequisite:** Expert, Fist of the Titan, Mercy of the Storm, Motion [Martial Artist]

Neali was a famed practitioner of Tessared-Tohiba and her fury was as volcanic as the Isles of Fire she hearkened from in the north. Suitably annoyed or insulted, she would explode into a tidal wave of fury unbounded by her diminutive size. Neali's Rebuttal is mechanically identical to the Combat secret Whirling Strikes except it adds a +2 bonus to the next CF Action Count for every successful strike instead of +1 and allows the use of other secrets during its use.

### SEAL ONE'S FATE [TESSARED-TOHIBA]

**Prerequisite:** Genius, Out of Nothingness, Life Pool [Martial Artist], Hakomi [Meditation], Discipline [Self Control]

In understanding the philosophy of Tessared-Tohiba one understands life and one's place in it.

- Add LEAD as a bonus to all saves.
- Ability to apply a Dodge action against any attack you can normally Parry but not Dodge.
- Gain an additional quickened action.

### UNFOLDING DRAGON [TESSARED-TOHIBA]

**Prerequisite:** Legendary, Neali's Rebuttal, Seal One's

Fate, Body as Mind [Martial Artist], Empty Strike [Martial Artist], Observation [Recon]

The greatest technique of Tessared-Tohiba, this secret allows one to attack and disrupt the life force of another being. Make a Style attack like normal. If you succeed, you can expend 2-ESS impairment to damage their life force, converting the Style damage you inflict (accounting for DR and other combat functions like normal) into ESS damage instead. If you overwhelm the foe's ESS, they die immediately.

## THRUGGA-ASPA

Thrugga-Aspa is a Throon martial art that was adapted from the Dwarven Amak Gorgas art. Thrugga-Aspa is even more straightforward and single minded in purpose and application than Amak Gorgas. Thrugga-Aspa is uniquely built to take advantage of Throon physiology and is not adaptable to other races unless they possess a completely similar physique.

**Prerequisite:** Experienced Athletics, Experienced Combat, Must be a Throon, STR 21+, SIZE 11+, and MASS 18+

**Style Attribute:** STR

**Style Basics:** Style attacks inflict blunt force trauma and utilize the entire body to inflict damage. Critical successes and Fumbles use the Bash charts. You can use your Style skill ranks for Grab, Grapple and Knockdown actions and use its damage in addition to BODY damage for any Grapple maneuver.

ATK	CF	DEF	DME	CRIT	F	ER
7	-2	-8	2d6+4	100	2	C -
M						

**Proficient:**

Rending Fists

**Trained:**

Hammering Hands

**Experienced:**

Tear in Half

**Specialist:**

Double Slam

**Expert:**

Unstoppable

**Genius:**

Juggernaut

**Legendary:**

Leviathan

### RENDING FISTS [THRUGGA-ASPA]

**Prerequisite:** Proficient

When you succeed with a Thrugga-Aspa style attack against an opponent you can immediately roll a second time to see if you hit again.

### HAMMERING HANDS [THRUGGA-ASPA]

**Prerequisite:** Trained

Power is a means to everything.

- Add one-half STR as a bonus to all Thrugga-Aspa style attacks but suffer a -20 DEF penalty.
- Make automatic Knockdown attacks when you make Thrugga-Aspa style attacks. When you compare your BODY versus another's to determine whether you knocked them down, add a +20 to your total as a bonus.
- When determining how much material you can break when you make strikes against unattended inanimate objects, use your style skill ranks instead of BODY.

### TEAR IN HALF [THRUGGA-ASPA]

**Prerequisite:** Experienced, Rending Fists

When you grapple an opponent you can make a special attack against them in an attempt to literally tear a creature in two pieces. You must have more BODY than your opponent for this maneuver to succeed. If you do, make a Thrugga-Aspa skill check opposed by their Athletics skill. If you win, convert the damage you would inflict and compare it against their BODY score. If greater than their BODY, you literally rip them in twain, effecting killing them immediately. If equal to or lower, you inflict damage normally.

### DOUBLE SLAM [THRUGGA-ASPA]

**Prerequisite:** Specialist, Rending Fists, Stance [Martial Artist]

When you grapple and slam an opponent you immediately do so again, effectively slamming them twice, inflicting the same damage over again.

### UNSTOPPABLE [THRUGGA-ASPA]

**Prerequisite:** Expert, Driving Force [Martial Artist], Brawn [Athletics], Proprioception [Athletics]

When you make a Charge action you are unstoppable.

- Add  $d6+2$  to basic style damage.
- Add your Thrugga-Aspa skill ranks to your BODY in all calculations to see whether you succeed at a Charge or Knockdown action.
- If someone Blocks your Charge action you do not take your BODY damage like you normally would when a Charge action is blocked.

### JUGGERNAUT [THRUGGA-ASPA]

**Prerequisite:** Genius, Unstoppable, Applied Strength [Martial Artist], Shock Attack [Combat], Unbounded [Athletics]

No one walks away from your attacks unscathed.

- When your attacks are Blocked or Parried you still inflict your unmodified style damage on the person.
- You can perform any number of consecutive Overruns without expending a quickened action.
- Add  $2d6+4$  to all Overrun damage inflicted.

### LEVIATHAN [THRUGGA-ASPA]

**Prerequisite:** Legendary, Juggernaut, Rending Fists, Hammering Hands, Tear in Half, Double Slam, Soak [Athletics], Overpower [Athletics]

You become an overwhelming and unconquerable force.

- Add  $2d6+4$  to basic style damage.
- Use your Thrugga-Aspa skill ranks in place of BODY for the Tear in Half secret and Hammering Hands for Knockdowns as described in the secret.
- If you succeed in a Knockdown attack of any type, you also are considered to have "Slammed" the opponent as well, inflicting your BODY damage, Charge damage using your full MASS as a bonus and their BODY damage.

*Example – Lougren is attacked by a Throon who succeeds in a Knockdown against him. The Throon inflicts its BODY damage of  $2d6+2$ , 20 HP damage from the charge bonus and Lougren's BODY damage is  $d6+1$ . Total he takes  $3d6+23$  HP damage plus  $5d6+10$  the Throon has from Thrugga-Aspa for a total of  $8d6+33$  HP damage.*

## TIONICCA

Tionicca is an urban style of street fighting developed by Elves over time and literally translates from Low Elven as Street Dancing. It has a long, colored history with roots in the Aerillion and Syllindion martial arts, taking the "best" from each.

**Prerequisite:** Trained Athletics, Trained Combat, Experienced Elf Culture (any), 10+ ADROIT, 10+ REF, 11+ WITS

**Style Attribute:** REF

**Style Basics:** Tionicca is a mixture of hard and soft

movements that transition from static to dynamic in a single breath. Tionicca uses the entire breadth of the body to inflict damage treating all parts of the body as capable of inflicting damage. Critical successes use the Maneuver critical chart and fumbles use the Maneuver fumble chart.

**Style Weapons:** Dagger, Club, Cestus

<b>ATK</b>	<b>CF</b>	<b>DEF</b>	<b>DME</b>	<b>CRIT</b>	<b>F</b>	<b>ER</b>
4	0	7	d4+1	100	1	C-M

**Proficient:**

Streams Flow Incessantly

**Trained:**

Scatter the Clouds

**Experienced:**

Show the Storm behind the Wind

**Specialist:**

Overturn the River

**Expert:**

Pour Out the Sea

**Genius:**

Churn the Ocean

**Legendary::**

Circle Heaven and Earth

**STREAMS FLOW INCESSANTLY [TIONICCA]**

**Prerequisite:** Proficient

You know how to move with the flow of action and aggression against you turning it to your advantage. Add your EGO to DEF as a bonus. You also can make a style parry against a weapon without taking damage in return.

**SCATTER THE CLOUDS [TIONICCA]**

**Prerequisite:** Trained

You are a master at handling multiple opponents and when surrounded by two or more opponents, you gain an additional Tionicca Style Parry. Every two additional opponents that surround you add another Style Parry as well. Also, when making a Tionicca Style Parry, you can:

- Make a reverse action simultaneously if you succeed in the Parry, allowing you to switch places with your opponent if you succeed. If you fail the switch fails.
- Take a -30 penalty (declared prior to the Parry) to redirect the attack aimed at you into a nearby target within Medium ER. You must succeed at the Parry for this to work.

*Example - Sallienya is traveling in Melkalund when she stumbles into a riot. A group peels off and mobs her. Six opponents surround her. Scatter the Winds provides her with 3*

*additional Style Parries, something she will probably need...*

**SHOW THE STORM BEHIND THE WIND [TIONICCA]**

**Prerequisite:** Experienced, Scatter the Clouds Behind the liquid moves of Tionicca is explosive power.

- Add a +20 bonus to style Parry maneuvers.
- +2 to Tionicca style criticals.
- You turn every successful style Parry into a counterattack, treating it as a normal style attack.

**OVERTURN THE RIVER [TIONICCA]**

**Prerequisite:** Specialist, Life as Power [Martial Artist], Show the Storm behind the Wind

Overturn the River takes a normal action and requires 1-ESS impairment. Under its effect you add +40 to Dodge and if you successfully Dodge an attack, you can automatically:

- Counterattack with a Tionicca style attack.
- Switch places with the opponent (regardless of the difference in size or BODY).
- Redirect the attack to a nearby opponent or target.

You can maintain Overturn the River for 1 melee round for every 5 Tionicca style skill ranks.

**POUR OUT THE SEA [TIONICCA]**

**Prerequisite:** Expert, Overturn the River, Style Axioms [Martial Artist], Hakomi [Meditation]

Your inner power is a vast sea of strength. Add LEAD as a bonus to all saves. Also, as a normal action you can replace 1 Save or 1 DEF with your Tionicca style skill ranks for 1 minute but it costs 2-ESS impairment

**CHURN THE OCEAN [TIONICCA]**

**Prerequisite:** Genius, Pour Out the Sea, Empty Strike [Martial Artist], Discipline [Self Control]

Your inner power reflects outward.

- When you make Tionicca style attacks against an opponent, roll against their DEF normally but apply the attack against their PD simultaneously. If you succeed in beating their PD, you inflict 1 point of BODY impairment for every 25 skill ranks in addition to normal HP damage.
- You can expend 1-ESS for a CF Action Count to make all your unarmed style attacks inner ones, applying them against your foe's PD and inflicting psychic damage instead of physical damage.

## CIRCLE HEAVEN AND EARTH [TIONICCA]

**Prerequisite:** Legendary, Churn the Ocean, Empty Technique [Martial Artist], Metabolic Control [Self Control], Only the One [Meditation], Kinematics [Athletics]

What you can bind within you can bind without.

- As a normal action, make a Style skill check against an opponent's PD. If you succeed, you can take a 3-ESS impairment to make an automatic Dodge attempt an unlimited number of times for one minute against attacks. You can apply this effect to any number of opponent's simultaneously. Magic and mental attacks are unaffected.
- As a quickened action you can make a Tionicca style skill check against an opponent's PD. If you succeed, you can expend 2-ESS impairment to damage their life force, inflicting d4+3 ESS damage.



T'Kalla-Lal, translates literally as Flying Serpent and is a very beautiful form of martial combat that uses cartwheels, flips, and sweeps as well as spectacular jumps and kicks to combat opponents and enemies. Many of the moves utilize extremely small spaces to maximum advantage to opponents. The martial art is masterful at marrying the use of gravity and the body torque to build power into the spectacular moves of this martial art.

**Prerequisites:** Experienced Acrobatics, Experienced Rainbow Isles Culture, 7+ STR, 9+ ADROIT, Trained Athletics

**Style Attribute:** ADROIT

**Style Basics:** Style attacks use kicks, sweeps, knee, elbow, and head strikes as the primary means of attack. Critical successes use the Bash critical chart and fumbles use the Maneuver fumble chart. T'Kalla-Lal is horribly inefficient at Parry or Block actions and if used with such only does so with one-quarter its skill ranks. T'Kalla-Lal allows for a person to make an Acrobatic Dodge as outlined under the Acrobatics skill but using style ranks instead. T'Kalla-Lal can be used to make Knock Down actions.

**Style Stricture:** Acrobatics, Athletics, Clandestine

**Style Weapons:** Cutlass, Club

ATK	CF	DEF	DME	CRIT	F	ER
4	0	6	d4+1	99	3	S-C

**Proficient:**

Wring the Tail of the Serpent

**Trained:**

Dance with Thorgs

**Experienced:**

Flight of the Feathered Snake

**Specialist:**

Unshackle the Vord

**Expert:**

Circles of the Sun Followers

**Genius:**

Fiends of Wave and Wind

**Legendary:**

Stalk of the Quarl

## WRING THE TAIL OF THE SERPENT [T'KALLA-LAL]

**Prerequisite:** Proficient

The first animal of T'Kalla-Lal is the Serpent. The serpent is subtle and its cunning is found within all the basic moves of T'Kalla-Lal.

- Add a +10 bonus to Dodge
- You can add the Clandestine base use of skill Covert Action to any style move you make without the TD 75 skill check. Otherwise it acts as listed under the Clandestine skill.
- Suffer no penalty for fighting from the Prone, Inverted, Seated or Kneeling positions.

## DANCE WITH THORGS [T'KALLA-LAL]

**Prerequisite:** Trained

The second animal of T'Kalla-Lal is the Thorg; lightning quick, agile, fierce but cunning and sly.

- You can make a Style attack like normal, inflicting damage and diverting the same foe from some action or from paying attention as much as they should. If you succeed in the attack, your opponent loses -2 CF on all CF Actions for that melee round, starting with their next CF Action Count. If they have no more CF Actions left that melee round, they lose the -2 CF on the next melee round instead. You can do this multiple times and it stacks. However, on successive attempts, your opponent can make an opposed Recon check with your Style attack to avoid the CF penalty.
- Add a +1 bonus to CF.
- Reduce the distance required to make the Charge action by -10. If you SIZE is less than 10, you effectively can Charge in place against an opponent.



## FLIGHT OF THE FEATHERED SNAKE

[T'KALLA-LAL]

**Prerequisite:** Experienced, Running Jump Attack [Acrobatics]

The third animal of T'Kalla-Lal is the feathered snake, known for its coiling explosive power used to leap onto prey, vicious bite and then leap away. Training allows you to make a special Running Jump Attack that is handled normally except you can make a free Knockdown attempt against your target foe if you hit, using your attack roll instead of an Athletics skill check. Regardless of whether you succeed or fail, you can elect to use a quickened action to land back in the position you started in as part of the same CF Action Count.

## UNSHACKLE THE VORD [T'KALLA-LAL]

**Prerequisite:** Specialist, Style as Weapon [Martial Artist], Applied Strength [Martial Artist]

The fourth animal of T'Kalla-Lal is the Vord, known for its powerful claws and fierce beak. The Vord is very powerful, masterful at seizing, pinching, twisting, and locking onto its victims to punish and kill.

- You can make a special action that takes a normal and a quickened action. You can make a Style attack against a number of foes equal to 1 for every 35 skill ranks as long as they are within Close ER.
- You can focus the above attack on a single opponent instead, making 1 style attack for every 35 skill ranks against them.
- Add d4+1 to Style damage.

*Example – Coerlal leaps into a crowd of people fighting in the streets of Talismondé. With 80 skill ranks in T'Kalla-Lal, she can strike up to 3 people in Close ER. In the mass of people, she can easily reach that many and proceeds to demonstrate the lethal beauty of T'Kalla-Lal to the ignorant. One person peels off to run and she bounds after them. When she catches them, she uses the same technique to strike, tear and rip them to shreds, making 3 style attacks per CF Action Count [Unshackle the Vord].*

## CIRCLES OF THE SUN FOLLOWERS

[T'KALLA-LAL]

**Prerequisite:** Expert, Elastic Mind [Combat], Style Axioms [Martial Artist], Untamed Step [Athletics]

In Amazon legend, the Sun Followers were a mix of Amazon, raptor and serpent, somewhat like modern Hawkmen but different in ways unexplainable. The Sun Followers roosted high in the Cairngorm Mountains of the Rainbow Isles and in watching and warring with them techniques were made to emulate

## ARDUIN LEGEND:

### PROTHOE

Zan Zu Ha was born out of a need to handle situations where an Amazon's trusted spear and sword was broken or unavailable. Its beginning was a crude, simplistic striking style that emulated weapon strikes. In this primitive state, it was just useful enough and passed on, Amazon to Amazon.

During the Jewel Wars, Prothoe, a legend among the heroes of that time, codified the Zan Zu Ha into something more refined. Her first use of her new creation was during the Salt Shore Battles and she successfully employed her new changes in the surf against Dream Islander marines. It was tested again and again during the Mile Mountain skirmishes and My-lyli revolt in the Silver Cities.

She went on later to codify and clean it up even more, creating her signature move, Chimera Dances on the Wind, during an impromptu skirmish with Aelr Jarl pirates that launched the 10-year Battle of the Maelstrom Storm. By the time of her death, several others had worked it more and led the way into making Zan Zu Ha the art it is today.

their ability in combat. As a note, Style Axioms must be in T'Kalla-Lal.

- You turn every successful Dodge into a counterattack, treating it as a normal style attack.
- You can apply the benefits of Tactical Assist, as outlined under the Combat base use of skill to yourself or any other within your Style ER without making a skill check or using an action.
- Add +3 to Style Criticals.

## FIENDS OF WAVE AND WIND [T'KALLA-LAL]

**Prerequisite:** Genius, Life Pool [Martial Artist], Wring the Tail of the Serpent, Aerial Moves [Acrobatics], Kinematics [Athletics]

The Rainbow Sea is home to many creatures and among them are the Amazons called N'kalla-nonchall-Laut, or the Fiends of Wave and Wind. Just like they did with the Sun Followers the

practitioners of T'Kalla-Lal studied them adding to their repertoire the moves and strength of these terrible beings.

- You can expend 1-ESS for a CF Action Count to make all your unarmed style attacks inner ones, applying them against your opponent's PD to outwit and outthink them, while inflicting physical damage.
- If you successfully attack a person you can use a quickened action to inflict damage to their vital points equal to your base style damage. This damage is treated like critical damage for the purpose of healing.
- You can expend 1-ESS to add +7 to Style Critical successes for a CF Action Count. This effect lasts for 7 CF Counts or your next CF Action Count if it comes before 7 CF Counts elapse.

#### STALK OF THE QUARL [T'KALLA-LAL]

**Prerequisite:** Legendary, Dance with Thorgs, Unshackle the Vord, Overpower [Athletics], Unbounded [Athletics], Pin Point Attacks [Combat]  
The fifth and most dreaded animal of T'Kalla-Lal is the Quarl, a beast who relies on frontal assault, aggression, and power. Practitioners of this animal use lots of breaking, ripping, and tearing actions and emphasize short and forceful movements. The Quarl fights fiercely, rending, tearing and breaking any open space of skin or limb that is left unguarded.

- When you attack a foe during your CF Action Count, take any HP damage you inflict, after applying DR and other applicable resistances and divide it by 5. This value represents the

additional BODY damage you inflict through your powerful attacks. Damage you inflict outside of your CF Action Count does not gain this benefit.

- Add +7 to Style Criticals
- Add 2d4+4 to Style damage.



Born in the wars of the Amazon Motherland, Zan Zu Ha translates readily from Amazon as Three Fists and is a combination of rapidly strikes and kicks combined with simple but effective holds and bars. Zan Zu Ha fighting generally leaves the initiative to the opponent and is a style of combat that relies heavily on countering moves.

**Prerequisites:** Trained Combat, Trained Amazon Culture, Trained Athletics, Trained Guard

**Style Attribute:** REF

**Style Basics:** Style attacks use the hand as the primary means of attack. Critical successes use the Bash critical chart and fumbles use the Maneuver fumble chart. You can use Zan Zu Ha to Parry weapon attacks without taking damage.

**Style Weapons:** Long Spear, Short Spear, Dagger, Axe

**Style Stricture:** Athletics, Long Spear [Weap], Military



ATKCF DEF DME CRIT F ER  
 3 0 8 d4+4 98 5 S-C

**Proficient:**

Phandelyon Seizes His Foe

**Trained:**

Hippogryf Spreads its Wings

**Experienced:**

Thorg Rends its Tail

**Specialist:**

Airshark Seeks Prey

**Expert:**

Vile of Fury

**Genius:**

Chimera Dances on the Wind

**Legendary:**

Blight of the Black Wind

**PHANDELYON SEIZES HIS FOE [ZAN ZU HA]**

**Prerequisite:** Proficient

The Phandelyon is the master at moving and counter moving with foes, adjusting to their actions and then springing forth to savage and kill its prey. History says Sister Bloodspear was the one who codified their moves, living among them as an equal for almost 20 years to perfect her techniques that later would become the foundation of Zan Zu Ha.

- Add a +20 bonus to style Parry maneuvers and add a +20 bonus to Combat base use of skill rolls when performing an Ambush or All-Out Assault.
- You can turn Tactical Assist, as outlined under the Combat base use of skill into an opposite effect, reducing a single opponent's rolls as listed.
- Add d4+4 to base style damage.

**HIPPOGRYF SPREADS ITS WINGS [ZAN ZU HA]**

**Prerequisite:** Trained

Amazons of the noble House of the Blazing Sun hunted and then later nurtured Hippogryf for hundreds of years. They codified the moves of the beast they revered into their family form of martial arts. War and harsh necessity spurred them to lead an uprising and the noble family taught their style to their soldiers. In time the powerful moves and dizzying ability of the Hippogryf made their way into the Zan Zu Ha doctrine as something taught to all and no longer the family alone.

- You can use Guarded Defense as outlined under the Guard base use of skill without expending a quickened action. However it slows your next CF Action Count by -1; any remaining CF Action Counts beyond the next are unaffected.
- You extend the range of your Style to Medium ER.

- Using a quickened action, you may elect to counterattack against an opponent that misses when making an attack against you. Your counter is launched immediately and is resolved like a normal Style attack. You cannot counterattack if you elect to Dodge, Block, or Parry the attack, even if the effect is automatic due to a secret, magik or other means. You must have a quickened action available and have sufficient ER for the counterattack.

**THORG RENDS ITS TAIL [ZAN ZU HA]**

**Prerequisite:** Experienced, Phandelyon Seizes His Foe

The secret is a set of special techniques created by the Amazons of Ardashaera during their myriad battles with the Cynabahi and other foes. The techniques rely on misdirection, speed and cunning to set up and damage opponents.

- If you totally resist the damage of a person's attack (none of it pierces your DR), you can use a quickened action to Throw them as outlined under Grapple & Throw (no Athletics roll required).
- You have an extra quickened action every CF Action Count that is ONLY usable only for Zan Zu Ha Style secrets.
- Add d4+4 to base style damage.

**AIRSHARK SEEKS PREY [ZAN ZU HA]**

**Prerequisite:** Specialist, Celerity [Martial Artist], Stance [Martial Artist]

Alexiarae was a great Amazon priestess, known for her abiding faith and power over the winds. She hated Airsharks for their mindless savagery but admired them in a way as well for their brutal efficiency. Her experience with them led her to craft techniques in Zan Zu Ha to emulate their hunting and fighting patterns.

- Make Style skill check in place of the Athletics skill check for Overrun actions and use your Style skill ranks in place of BODY when making Charge actions to determine whether you can Overrun an opponent.
- When you Overrun as part of a Charge action, you do not need to expend a quickened action to overrun additional opponents and you inflict normal style damage in addition to normal Overrun damage to each opponent you Overrun.
- Add a +3 bonus to style critical successes.

### VILE OF FURY [ZAN ZU HA]

**Prerequisite:** Expert, Life as Power [Martial Artist], Desperation [Guard], Hardening [Athletics]

Among Amazon myth, none seemed more lethal, more villainous and prone to berserker fury than Toxophile. Her outlook on life was one of bitter fury and she inflicted it upon friend and foe alike, sparing none. She was a greater practitioner of Zan Zu Ha, however and instilled in those she taught an internal power, fearless determination, supernatural strength, and great ability to resist pain. Her way of fighting was to take pain, to give pain. Only one direction exists in battle, and that is forward. Her fight was to the death.

- Add a +2 bonus to Style critical success chances.
- Add a +30 bonus to rolls for Shock, Fear, PD and against attempts to stun, subdue or inflict pain (and any status or conditions stemming from pain). If the attack or action normally disallows a save or automatically works, you can make a Shock save against it, using the action/attacker's roll as the TD. If you succeed, you blow off the effect, stun, subdual or pain.
- Every consecutive successful Style attack you use against the same opponent provides a bonus against them, adding a +1 bonus to Style critical success chances until you/they die or quit fighting.

### CHIMERA DANCES ON THE WIND [ZAN ZU HA]

**Prerequisite:** Genius, Hippogryf Spreads its Wings, Applied Strength [Martial Artist], Kinematics [Athletics], Life Pool [Martial Artist]

A recognized Zan Zu Ha master among Amazons is Prothoe. She codified a lot of Zan Zu Ha into its more modern form and is considered one of its greater heroines. Chimera Dances on the Wind is considered her signature technique and tales of her time say she never lost a fight after perfecting it. You can expend 2-ESS to gain all the following benefits for one minute.

- You can make one additional Style Parry for every 15 Style skill ranks. Treat the additional Parry as a quickened action you have only available for a Parry.
- If you successfully attack a foe (hit their DEF), determine damage and then immediately make another attack but with a -10 ATK penalty. If this attack succeeds as well, make another attack at a -20 ATK penalty. You can make any number of attacks but each additional attack doubles the ATK penalty of the last; (-10, -20, -40, -80, etc) and must be made against the same

opponent and must be consecutive. If you miss or take a different action it ends. Counterattacks and similar maneuvers are not considered attacks for the purpose of this secret.

- Add +1 to CF as a bonus.

### BLIGHT OF THE BLACK WIND [ZAN ZU HA]

**Prerequisite:** Legendary, Intuitive Awareness [Recon], Empty Strike [Martial Artist], Only the One [Meditation], Guile [Clandestine], Secret Attack [Combat]

Thought a lost secret of Zan Zu Ha, Blight of the Black Wind is a deadly series of techniques that reach out to seize an opponents mind, numbing their attention, holding them motionless and unresponsive while Zan Zu Ha artist attacks. Outlawed in the Amazon lands and in other civilized lands where its legacy is known.

You can expend 2-ESS and a normal action to make a psychic attack against the mind of an opponent. Make a Style skill check like normal but against your foe's PD. If you succeed they are Paralyzed for as long as you expend a quickened action every CF Action Count to keep them so. In this paralyzed state you can apply any Zan Zu Ha HP damage you inflict directly to their BODY as damage. Other potential attackers inflict damage like normal against a paralyzed person.



# SOCIAL DIMENSIONS - CHAPTER ELEVEN



**SOCIAL DIMENSIONS**

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**SOCIAL DIMENSIONS**



Very few beings live in a vacuum. In Arduin Eternal beings relate to other beings, interacting and acting towards others. While most of this interaction is fully captured during game play, some details and mechanics are handled below.

### LIFESTYLE

Lifestyle determines how well you live and it eliminates the mundane necessity of determining expenses like food, repairing your armor, or buying beer. To maintain a lifestyle, you allocate Wealth to the lifestyle, spending an amount depending on the lifestyle chosen each month. If you don't have the Wealth to support the lifestyle, you drop to the next lowest lifestyle and continue to drop lifestyle levels each month until you can. See the Lifestyles table for Lifestyles and their associated cost.

A **Poverty** lifestyle is where you are broke, can't find a home, or just don't care. You don't shell out anything because you don't consume anything. Players who take this lifestyle have to manually pay, steal or figure a way of getting even the basics of water, sanitation or a bite to eat.

A **Survival** lifestyle is where you get by. Period. Can meet immediate survival needs, basic food, used clothing, minimal shelter and fuel.

An **Average** lifestyle meets your basic needs but isn't extravagant or even really nice. Humdrum.

An **Affluent** lifestyle is dining on nice food, wearing good clothes, traveling in comfort, etc.

A **Wealthy** lifestyle is extravagant and only nobility eat better, sleep better or get treated better than you.

A **Noble** lifestyle is the best of the best treatment, invitations to ritzy events, etc.

MONTHLY LIFESTYLE MAINTENANCE		
Lifestyle	Wealth	Wealth Standard
Poverty	NONE	None
Survival	100	Copper
Average	10	Silver
Affluent	25	Gold
Wealthy	50	Gold
Noble	100	Noble

### RELATIONSHIPS

The face we present to the world influences those around us. Reputation is built from it and as a byproduct of reputation, influence. The authority and ability to sway and influence in this social manner is known as a Social Motif in Arduin Eternal.

Social Motif is a descriptive term that defines a certain social or relationship aspect about you, whether famous or fear, noble or dishonest. A social motif can change how your character is perceived or provide an ability to act socially whether otherwise you are constrained. A social motif is perception-based and really is not a factor of whether what you are known for is true or not. You could have the Feared social motif, but if the audience, those you are trying to influence, don't recognize or don't know your Feared social motif, its ability is negated. Some social motifs actually add to the chance that your reputation has preceded you. The Acknowledged social motif makes the first impression check automatic for everyone you meet in one social motif you have, meaning one social motif you have is recognized whether you mean for it to be or not.

When you make a first impression check (via the Social skill; see the skill for more information) you "express" a social motif. You can express a social motif as a passive quickened action. When you make the Social skill check you determine which social motif you will express, including multiples if you have them.

*Example - A Trader with the social motifs of Merchant, Feared (for his cutthroat business tactics), Cherished (by the King of Arduin) and Insightful, might elect to only express his Merchant and Feared labels to some businessmen while using his Merchant, Cherished and Insightful social motifs with others.*

LIFESTYLE EFFECTS		
Lifestyle	Audience is positive...*	Audience is negative...*
Poverty	+10 per Lifestyle step difference between you and the audience	-10 per Lifestyle step difference between you and the audience
Survival		
Average		
Affluent		
Wealthy		
Noble		

**GM Note:** Read the Lifestyle Effects chart from left to right, choosing the appropriate bonus whether the audience you influence is positively or negatively reacting to you. A noble strolling through a poverty stricken side of town most likely will have a negative audience versus walking through an affluent side.

### HOW TO GET A SOCIAL MOTIF

The gaining of social motifs revolves around in-game action. It starts with you selecting a social motif. You can work on one social motif for every 25 Social skill ranks. Then, when you directly associate with, commit, or are thought to commit acts aligned with



the social motif you selected, make a check for Fame. You and your GM determine whether the impact was a minor, noted, or major one.

### D100 + LEAD + INTEL SKILL ADVANCEMENT BONUSES

If you succeed, roll the indicated dice and add the result to your Fame in the social motif. If you fail, nothing occurs. When the Fame reaches a value of 100, you gain the social motif. Acts that negatively impact your social motif follow the Fame Change Table as well but do not require a Fame check. The GM determines the impact level and notifies the player when to roll or to apply the resultant Fame loss.

A **Minor impact to Fame** is actions you undertook or were associated with only impact the social motif in a minor way, barely registering to your social audience.

*Example – An expert duelist fighting his 887th opponent is only of minor important towards earning the duelist social motif. Killing goblins on Goblin Ridge wouldn't even be of interest, regardless of how many he speared. His 1000th fight against a high profile duelist, however, is a different thing altogether.*

A **Noted impact to Fame** is actions you undertook or were associated with that impact the social motif in some noteworthy or significant way.

*Example – Crafting numerous very well made pieces of art to the local nobility that are well received and become the current buzz in the city is something of significant impact.*

A **Major impact to Fame** is actions you undertook or were associated with impact the social motif in a major way and strongly significant way.

FAME CHANGE			
Impact	Fame Check TD	...was positive, so add...	...was negative, so subtract...
Minor	125	d4	d4+2
Noted	100	d8	2d6+3
Major	75	2d10	2d10+10

*Example – Maintaining a stoic demeanor and refusing to give information no matter how tortured would be of major impact to the Disciplined social motif. A person adhering more adamantly to his faith than most priests when tested repeatedly would gain major benefits to gaining the Righteous social motif.*

## SOCIAL MOTIFS

While most social motifs provide some benefit, their true purpose is to open social avenues otherwise closed or restricted. The Merchant motif is an excellent example. It alone would open up numerous doors and turn unfriendly situations into friendly ones. After all, who isn't open to gaining a little coin?

### Acknowledged

Recognized widely by everyone; Acknowledged is always tied to a second, separate social motif. First impression checks are made automatically when you meet someone, without any action on your part required to express this social motif. An example is Acknowledged and Feared. Everyone who met you would automatically know you are Feared by the general populace.

### Avaricious

Known for your excess of greed; Avaricious adds a +5 bonus to any Wealth you gain individually and a +5% bonus to profit from business sources (any).

### Blessed

You are seen as specifically touched by the divine in a religious order. Blessed makes any Social and Intel skill checks with members of this order automatic if TD 100 or less and automatic failures to its enemies in this range. Blessed also opens up doors within this religion that otherwise are shut. You must name the religious order and must have the Pious and Righteous social motifs to achieve Blessed.

### Bonded

You are recognized as being financially backed by a highly regarded institution or individual. This provides a +5 bonus to all Business skill checks and adds +1% bonus to all business profit and a +1% discount on goods acquisition. You must name the backing entity and have the Esteemed social motif to achieve Bonded.

### Cherished

A noted figure of power (political, religious, governmental, personal, economic, etc.) holds you in special regard. You must name the figure. Cherished allows you to gain access to 1 Connection and d12 Contacts of the person and provides a bonus of +1 to all Trust gains with these people. If you lose the Cherished social motif, the Connection and d12 Contacts you gained lose -100 Trust immediately.



### **Clean**

You are regarded for your absolute non-association with criminal, underworld, street or shady elements. You are always considered to be fair, honest and scrupled. Non-Criminal, Underworld and Street Connections and Contacts gain a +3 on all Trust gain rolls. You also reduce the impact of Trust penalties by -1 for these contacts as well.

### **Connected**

You know people everywhere. Every game month you spend in an urban area provides you a new random Associate level contact with 5d10 Trust.

### **Creator**

You are regarded as a builder or maker of something. Name the "something" when you take on this social motif. All fair market value of your goods is automatically considered +30% higher.

### **Criminal**

Regarded for your strong association with the criminal, underworld, street or shady elements and seen as without scruples or dishonest.. Criminal, Underworld and Street Connections and Contacts gain a +3 on all Trust gain rolls. You reduce the impact of Trust penalties to these Contacts and Connections by -1.

### **Damned**

You are viewed as the equivalent to the evils of everything in society (you must choose one). Damned is the opposite of Blessed and closes doors instead of opening them. You must name the religious order and must have the **Reviled** social motif to achieve Damned.

### **Decadent**

Considered morally repugnant to a society and partaking in the ills of the societal structure (must choose a society). Decadent is the opposite of Disciplined.

### **Disciplined**

You are noted for your self-control, discipline and strength. Add +5 to LEAD in any situation when determining how many people you can lead. Also, add a +5 bonus to Social and Intel skill checks.

### **Dishonest**

You never met a lie you didn't like and are well known for your falsehoods and utter lack of ability to tell the truth. Add +20 to all skill checks when lying or fabricating the truth.

### **Divine**

Considered next-to or the direct divine minion of a deity of a religious order and are well recognized as touched by the divine in a religious order. Divine makes any Social and Intel skill checks with members of this order automatic if TD 200 or less and automatic failures in this range to its enemies. Divine also opens up doors within this religion that otherwise are shut. You must name the religious order and must have the **Pious, Blessed, Righteous and Holy** social motifs.

### **Dominant**

You are seen as controlling, overbearing and intimidating to others. Add a +10 bonus to skill checks to intimate or dominate another.



### **Duelist**

You are deemed a master killer on the green. Duelist provides you with the equivalent to a Rank III Legal and Political Connection solely toward getting out of legal or political trouble for killing people in an urban area. If the killing doesn't even remotely seem like a duel, you lose this protection.

### **Elite**

You are regarded as one of the few in the top of your Profession. Add a +3 bonus to all Fame changes including negative ones (reducing the amount of Fame lost by +3). You must name the Profession or Path. Requires the **Famous and Named** social motifs

### **Esteemed**

You are regarded with respect or acclaim in one area. Name the area when you take the social motif. Esteemed allows you to express this area as a form of social motif using a First Impression check.



### **Famous**

You are very well known. First Impression checks are automatic in all social motifs. Famous requires the **Acknowledged** and **Esteemed** social motifs.

### **Feared**

Everyone who knows you, fears you. Requires a reason (even if vague) to base this fear upon. When you express your Feared social motif, it counts as a real TD 100 Fear save to paralyze a person with fear for their 12 – EGO in melee rounds.

### **Guild**

Well recognized as part of a guild. Guild provides a +20 bonus to Social and Intel skill checks with members of the guild and its opposite to its enemies. Guild also opens up doors within the guild that otherwise are shut. You must name the guild.

### **Hardy**

Whether it was built through deeds or just pure fame, you are known as a tough, hard-to-kill, determined person who can survive anything no matter how harsh the situation. Add a +10 bonus to any skill check or roll where you apply this reputation to motivate or intimidate, including yourself.

### **Heroic**

You are widely regarded for your heroic demeanor, behavior and actions. Add a +1 bonus to Trust results rolls, a +3 bonus to Fame results rolls and a +5 bonus to LEAD checks. You must have the **Named** social motif.

### **Holy**

Your very touch is considered elevated above lesser mortals and you are well recognized as touched by the divine in a religious order. Holy makes any Social and Intel skill checks with members of this order automatic if TD 150 or less and automatic failures to its enemies in this range. Holy also opens up doors within this religion that otherwise are shut. You must name the religious order and must have the **Pious**, **Blessed**, and **Righteous** social motifs.

### **Honest**

Until proven otherwise your word is considered completely truthful. Any truth or non-truth you speak is considered genuine until determined differently

### **Influential**

You know exactly who to call upon to make events happen. You must have at least three different

Connection of Rank I or higher in your area of Streetwise to gain this social motif. In your Streetwise area you count each Connection as 1 rank higher. Influential requires **Esteemed** and **Well Known** social motifs.

### **Ingenious**

You are regarded as clever and resourceful. Raise your personal Wealth standard to Silver. If already Silver or higher, add a +30 bonus to Wealth. When you gain Wealth from any source, add a +5 bonus to all Wealth gains.

### **Judge**

You are seen for your ability to make unbiased and fair decisions. Add a +20 bonus when evaluating any information with the Intel skill and having it provides a doorway to contacts and connections otherwise not accessible.

### **Knighted**

Belong to a brotherhood or order of knights. Must actually be a part of such an organization to claim it. Knighted allows you to call on 2 social motifs of the order of knights you belong to as your own.

### **Known**

You have a strong reputation and add a +30 bonus to First Impression checks and a +10 bonus to all Fame checks.

### **Leader**

You are seen as a leader of men and double your LEAD when determining how many men will follow you.

### **Made**

Underworld organization has declared you untouchable. Acting against you is considered an act of aggression against their organization with appropriate retaliation. You must name the organization.

### **Master Maker**

You are considered incomparable at making type of creation, such as metal working, gem cutting, armor smith, etc. When working in this area, you add a +25% bonus to the fair market value of your items.

### **Merchant**

People recognize you as a legit merchant. You always express this social motif without the need for a First impression check.



### **Merciless**

People see you as a harsh and cruel, devoid of any pity or concern. Add a +10 bonus to Social and Intel skill checks and a +10 bonus to First Impression checks.

### **Named**

Some deed in your past has colored your reputation so that you are always known by it. You must name the deed when you gain this social motif. It adds a +30 bonus to First Impression checks.

### **Neutral**

You are always considered unbiased until proven otherwise and unaffiliated with any single being, organization or social order until determined differently.

### **Pious**

You are well recognized as blessed by a religious order. Pious provides a +10 bonus to Social and Intel skill checks with members of this order and it's opposite to its enemies. Pious also opens up doors within this religion that otherwise are shut. You must name the religious order.

### **Renowned**

You are famed for your deeds and First Impression checks are automatic in all social motifs. You add a +3 bonus to all Trust and Fame results rolls. Renowned requires the **Famous** social motif.

### **Respected**

This merely means that you may expect to be formally referred to by your title; i.e. "your grace" or "your royal highness." It's considered a social gaff to not address you properly and could have civil or legal penalties as well.

### **Reviled**

You are despised by a religious order. You suffer a -10 penalty to Social and Intel skill checks with members of this order. Reviled also closes doors within this religion that otherwise are open. You must name the religious order.



### **Righteous**

Well recognized as touched by the divine in a religious order. Righteous provides a +20 bonus to Social and Intel skill checks with members of this order and it's opposite to its enemies. Righteous also opens up doors within this religion that otherwise are shut and acts as a Rank I connection with this religious order. You must name the religious order and the social motif Pious.

### **Slaver**

Slaver provides you with the equivalent to a Rank II Bureaucratic and Underworld Connection **solely** for trafficking in slaves.

### **Stoic**

Widely acknowledged as dour, accepting and impossible to move and you add a +5 bonus to Self Control checks.

### **Titled**

Seen by others and referred to you by a formal Title, such as captain or general, even if you no longer hold or even had that position.

### **Trouble-magnet**

Trouble always seems to seek you out. The random chance of events (good and bad) occurring rises around you.

### **Untouchable**

You have escaped punishment or dire straits repeatedly and your reputation counts as a Rank II Connection of any type necessary to "get you out of trouble". Only applies to you and not any one else.

### **Wealthy**

You are known to have money. Adds a +50 bonus to Wealth and raises your Wealth standard to Silver if not Silver already.

### **Well Connected**

You are seen by everyone as maintaining a friend everywhere. You are considered to have an Associate level Contact in any urban area, regardless of location. This social motif requires the **Connected**, **Known** and **Acknowledged** social motifs.

### **Well-known**

You are recognized quite often. Add a +20 bonus to all Fame checks and a +5 bonus to all Fame change rolls. Well Known requires the **Known** social motif.



## CONTACTS AND CONNECTIONS

Social interaction is perhaps the most important aspect of the game. Sure killing people and breaking things is great fun, but eventually there comes a time where you need to deal with someone in a way beyond using the sharper end of your spear.

### CONTACTS

A Contact is a non player character (NPC) you know that can reveal information and in some cases wield influence on your behalf. Contacts are a valuable commodity: need to know who is doing what to whom? The truth about the Whisper Dark under the palace in Talismondé? What the hottest item is on the street is and who wants it? Contacts are the way to find out. After all you don't need to have the skill to find out everything you just need to know who to ask that does.

Understand that Contacts are not always friends and not all Contacts are the same. Contacts range in usefulness and are ranked in relative strength at Associate, Friend and Companion. Each rank is recognition of trust and trust, after all, is the basis of Contact and connection relationship. It's the "glue" that binds the person to you and is a way for the GM to determine honesty in relation to the Contact or connection.

To use a Contact for information, no skill check is required. Anyone can use 1 Contact to support an Intel skill check they make for information. To use more you need the Contact secret from the Intel skill. Also, you must make an Intel skill check against their Interaction TD to use any traits.

**Associates** are the basic acquaintance, which may or may not be helpful. A good example is a friend of a friend you know or have met but don't necessarily go carousing around together or guy who runs the local stable that you see but don't talk to that often. An Associate will "pass on" information to you when it's convenient for them and they rarely call on you. They add a +5 bonus to an Intel skill check when you use them.

**Friends** are exactly what they sound like. They will do things for you and maybe even stick out their necks if they truly trust you. A Friend believes you have a vested interest in them. They are more akin to the guy you drink with or who you trust in your home, with your possessions. In the pecking order of information, a Friend will tell you information before he tells an Associate. Friends tend to call on you at a regular basis. If used to "pass on" information, a

Friend adds a +10 bonus to an Intel skill check. A Friend will also reveal a trait, if they have one, to use on your behalf. Even if they have more than one trait, they only show 1 Trait to you.

**Companions** are hardcore friends who will die on your behalf, if needed. They are the people you grew up, shared the bonding of battle or just know inside and out. In the pecking order of information, a Companion tells you before a Friend and always over an Associate. Companions call upon you as frequently and enjoy your company. If used to "pass on" information, a Companion adds a +20 bonus to an Intel skill check. A Companion will reveal traits, if they have any, to use on your behalf. If they have more than one trait, they show them to you.

### USING CONTACTS

The modifiers to the TD of an Intel skill check when use a Contact or connection.

### ANATOMY OF A CONTACT

**Level:** Associate, Friend or Companion.

**Name:** Pretty straightforward

**Background:** What you know about the Contact

CONTACT USE		
Condition / Circumstance	TD Modifier	Notes
Language barrier	+20	
Hostile	+30	
Enemy	+50	
Dramatically different culture	+20	
Culture at war	+50	
Suspicious	+10	
The information or the result of providing the info is:		
Beneficial to the audience	-30	As figured by the audience
Helpful to the audience	-10	As figured by the audience
Dangerous to the audience	+30	As figured by the audience
Damaging to the audience	+10	As figured by the audience
Covert inquiry	+50	
Illegal	+20	



**Trust:** current trust level. Interacting with them via their favored interaction builds trust. Not meeting their upkeep lowers it as does other factors.

**Upkeep:** Frequency they require you to interact with them. Some are needy, some don't want to see you that often. Usually expressed as a range of time. Upkeep is also the timeframe they use to call upon you for things. If you don't meet this upkeep or you abuse it too often trust goes down.

**Interaction TD:** TD required for the contact.

**Favored Interaction:** What kind of interaction the Contact likes, such as Favors (do something for me), Services (do something for me but I'll give you something in return, or Influence (act my behalf without me asking you to, such as using a Connection). Interaction can be defined in many ways and the preceding: Favors, Services & Influence are examples.

**Traits:** Some Contacts have traits, such as Infovore (adds +20 to their Intel skill), Illicit Roots (your Contact has criminal Connections and Contacts or Rumor Mill (adds a bonus to Intel skill checks).

### EXAMPLE CONTACT

**Level:** Associate

**Name:** Kaigar

**Background:** Bouncer at the Sullen Pearl bar; sober but cheerful, will talk your ear off.

**Trust:** 14

**Upkeep:** 1-3 months

**Interaction TD:** TD 50

**Favored Interaction:** Favors; likes to ask for access to places he normally cannot go socially.

## TRUST

Trust in a relationship is everything. Trust starts randomly when you gain a Contact and then grows or shrinks as you interact or don't interact with them. It's the bond that ties the Contact or connection to you. When it's gone you lose them. Cultivating it can build them into a powerhouse that works on your behalf.

### CULTIVATING TRUST

Trust starts randomly then grows as you meet the Contact's Upkeep. If you fail to meet the upkeep or meet it too often, you lose trust. Trust grows through social interaction. You build trust to mature a Contact or Connection. When the GM indicates you should make a Trust Cultivation roll, do the following:

1. Add up any Trust Cultivation bonuses or penalties.
2. Associate Contacts roll without penalty. Friend Contacts have a -20 penalty to rolls and Companion had a -50 penalty to rolls on the Trust Cultivation or Loss Table.
3. Subtract your current Trust level as a penalty to the roll.
4. Make a Social skill check like normal using the bonus or penalty derived in steps 1 - 3.

TRUST CULTIVATION OR LOSS	
The resultant roll is...	Trust Adjustment
1 - 20	1
21 - 40	2
41 - 60	3
61 - 80	4
81 - 100	5
101 or more	6

*Example - Wildren knows Koltz (Friend, T: 33, Interact: 1-2 Months, TD 100, Services) and during the game session interacts with him. The GM deems he can make a Trust Cultivation roll at the end of the night. Wildren's player has a +55 bonus to Social skill checks and a +10 bonus to cultivate Trust. His total +65 is reduced by -20 since Koltz is a Friend already, lowering his bonus to +45. This +45 is further reduced by -33 to +12 for Koltz's, which represents Koltz's current Trust. He rolls a 19 and adding +12 equals 31. Koltz's Trust rises by +2.*

### LOSING TRUST

When you don't meet the upkeep of a Contact, their Trust in you erodes. Roll a d100, adding any bonuses or penalties. Friend Contacts have a -20 penalty to rolls and Companion had a -50 penalty. Consult the Trust Cultivation or Loss Table to find out how much Trust was lost.

*Example - It doesn't take much to harm a friendship. Wildren was adventuring and couldn't make Koltz's Contact upkeep. Wildren rolled a 41, which after subtracting -20 since Koltz was a Friend, made it a 21. Koltz's Trust declined by -2.*

If Trust falls to zero or to a negative value, you reduce the contact to the next lowest level and set them at 50 Trust. If they are an Associate contact already then you lose the contact.



## MATURING CONTACTS

You mature Contacts by building trust. Contacts mature and Associates become Friends, Friends become Companions, and Companions become Connections.

The GM is the ultimate arbitrator on whether a Contact can become a Connection and what type of Connection they become.

### MATURE A CONTACT TO A HIGHER CONTACT

The steps to mature a Contact from Associate to Friend, Friend to Companion are listed below:

1. Raise the Contact's Trust to 101+
2. Spend 5d10+30 Trust to raise the Contact to the next rank.
3. The Trust spent is removed from the Contact's Trust level. The new total is the Contact's Trust at its new rank.

*Example – Wildren raises Koltz's Trust to 131 over time. He asks the GM if he can elevate Koltz to a Companion level Contact. The GM agrees and Wildren rolls 73 on the 5d10+30 Trust expended to do so. Koltz is now a Companion level Contact with 131 – 73 or 58 Trust.*

### MATURE CONTACT TO CONNECTION

You can grow a Contact into a Connection with time and cultivation. A Contact must already be at the Companion rank to mature them into a connection. The steps to mature a Companion Contact to a Connection are below:

1. Raise the Contact's Trust to 101+
2. Expend 10d10+50 Trust and make a TD 150 Social skill check. If you fail the skill check you fail to mature them and they lose the Trust you expended permanently, potentially downgrading in rank due to trust loss
3. If you succeed, they become a Connection Rank I in an area the GM determines (not the player)

*Example – Through time and game play Wildren has matured Koltz to 138 Trust and wants to elevate him to a Connection. GM agrees to allow the attempt and secretly determines Koltz would be a Business Connection. Wildren rolls a 137 on the 10d10+50 Trust expended to make him a Connection. He succeeds, but not by much. Had he rolled even 1 more, he would have failed and Koltz would have regressed to a Friend at Trust 50.*

## CONTACT TRAITS

Some Contacts have traits they express at different ranks of Trust. Not all Contacts have traits. The GM determines whether a trait exist when they determine the Contact. Below are some sample traits for Contacts.

### Bad Reputation

Has a bad reputation for doing or being accused of doing something in the past; double the Interaction TD to work with the contact. However, if you succeed, double the Trust you gain from upkeep. Contacts with a Bad Reputation apply a –10 penalty to other contacts' trust cultivation rolls and a +10 to trust loss rolls.

### Belongs to an Organization

Contact belongs to an organization of some kind. GM supplies the organization and determines its resources and usefulness. Belongs to an Organization is a higher version of Contact Network.

### Broker

Determine the contact's Business rank with a 2d10 roll. The contact has the ability to send work your way by acting as a broker for others, driving business to your door. Only works with a legitimate or illegal business. They can add their broker rank to your percentage of market share in a single market niche or spread it over several (up to the GM).

### Collegiate Influence

The contact has roots or influence with the colleges and educational systems and can tap into them.

### Contact Network

The contact has their own network of contacts that they draw on for information. Determine number of Contacts with a d20 roll. Each person in their network provides a +5 bonus to Intel skill checks, replacing the contact's normal bonus.

*Example – Wildren's friend Hanyok has a Contact Network of 13 members. When Wildren calls on Hanyok to help him, Hanyok effectively provides a +65 bonus instead of the +20 bonus he normally might provide as a Companion level contact.*

### Criminal Roots

The contact has criminal roots and can tap into the criminal section of an area.



### **Dealer**

If you run a business, they add a +3% bonus to business income due to the business they send your way.

### **Infovore**

The contact consumes information like it was food and adds an additional +20 to all Intel checks when used.

### **Investor**

An Investor contact has a GM determined (and hidden from the player) chance that they will invest money in you or another person you can vouch for when you interact with them. If you do not return a profit to them in a timely manner, they lose trust in you. If trust drops to a certain point, they also lose the Investor trait as well. Depending on the wealth standard, they will invest as much money as their Trust level in a venture you lead, but only if you make a Social skill check using 150 – your current Trust with them as a TD to convince them. They will expect double the amount in return and give you one month per Trust point in time to return the money.

### **Legal Influence**

Contact has friends or roots in the law side of the governing entity and can tap into this section of the area.

### **Religious Influence**

The contact has religious influence or roots and can tap into the religious section of an area.

### **Roaming**

The contact roams and can apply their influence anywhere within the boundaries of the roaming region. Roaming adds a +50 bonus to the Social skill check required (Interaction TD).

### **Rumor Mill**

This type of contact adds a +10 bonus to Intel skill checks.

### **Seed Business**

The contact has a chance to send business your way. This is never more than prospective business or word of mouth. The “hey, Bohb, I heard the Marili family in Sisiphon (Viruelandia) needs silk to meet their production this year” or “My uncle Jaeg needs to move his load of grain from point A to point B.” Whether you run a business or sell goods, they add a +20 bonus to all Business skill checks when you use them.

### **Street Friends**

The contact has street friends and can tap into the street section of an area.

### **Venture Capitalist**

Contact is a representative of a group or consortium that works with high risk and high value investment. Handle them like the Investor trait but with 10 times the Wealth at their disposal.

### **Underworld Connected**

The contact has friends in the Underworld and can tap into the Underworld section of an area.

### **Wealthy**

Roll a d6 times a d100 to determine Wealth. The contact has money and access that only money provides. The Contact can shell out a portion of that wealth on your behalf.

### **Word of Mouth**

They add +1 bonus to market share in if you run a business (all market niches).

## **SAMPLE CONTACTS**

Below is a list of 100 sample contacts

1. Demagogue
2. Street Walker
3. Street Entertainer
4. Peddler
5. Street Bard
6. Smuggler
7. Bureaucrat (minor)
8. Servant
9. Religious Zealot (minor)
10. Thug (minor)
11. Drug Dealer
12. Merchant (storefront)
13. Highwayman
14. Orator
15. Temple (shrine) Priest
16. Assassin
17. Scholar
18. Diplomat
19. Courtesan
20. Acrobat
21. Apothecary
22. Architect
23. Armorer
24. Artist
25. Astrologer
26. Baker
27. Barrister
28. Bowyer



29. Brewer
30. Drug Supplier
31. Bricklayer
32. Carpenter
33. Cartographer
34. Clothier
35. Cook
36. Diplomat
37. Dyer
38. Engineer
39. Engraver
40. Forester
41. Fortune-Teller
42. Furnier
43. Gardener
44. Glassblower
45. Candlemaker
46. Gravedigger
47. Herald
48. Herbalist
49. Hunter
50. Innkeeper
51. Interpreter
52. Moneylender
53. Jeweler
54. Leatherworker
55. Locksmith
56. Messenger
57. Miner
58. Minstrel
59. Lesser Noble
60. Painter
61. Physician
62. Playwright
63. Politician
64. Potter
65. Sailor
66. Scribe
67. Shipwright
68. Sculptor
69. Storyteller
70. Hoodlum
71. Gang Member
72. Organized Crime, minor
73. Raw Material Gatherer (Fisherman, farmer, etc.)
74. Priest, intermediate
75. Weaver
76. Fence
77. Trader
78. Bartender
79. Serviceman, warehouse
80. Bouncer
81. Serviceman, hauler
82. Warrior

83. Government official, minor
84. Guard, city
85. Soldier
86. Administrator, merchant
87. Government official, intermediate
88. Guard, city-officer
89. Sage
90. Serviceman, delivery
91. Government official, high
92. Priest, minor
93. Organized Crime, muscle
94. Business owner
95. Beggar
96. Service Building personnel (library, etc.)
97. Secret Organization member
98. Organized Crime, major
99. Homeless
100. Supernatural

## CONNECTIONS

You understand how to marshal important social resources that can wield influence on your behalf. A connection is a person or entity who knows the right people and their skeletons, sits in an important position, or is politically, economically or socially important or wealthy. Lots of things make a connection influential. Not that they are not people too. Your connection is someone else's contact that might have a connection that is a connection for the contact of your connection. Connections are, well, connected. The influence they wield is the true measure of being well connected. Whom you know – and how well you can influence them in turn – affects what you can control. Remember that your connections have connections and contacts of their own and could possibly get things done indirectly as well. Also, a connection is more than just a way of getting things done or a game mechanic. They will just as easily call upon you and through you your connections and contacts from time to time.

An important factor to remember is what influences other people is rarely a person but what they represent, be it position, divine right or just plain money. So, knowing the master of caravans for a city might get you in door where others are stymied or being connected to the master of docks might let your ship out of port earlier than others in return for a promise of some glass statuettes out of Viruelandia.

Connections are ranked I through VI. Higher-ranked Connections can do everything that lower-ranked Connections can do. The influence of Connections is limited to their Scope.

You may use your Connections to negate other



people's Connections. If you know that somebody is having something done, you can mitigate or stop it by calling upon a Connection.

### WHEN CONNECTIONS COLLIDE

Eventually one person's influence will collide with another's. To determine who wins or whose influence is reduced in such cases, consult the **Opposed Connection Influences Table** below. Same strength connections I – IV cancel each other out. If the attacker has a higher connection value, the result is the attackers. Results for the attacker are above in the white area of the table. If the defender is stronger, the result is theirs instead and is indicated in a light gray on the table. Thus, an attacking rank II connection versus a rank I will leave rank I influence for the attacker. If the defender was the rank II, the rank I influence would be for the defender.

Rank V and VI connections are special; they never lose all of their influence, even when equally matched. The result in dark gray is the amount both the attacker and defender both retain.

If multiple connections oppose other connections handle it as follows:

- Cancel out all like ranks for Connections of Rank I – V on the opposing sides
- If any Rank V Connections remain, dismiss all Rank I and II Connections for all sides
- If any Rank VI Connections remain, dismiss all Rank I – IV Connections for all sides
- Consult the **Opposed Connection Influences Table** for the outcome

OPPOSED CONNECTION INFLUENCES						
	versus the defending Connection Rank of ...					
Attacker's rank is...	I	II	III	IV	V	VI
I	—	I	II	IV	V	VI
II	I	—	I	III	V	VI
III	II	I	—	II	V	VI
IV	IV	II	II	—	V	VI
V	V	I V	III	II		V
VI	VI	V I	VI	VI	I V	

### ANATOMY OF A CONNECTION

**Rank:** I – VI

**Type:** Type of Connection

**Name:** Pretty straightforward

**Background:** What you know about the Connection  
**Trust:** current trust level. Interacting with them via their favored interaction builds trust. Not meeting their upkeep lowers it.

**Upkeep:** Frequency they require you to interact with them. Upkeep is also the timeframe they use to call upon you for things. If you don't meet this upkeep or you abuse it too often trust goes down. Upkeep also expresses an amount of Wealth required to maintain the Connection or you lose trust.

**Interaction Requirement:** Defines whether a skill TD, Resource, Favor, Service or Influence

**Favored Interaction:** What kind of interaction the Connection likes, such as Favors (do something for me), Services (do something for me but I'll give you something in return, or Influence (act my behalf without me asking you to, such as using a Connection).

### EXAMPLE CONNECTION

**Rank:** II

**Type:** Underworld

**Name:** Marthewaite

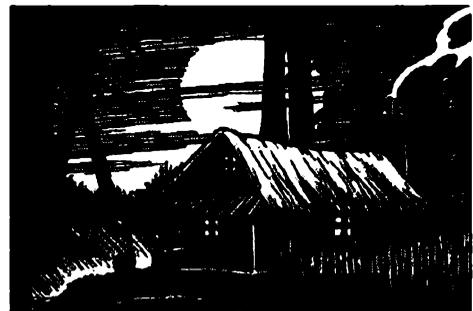
**Background:** Hooked up on a sweet deal to move some very hot military hardware from Melkalund in Arduin to some hole in the wall near the Gray Mountains in Morvaen. 100% solid on the deal, very professional and he worked all the contraband issues easily.

**Trust:** 79

**Upkeep:** monthly/35 Silver

**Interaction TD:** TD 100 Underworld skill check for 300 Silver Wealth issues or less (Service); TD 175 for Favors.

**Favored Interaction:** Resources; he likes coin, and won't accept goods or material traded for services.



THE SAFEHOUSE



## BUREAUCRATIC CONNECTION

### RANK I

- Gather information concerning administrative function or enforcement of legal rules equal to a TD 100 Intel skill check equivalent or lower. Examples of this would be gaining a list of thieves wanted in a region, finding out what notable people ate at a particular restaurant, how many horses are in an area, if a specific person passed through the city gates. Generally any administrative function tracked by the local government or legal officials or recorded in a census is available, subject to a TD 100 Intel skill check
- Put your hands on, generate, or fabricate 1 or more of the above items. Generated items are not fakeries but actual documents from the proper office or administrator. Fabricated documents, however, are documents from the proper office but with erroneous data.

### RANK II

- Implement any function of Rank I but at a TD 150 Intel skill check equivalent
- All functions of time, such as closing down a road, last for a max of d6 days.
- Gain legal issue of paperwork to cut off or turn on urban facilities or services to a dwelling. For example, in Talismondé Arduin, gas lights are common on multiple streets and paid for through taxes and a small levy on dwellings for each city block. You shut this down or turn the service on if not utilized. The same goes for waste removal, street cleaning or maintenance and so forth but localized to a single dwelling of no larger than 50 people.
- Gain funds, material or resources using a legal administrative shuffle. The funds are an equivalent to 200 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability).
- Close off a road, get an alley paved closed or barricade or shut down a publicly provided area such as a small city square, a park, town garden, public water source or shared fields.
- Put your hands on or generate any form of paperwork for passes or access to areas normally excluded due to political, social or financial reasons.
- Shut down or renew a charter for a trader or small business (500 GS revenue or less) due to a

bureaucratic violation (real or faked). Examples are shutting down a peddler, a small bazaar trader, a transient trader

### GAME HINT

Bureaucratic Connections should not be underrated. Any connection, regardless of level is powerful but high end ones can sway the day in many circumstances. This kind of connection embodies the idea of using paperwork and administrative actions to make things happen in your favor or not in someone else's favor.



### RANK III

- Generate or gain access to any function listed in Rank I or Rank II at a TD 300 Intel skill check equivalent
- Destroy the paperwork involved in any function listed in Rank I or Rank II vulnerable to an TD 300 Intel skill check
- All functions of time, such as closing down a road, last for a max of 1 month.
- Generate legal ownership of land, dwellings or small businesses (500 GS revenue or less). If the ownership is contested the record will show as valid
- Gain funds, material or resources using a legal administrative shuffle. The funds are an equivalent to 500 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability).
- Mobilize action from a department of a governing or administrative body in your scope. Examples are getting the city guard to investigate a reputed slave ring, a corrupt official, a trading company to look at one of its merchants, a business to check its books or any other like function.
- Use paperwork and bureaucracy to begin, change or even halt a program or policy from a governing or administrative body in your scope. Examples are to initiate a city-wide clean up, put more city guard on the street, or change the time frame a road crew comes through your neighborhood to pick up trash.
- Shut down or renew a charter for a medium business (3000 GS revenue or less) or trader due



to a bureaucratic violation (real or faked).

- Use paperwork to change the use for an area, effectively “rezoning” it to something else.

#### RANK IV

- Generate or gain access to any function listed in Rank I, Rank II or Rank III at a TD 400 Intel skill check equivalent
- Destroy the paperwork involved in any function listed in Rank I, Rank II or Rank III vulnerable to an TD 400 Intel skill check
- All functions of time, such as siphoning funds or mobilizing people, last for a max of one (6) months.
- Mobilize action from some or all of the departments of a governing or administrative body in your scope. Examples are having the mayor of a city mobilize all his resources to pursue a person you name, a village leader turn out his entire village to bring in the crops from the field or just have all the city guards show up in one neighborhood.
- Completely dominate all aspects of bureaucracy in your area of scope. You could snarl up the funds for an important payment, just start new policies or kill old ones
- Gain funds, material or resources using a legal administrative shuffle. The funds are an equivalent to 1000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability).
- Shut down or renew a charter for a large business (10000 GS revenue or less) or trader due to a bureaucratic violation (real or faked).
- Prevent a normal response form a governing or administrative body from happening. Examples are stopping the city guard from showing up to break up a riot or having orders come down for a military unit not attack a specific pirate vessel.



#### RANK V

- Generate or gain access to any function listed in Rank I, Rank II, Rank III or Rank IV at a TD 500 Intel skill check equivalent
- Destroy the paperwork involved in any function listed in Rank I, Rank II, Rank III or Rank IV vulnerable to a TD 500 Intel skill check
- All functions of time, such as building a new road or arresting certain people, last for a max of one year.
- Gain funds, material or resources using a legal administrative shuffle. The funds are an equivalent to 5000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability).
- Put in motion the paperwork to destroy the buildings and dwellings on an area of land equal to village in size and population
- Build a monument, facility or other structure of 5000 Wealth or less
- Shut down or renew a charter for a business of any size including a Trading House or Trading company.

#### RANK VI

- Generate or gain access to any function listed in the previous ranks regardless of difficulty
- Destroy the paperwork involved in any function listed in the previous ranks regardless of difficulty
- All functions of time, such as restricting foreigners to trade zones or declaring war, last for a max of 5 years
- Gain funds, material or resources using a legal administrative shuffle. The funds are an equivalent to 10000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability).
- Rewrite policy without heed to sanity, correctness or legitimacy. For instance you could pass a law requiring all foreigners wear a red hat with bells or for people to hop on one foot when walking on any street. Or, you could write real policy. Regardless, the local body will enforce whatever you put in motion
- Rebuild, rezone or dictate the policy for any region or area within scope



## BUSINESS CONNECTION

### RANK I

- Gather information concerning major business and financial events equal to a TD 100 Intel skill check equivalent or lower. For example, finding out how much surplus a business has or how well a town meet performed.
- Raise funds, material or resources. The funds are an equivalent to 500 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability).

### RANK II

- Implement any function of Rank I but at a TD 150 Intel skill check equivalent
- Gather information concerning general business and economic trends in your scope equal to a TD 150 Intel skill check equivalent. You could find out what goods are coming in and going out of an area for example
- Trace funds back to their source or identify where and how goods or money is entering or leaving your scope.
- Raise funds, material or resources. The funds are an equivalent to 1000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability).

### RANK III

- Implement any function listed in Rank I or Rank II at a TD 300 Intel skill check equivalent
- Raise funds, material or resources. The funds are an equivalent to 2000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability).
- All functions of time last for a max of 1 month
- Wield influence to impair or speed up financial and business concerns in your scope. You manipulate your business assets to look better or worse, change some aspect of a trade route, speed the time required for a transaction or delay one
- Shut down or get business started if its value is 2000 GS or less

### RANK IV

- Implement any function listed in Rank I, Rank II or Rank III at a TD 400 Intel skill check

equivalent

- Raise funds, material or resources. The funds are an equivalent to 5000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability).
- All functions of time last for a max of one (6) months
- Control a single aspect of Finance or Business in your scope. You could shut down all business on a specific day or dictate what restaurants can be open at what time
- Shut down or get business started if its value is 5000 GS or less
- Utterly destroy an entity's Wealth in the area of your scope. You can destroy permanently up to 1000 Wealth in money, resources or material
- Exert price control over a single minor trade good or service that flows through your scope

### GAME HINT

Business Connections are powerful and the GM should monitor their use carefully. Also, the monetary values listed are guidelines and should be adjusted to fit individual GM's campaigns so as to not unbalance the economic structure the GM has put in place.

### RANK V

- Implement any function listed in Rank I, Rank II, Rank III or Rank IV at a TD 500 Intel skill check equivalent
- Raise funds, material or resources. The funds are an equivalent to 10000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability).
- All functions of time last for a max of one year
- Exert a small influence over all measurements used in your scope to set inflation levels, taxes and other business, commerce and finance functions. You could cause inflation or depression within your scope across any number of goods or services
- Shut down or get a business started if its value is 10000 GS or less
- Exert total control over any number of minor trade goods or services that flows through your



scope

- Utterly destroy an entity's Wealth in the area of your scope. You can destroy permanently up to 5000 Wealth in money, resources or material
- Exert total control over a single major trade good or service that flows through your scope

#### RANK VI

- Implement any function listed in the previous ranks regardless of difficulty
- All functions of time last for a max of 5 years
- Raise funds, material or resources. The funds are an equivalent to 50000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability)
- Exert a large influence over all measurements used in your scope to set inflation levels, taxes and other business, commerce and finance functions. You could cause inflation or depression within your scope across any number of goods or services
- Shut down or get business started regardless of value or size
- Exert total control over any number of major or minor trade goods or services that flows through your scope
- Utterly destroy an entity's Wealth in the area of your scope. You can destroy permanently up to 10000 Wealth in money, resources or material

### COLLEGIATE CONNECTION

#### RANK I

- Research any subject of TD 100 subject in Knowledge, Arcanology, Noetics or like skills
- Put your hands on, generate, or fabricate researching into one or more subjects. This represents preexisting qualified research by other individuals (the GM determine availability).
- Use college resources not normally available to the public but accessible to a general staff member such as eating areas and the library.

#### RANK II

- Implement any function of Rank I at a TD 200 skill check equivalent
- Obtain, fabricate or fake educational records

- Discredit research, lowering trust in its authenticity and validity by 3d10 Trust. You can do the opposite as well.
- Discredit a person, lowering collegiate trust in the individual by 5d10 Trust. You can do the opposite as well.
- Call on a single research assistant that will do research on your behalf in a single subject and can make research skill checks monthly against TD 100 areas
- Use college resources and facilities accessible to general staff members like a lab or workshop.

#### RANK III

- Generate or gain access to any function listed in Rank I or Rank II at a TD 300 Intel skill check equivalent
- Discredit research, lowering trust in its authenticity and validity by 5d10+20 Trust. You can do the opposite as well.
- Discredit a person, lowering collegiate trust in the individual by 9d10+10 Trust. You can do the opposite as well.
- Call on two research assistants that will do research on your behalf in a one subject apiece and can make research skill checks monthly against TD 150 areas
- Use college resources and facilities accessible to special staff members like access to high value supplies, unique areas or restricted areas.

#### RANK IV

- Generate or gain access to any function listed in Rank I, Rank II or Rank III but at a TD 400 Intel skill check equivalent
- Discredit research, lowering trust in its authenticity and validity by 6d10+40 Trust. You can do the opposite as well.
- Discredit a person, lowering collegiate trust in the individual by 7d10+30 Trust. You can do the opposite as well.
- Call on 6 research assistants that will do research on your behalf in a one subject apiece and can make research skill checks monthly against TD 200 areas
- Use college resources and facilities accessible to key staff members like access to high value supplies, unique areas or restricted areas.

#### RANK V

- Generate or gain access to any function listed in Rank I, Rank II, Rank III, and Rank IV but at a TD 500 skill check equivalent.



## CRIME CONNECTION

- Discredit or credit research totally, killing research totally (zero trust) or pushing it to 100 trust.
- Discredit or boost up collegiate trust in a person in the same manner as research
- Call on 20 research assistants that will do research on your behalf in a one subject apiece and can make research skill checks monthly against TD 300 areas

### RANK VI

- Generate or gain access to any function listed in the previous ranks regardless of difficulty
- Marshall the entire College to do research on your behalf into any number of subjects of Challenging (TD 400) areas
- Destroy or build up public and social trust in a college by d10 Trust.

### ARDUIN SLANG

When you are dancing on the darkside, its all in how you say things, not in what you say. And saying the wrong things can get you killed or worse. Below are just a few terms tossed about in the dark underbelly:

Lake Venedrid (v.)	Kill someone
Joynm (n.)	Friend
Prix (n.)	Elf, or Faerie blood
(the) Light (n.)	The Law
Salt straw (n.)	Courier
Red crowns (n.)	Blood, spilled blood
Left street (v.)	Smuggle
Dancing (v)	Working
Darkside (n.)	Undercities
Trace a Sun (v.)	Get laid
Jahlg (n.)	A job, work
Caug (n.)	King
Nob (n.)	Noble
Conk (n.)	Drunk
Silk (v.)	work to make something happen
Give Kelsin (v.)	Provide shelter
Kergs (n.)	Thugs

### RANK I

- Arrange a small accident or sabotage for a person, place or organization. Accidents are marking up the façade of a business, tearing down its signs, creating a situation that scares off customers and so on. Sabotage is up to 200 Wealth of damage done.
- Identify most gangs, mercenary groups and "muscle" elements in your scope and know their turfs and habits
- Steal funds, material or resources. The funds are an equivalent to 100 Wealth. Use the Wealth status for the scope of the Connection. Funds must be available to steal but does not include contraband (the GM determines availability).

### RANK II

- Implement any function of Rank I but up to 500 Wealth damage for sabotage and more serious accidents, up to and including personal injury (but not death or serious injury)
- Shut down an area in your scope by causing riots and disturbances for up to a full day.
- Wield influence with the criminal elements walk safely through their territory or protect your assets in their turf. You can do the same or opposite for another person or entity as well
- Steal funds, material or resources. The funds are an equivalent to 250 Wealth. Use the Wealth status for the scope of the connection. Funds must be available to steal and include contraband (the GM determines availability).

### RANK III

- Implement any function listed in Rank I or Rank II but up to 1000 Wealth damage for sabotage and serious accidents, including serious personal injury, acts of violence or death
- Steal funds, material or resources. The funds are an equivalent to 500 Wealth. Use the Wealth status for the scope of the connection. Funds must be available to steal and include contraband and difficult to get or dangerous materials (the GM determines availability).
- Shut down an area in your scope by causing riots and disturbances for up to a week.
- Wield influence with the criminal elements for yourself, you assets and others you designate. You can do the same or opposite for another person or entity as well



## RANK IV

- Implement any function listed in Rank I, Rank II or Rank III but up to 2000 Wealth damage for sabotage and serious accidents, including widespread serious personal injury, acts of violence or death
- Steal funds, material or resources. The funds are an equivalent to 1000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available to steal and include contraband and difficult to get or dangerous materials (the GM determines availability)
- Shut down an area in your scope by causing riots and disturbances for up to a month.
- Arrange for a crime spree as large as you desire in your scope

## RANK V

- Implement any function listed in Rank I, Rank II, Rank III or Rank IV but up to 5000 Wealth damage for sabotage and serious accidents, including widespread serious personal injury, acts of violence or death
- Steal funds, material or resources. The funds are an equivalent to 2500 Wealth. Use the Wealth status for the scope of the connection. Funds must be available to steal and include contraband and difficult to get or dangerous materials (the GM determines availability).
- Shut down an area in your scope by causing riots and disturbances for up to 6 months
- Completely own a poor or ill developed area and dominate all aspects of its function within your scope

## RANK VI

- Implement any function listed in the previous ranks but up to 10000 Wealth damage for sabotage and serious accidents, including widespread serious personal injury, acts of violence or death
- Steal funds, material or resources. The funds are an equivalent to 5000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available to steal and include contraband and difficult to get or dangerous materials (the GM determines availability).
- Shut down an area in your scope by causing riots and disturbances for up to a year
- Own the area within your scope criminally, exerting any possible criminal influence

## LEGAL CONNECTION

### RANK I

- Gather information and rumors concerning the enforcement of legal rules equal to a TD 100 Intel skill check equivalent or lower.
- Put your hands on, generate, or fabricate 1 or more legal documents. Generated items are not fakes but actual documents from the proper office or administrator. Fabricated documents, however, are documents from the proper office but with erroneous data
- Avoid restraint by the authorities for a minor charge or infraction. You will still be tried for the crime.

### RANK II

- Implement any function of Rank I but at a TD 150 Intel skill check equivalent
- Destroy the paperwork involved in any function listed in Rank I vulnerable to an TD 150 Intel skill
- Have minor charges or infractions dropped totally
- Gain representation for legal proceedings in your scope
- Setup someone to commit or be implicated in a minor crime

### RANK III

- Generate or gain access to any function listed in Rank I or Rank II at a TD 300 Intel skill check equivalent
- Destroy the paperwork involved in any function listed in Rank I or Rank II vulnerable to an TD 300 Intel skill
- Have most major charges or infractions dropped totally
- Setup someone to commit or be implicated in a major crime
- Compromise an ongoing investigation into a crime or tie up the case for up to a month
- Get a warrant issued for a specific person

### RANK IV

- Generate or gain access to any function listed in Rank I, Rank II or Rank III at a TD 400 Intel skill check equivalent
- Destroy the paperwork involved in any function listed in Rank I, Rank II or Rank III vulnerable to an TD 400 Intel skill check



- Dismiss all but the most serious charges against you dropped. For instance you could insult a noble in Arduin (a very major offense) and blow it off with this connection.
- Shut down totally all but crown or imperial investigations for up to 6 months
- Legally deport or declare a person not welcome within your scope
- Force a verdict of your choice in the common courts for any minor crime or infraction

#### RANK V

- Generate or gain access to any function listed in Rank I, Rank II, Rank III or Rank IV at a TD 500 Intel skill check equivalent
- Destroy the paperwork involved in any function listed in Rank I, Rank II, Rank III or Rank IV vulnerable to a TD 500 Intel skill check
- Appoint a legal authority within your scope. For example a rural sheriff or judge within a city.
- Force a verdict of your choice in the common courts for any major crime or infraction
- Shut down any investigation lower than a crown or imperial one permanently and delay crown or imperial investigations for up to 6 months
- Dismiss a charge against your regardless of offense
- Gain legal restitution for real or imagined wrongs from another party equal to 1000 Wealth. Funds must be available (the GM determines availability)

#### RANK VI

- Generate or gain access to any function listed in the previous ranks regardless of difficulty
- Destroy the paperwork involved in any function listed in the previous ranks regardless of difficulty
- Rewrite law within your scope.
- Dismiss a crown or imperial investigation
- Force a verdict of your choice for any crime or infraction

## MILITARY CONNECTION

### RANK I

- Gather information and rumors concerning the military movements, troop strength, unit information and other military data equal to a TD 100 Intel skill check equivalent or lower
- Get access to military equipment or resources. The equipment is equivalent to 100 Wealth. Use the Wealth status for the scope of the Connection (the GM determines availability)
- Pass a military patrol without issue or being impeded.

### RANK II

- Implement any function of Rank I but at a TD 150 Intel skill check equivalent
- Get access to military equipment or resources. The equipment is equivalent to 250 Wealth. Use the Wealth status for the scope of the Connection (the GM determines availability)
- Get inside information on battle strategy, tactics, military objectives and long range plans
- Use military facilities for personal use
- Have an enlisted man fined, punished or demoted. Prevent one of the previous actions from occurring

### RANK III

- Generate or gain access to any function listed in Rank I or Rank II at a TD 300 Intel skill check equivalent
- Get access to military equipment or resources. The equipment is equivalent to 500 Wealth. Use the Wealth status for the scope of the Connection (the GM determines availability)
- Muster a small military unit equal to a squad to act on your behalf in some action within your scope for up to a day. For instance, you could call on a squad of marines from the 1st Marine Regiment in Talismondé to patrol the docks or break some heads
- Have an officer fined, punished or demoted. Prevent one of the previous actions from occurring
- Get an enlisted man promoted in rank (one step)
- You can place up to a squad of people into general military training of your choice. For instance, you could take a group of thugs and make them even worse by giving them military training for their ugly dispositions.



#### RANK IV

- Generate or gain access to any function listed in Rank I, Rank II or Rank III at a TD 400 Intel skill check equivalent
- Get access to military equipment or resources. The equipment is equivalent to 1000 Wealth. Use the Wealth status for the scope of the Connection (the GM determines availability)
- Muster a small military unit equal to a platoon to act on your behalf in some action within your scope for up to a week. For instance, you could call on a squad of marines from the 1st Marine Regiment in Talismondé to patrol the docks or break some heads
- You can place up to a platoon of people into general military training of your choice. Up to a squad sized amount can also attend specialized training
- Get an enlisted man promoted any number of ranks to just below the lowest officer rank
- Promote an officer a single rank

#### RANK V

- Generate or gain access to any function listed in Rank I, Rank II, Rank III or Rank IV at a TD 500 Intel skill check equivalent
- Get access to military equipment or resources. The equipment is equivalent to 2500 Wealth. Use the Wealth status for the scope of the Connection (the GM determines availability)
- Promote an enlisted man to officer. Promote an officer to any grade below the top grade
- Muster a small military unit equal to a company to act on your behalf in some action within your scope for a month
- You can place up to a company of people into general military training of your choice. Up to a platoon sized amount can also attend specialized training

#### RANK VI

- Generate or gain access to any function listed in the previous ranks regardless of difficulty
- Get access to military equipment or resources. The equipment is equivalent to 5000 Wealth. Use the Wealth status for the scope of the Connection (the GM determines availability)
- Muster a small military unit equal to a regiment to act on your behalf in some action within your scope for a year. For instance, you could call on the 1st Army Regiment in Talismondé to mobilize and act in a manner you dictate

- You can place up to a regiment of people into general military training of your choice. Up to a company sized amount can also attend specialized training

### INFORMATION CONNECTION

#### RANK I

- Gather information and rumors one 10 lines of questioning equal to a TD 150 Intel skill check equivalent or lower
- Enter information of your choice into fact or rumor within your scope. Anything you state as fact must be within reason and provable or it isn't believed
- Back trace information to its source equal to a TD 150 Intel skill check equivalent or lower

#### RANK II

- Implement any function of Rank I but 20 lines of questioning at a TD 300 Intel skill check equivalent
- Suppress information from going beyond a limit you set, clamping a TD 300 Intel skill check requirement on the information
- Eliminate a person's social trustworthiness. The target's contacts lose 5d10 Trust permanently

#### RANK III

- Generate or gain access to any function listed in Rank I or Rank II but 30 lines of questioning at a TD 400 Intel skill check equivalent
- Eliminate an individual's, group's, organization's or social entity's social trustworthiness. The target's contacts lose 5d10+30 Trust and the target's Connections lose 2d10 Trust permanently
- Destroy a single Associate or Friend Contact for an individual, group or entity.

#### RANK IV

- Generate or gain access to any function listed in Rank I, Rank II or Rank III but 50 lines of questioning at a TD 500 Intel skill check equivalent
- Eliminate an individual's, group's, organization's or social entity's social trustworthiness. The target's Contacts lose 10d10+50 Trust and the Connections lose 2d10+10 Trust permanently



- Destroy a single Contact of any rank for an individual, group or entity
- Demote a single Connection 1 rank. Rank I Connections are reduced to Companion Contacts with 5d10+50 random Trust

### RANK V

- Generate or gain access to any function listed in the previous ranks regardless of difficulty
- Eliminate an individual's, group's, organization's or social entity's social trustworthiness. The target's Contacts lose 5d20+100 Trust and the Connections lose 4d10+30 Trust permanently
- Demote a single Connection 2 ranks. Rank I Connections are reduced to Friend Contacts with 5d10+50 random Trust
- Manufacture a targeted scandal against a person to destroy a selected social motif

### RANK VI

- Generate or gain access to any function listed in the previous ranks regardless of difficulty
- Eliminate an individual's, group's, organization's or social entity's social trustworthiness. The target's Contacts lose 10d20+200 Trust and the Connections lose 5d10+100 Trust permanently
- Demote a single Connection 3 ranks. Rank I Connections are reduced to Associate Contacts with 5d10+50 random Trust
- Strip a person of all their social motifs

## POLITICAL CONNECTION

### RANK I

- Be in the know about political functions or information equal to a TD 100 Intel skill check equivalent or lower. Generally any political function tracked by the local government or political officials, subject to a TD 100 Intel skill check
- Identify the political platforms and fronts of politicians and parties including tracking down influential supporters and where their money comes from equal to a TD 100 Intel skill check or lower

### RANK II

- Implement any function of Rank I at a TD 200 skill check equivalent
- Identify the political platforms and fronts of politicians and parties including tracking down influential supporters and where their money comes from equal to a Moderate (TD 200) Intel skill check equivalent or lower
- Perform minor lobbying to push political or socially "hot" issues
- Get insider information on political processes, public law and similar political and government functions

### RANK III

- Generate or gain access to any function listed in Rank I or Rank II at a TD 300 Intel skill check equivalent
- Embezzle funds, material or resources. The funds are an equivalent to 500 Wealth. Use the Wealth status for the scope of the connection. Funds must be available to steal and include contraband and difficult to get or dangerous materials (the GM determines availability)
- Set up a political slush fund that grows by 200 Wealth every year. The slush fund is ranked at TD 300 to detect and TD 400 to dissolve or access by anyone but you
- Get access to and create a low influence politician or political position such as a bureaucratic post or the head of a small department
- Alter ongoing, kill or start political projects in your scope such as a revitalization of military posts, new issue of uniforms for city officials and so on

### GAME HINT:

#### GRANTING OR REMOVING MOTIFS

When using a connection to gain a social motif, it is possible to gain a social motif, employ a different action to lose it and then re-grant it again. However, repeated abuses of this type of connection use takes its toll over time, making the action harder. The GM is encouraged to "up the cost" of doing so by raising the TD or connection rank requirements to penalize the action.



#### RANK IV

- Generate or gain access to any function listed in Rank I, Rank II or Rank III but at a TD 400 Intel skill check equivalent
- Embezzle funds, material or resources. The funds are an equivalent to 1000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available to steal and include contraband and difficult to get or dangerous materials (the GM determines availability)
- Set up a political slush fund that grows by 500 Wealth every year. The slush fund is ranked at TD 400 difficulty to detect and TD 500 to dissolve or access by anyone but you
- Destroy a low influence politician or political position such as a bureaucratic post or the head of a small department.
- Get access to and create a major influence politician or political position
- Enact minor to medium legislation in your scope. You could change how the law deals with larceny, such as lowering the sentencing requirements or raising them for example

#### RANK V

- Generate or gain access to any function listed in Rank I, Rank II, Rank III, and Rank IV but at a TD 500 skill check equivalent
- Embezzle funds, material or resources. The funds are an equivalent to 2000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available to steal and include contraband and difficult to get or dangerous materials (the GM determines availability)
- Set up a political slush fund that grows by 1000 Wealth every year. The slush fund is ranked at TD 500 difficulty to detect and impossible to dissolve or access by anyone but you
- Destroy a major influence politician or political position such as a mayor of a city, a senatorial seat or similar functions
- Get access to and create the highest political figures or set up a political position right next to such figures
- Enact major legislation in your scope. You could rewrite the trade law, for instance.

#### RANK VI

- Generate or gain access to any function listed in the previous ranks regardless of difficulty
- Propose legislation of any nature across your scope

- Embezzle funds, material or resources. The funds are an equivalent to 5000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available to steal and include contraband and difficult to get or dangerous materials (the GM determines availability)
- Set up a political slush fund that grows by 2500 Wealth every year. The slush fund is impossible to detect and impossible to dissolve or access by anyone but you
- Destroy a any politician or political position
- Engineer a political scandal of any size or squash one in the works

### RELIGIOUS CONNECTION

#### RANK I

- Identify religious functions or religious information equal to a TD 100 Pneuma or Religion (Knowledge) skill check equivalent or lower
- Identify members of the religion equal to a TD 100 Intel skill check equivalent or lower within scope
- Access to religious monuments, buildings, functions and ceremonies open to an minor member of the religious leadership
- Call upon a single religious clergyman or a small following (usually a dozen or less) to provide assistance to a cause of your choice
- Access religious documents, records, dogma, treatises and other facets of religious information equal to a TD 100 Pneuma or Religion (Knowledge) skill check equivalent or lower

#### RANK II

- Implement any function of Rank I at a TD 200 Pneuma or Religion (Knowledge) skill check equivalent
- Accuse a religious lay member of transgressing religious tenets and have it stick. You can do the opposite and release them from religious obligation for trespass as well
- Mobilize religious lay members to protest, act following some guideline or stage activities of your choice. You can rouse a shrine's worth of members to your cause
- Release or bind a religious member to a quest of



minor religious import

- Access to religious monuments, buildings, functions and ceremonies open to an regarded or important member of the religious leadership
- Grant yourself the social motif "Pious"

### RANK III

- Generate or gain access to any function listed in Rank I or Rank II at a TD 300 Pnuma or Religion (Knowledge) skill check equivalent
- Access, open to others or shut down religious monuments, buildings, functions and ceremonies open to an important and key figure of the religious leadership
- Release or bind a religious member to a quest of medium religious import
- Accuse a clergyman of transgressing religious tenets and have it stick. You can do the opposite and release them from religious obligation for trespass as well
- Call upon religion's Witch Hunter or Paladin arm against a person, place, organization or entity. The call is via legitimate religious authority and the religious members called act according to their religious dictates.
- Mobilize religious lay members to protest, act following some guideline or stage activities of your choice. You can rouse a small sized temple's worth of members to your cause
- Call upon religious resources to gain funds, material or resources. The funds are an equivalent to 1000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available and can even be material offensive to the religion (the GM determines availability)
- Grant yourself the social motif "Righteous"
- Designate or strip way from another the social motif "Pious"

### RANK IV

- Generate or gain access to any function listed in Rank I, Rank II or Rank III but at a TD 400 Pnuma or Religion (Knowledge) skill check equivalent
- Access, open to others or shut down religious monuments, buildings, functions and ceremonies open to the topmost figure of the religious leadership
- Call upon a Saint of the religion against a person, place, organization or entity. The call is via legitimate religious authority and the saint's called act according to their religious dictates

- Mobilize religious lay members to protest, act following some guideline or stage activities of your choice. You can rouse a medium sized temple's worth of members to your cause
- Call upon religious resources to gain funds, material or resources. The funds are an equivalent to 2000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available and can even be material offensive to the religion (the GM determines availability)
- Grant yourself the social motif "Blessed"
- Designate or strip way from another the social motif "Pious" or "Righteous"
- Accuse a Paladin or Witch Hunter of transgressing religious tenets and have it stick. You can do the opposite and release them from religious obligation for trespass as well
- Damage a person's reputation, lowering their score in single social motif by 3d10+20. You can do the opposite as well.
- Access or acquire ancient religious lore and knowledge not otherwise available to normal skill checks
- Discredit someone, taking 3d10+10 Trust to all their Contacts. You can do the opposite as well.
- Release or bind a religious member to a quest of major religious import
- Identify religious member and whether they have positive or negative Faith
- Discredit a person on a widespread basis, eroding 2d10 Trust from all Connections. You can do the opposite as well

### RANK V

- Generate or gain access to any function listed in Rank I, Rank II, Rank III, and Rank IV but at a TD 500 Pnuma or Religion (Knowledge) skill check equivalent.
- Call upon an entire arm of the religion against a person, place, organization or entity. The call is via legitimate religious authority and the religious members called act according to their religious dictates. Examples of a religious arm are a brotherhood with the religion or a religious sect.
- Mobilize religious lay members to protest, act following some guideline or stage activities of your choice. You can rouse a large sized temple's worth of members to your cause
- Call upon religious resources to gain funds, material or resources. The funds are an equivalent to 4000 Wealth. Use the Wealth



status for the scope of the connection. Funds must be available and can even be material offensive to the religion (the GM determines availability)

- Grant yourself the social motif "Holy"
- Designate or strip way from another the social motif "Pious", "Righteous" or "Blessed"
- Accuse a Saint of transgressing religious tenets and have it stick. You can do the opposite and release them from religious obligation for trespass as well
- Damage a person's reputation, lowering their score in single social motif by 6d10+40. You can do the opposite as well.
- Release or bind a religious member to a quest of wide-spread and gravely significant religious import
- Discredit someone, taking 4d10+20 Trust to all their Contacts. You can do the opposite as well.
- Stage a miraculous event with the approval of the religious authorities that gains official religious recognition
- Discredit a person on a widespread basis, eroding 3d10+5 Trust from all Connections. You can do the opposite as well

#### RANK VI

- Generate or gain access to any function listed in the previous ranks regardless of difficulty
- Call upon the entire religious body to work against a person, place or entity. The call is via legitimate religious authority and the people called act according to their religious dictates
- Declare a Holy War or Crusade or Inquisition
- Mobilize the entire religious body in scope
- Grant yourself the social motif "Divine"
- Designate or strip way from another the social motif "Pious", "Righteous", "Blessed" or "Holy"
- Damage a person's reputation, lowering their score in single social motif by 10d10+50. You can do the opposite as well.
- Discredit someone, taking 6d10+40 Trust to all their Contacts. You can do the opposite as well.
- Stage a miracle with the approval of the religious authorities that gains official religious recognition
- Discredit a person on a widespread basis, eroding 5d10+20 Trust from all Connections. You can do the opposite as well

#### ARDUIN LEGENDS: KRAY AND TATIANA LIGHTBRINGER

In the annals of Arduin lore, one goddess, Diora by name stands tall as a beacon of light against the dark, of justice in the face of tyranny and despair. Only the stalwart choose her banner as the day is hard as the road is long. Among this small group is a pair, brother and sister, seen as paragons of a caliber equal to the witnesses of Diora's birth: Tatiana and Kray.

Humble in the beginning, they quickly ascended to power, gaining favor in Diora's eyes time and time again. Nothing of the Hells or spiritual miasma was safe from Kray light-filled fist and fewer yet could find victory against Tatiana's fiery blood.

On the edge of nowhere and forever in time, they both entered a city timeless yet unbuilt, twin paradoxes hatched inside of even more paradoxes, imprisoning something precious beyond comprehension to Diora. In that twisted place Kray brought force the lighted souls of the original Witnesses, bearing them back into the Multiverse to be born and shine again.

Outraged, the Bloodied Gods took vengeance, upsetting his ship and sending him in the deep, chilled depths of the great ocean, snuffing out his light. Or, so they thought. His soul belonged only to Diora and was winged away. Tatiana, using powers only she could marshal, walked the worlds in a way unseen since the Great Night Wars and sought him out, crossing through worlds unheard to finally herald his re-birth in Arduin. His coming shattered false idols and upset gods, and the world whispered in wonder at what they would do next.



## SOCIAL CONNECTION

### RANK I

- Be in the know about social functions or information equal to a TD 100 Social or Intel skill check equivalent or lower.
- Identify the top social trends equal to a TD 100 Intel skill check equivalent or lower
- Cross social boundaries to gain access socially to areas you normally cannot equal to a -50 social penalty

### RANK II

- Implement any function of Rank I at a TD 200 Social or Intel skill check equivalent
- Put your hands on “idle” funds, material or resources from your social circle. The funds are an equivalent to 250 Wealth. Use the Wealth status for the scope of the connection. Funds must be available and can include contraband and difficult to get or dangerous materials (the GM determines availability)
- Discredit someone, taking 2d10 Trust to all their Contacts. You can do the opposite as well.
- Damage a person’s reputation, lowering their score in single Social Motif by 3d10+20. You can do the opposite as well.
- Hobnob beyond your normal social rank, ignoring -75 social penalties or less
- Grant yourself the social motif “Connected”

### RANK III

- Generate or gain access to any function listed in Rank I or Rank II at a TD 300 Social or Intel skill check equivalent
- Put your hands on “idle” funds, material or resources from your social circle. The funds are an equivalent to 500 Wealth. Use the Wealth status for the scope of the connection. Funds must be available and can include contraband and difficult to get or dangerous materials (the GM determines availability)
- Discredit someone, taking 4d10+10 Trust to all their Contacts. You can do the opposite as well
- Discredit a person on a widespread basis, eroding 2d10+10 Trust from all their connections. You can do the opposite as well
- Damage a person’s reputation, lowering their score in single Social Motif by 5d10+50. You can do the opposite as well.
- Hobnob beyond your normal social rank,

ignoring -100 social penalties or less

- Grant yourself the social motif “Well Connected”

### RANK IV

- Generate or gain access to any function listed in Rank I, Rank II or Rank III but at a TD 400 Social or Intel skill check equivalent
- Put your hands on “idle” funds, material or resources from your social circle. The funds are an equivalent to 1000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available and can include contraband and difficult to get or dangerous materials (the GM determines availability)
- Discredit someone, taking 5d10+50 Trust to all their Contacts. You can do the opposite as well.
- Discredit a person on a widespread basis, eroding 4d10+30 Trust from all their Connections. You can do the opposite as well
- Damage a person’s reputation, stripping one away a specific social motif. You can do the opposite as well.
- Hobnob beyond your normal social rank, ignoring -200 social penalties or less
- Grant yourself the social motif “Influential”

### RANK V

- Generate or gain access to any function listed in Rank I, Rank II, Rank III, and Rank IV but at a TD 500 Social or Intel skill check equivalent.
- Put your hands on “idle” funds, material or resources from your social circle. The funds are an equivalent to 2500 Wealth. Use the Wealth status for the scope of the connection. Funds must be available and can include contraband and difficult to get or dangerous materials (the GM determines availability)
- Make or destroy social trends or fashion in you area of scope
- Discredit someone, demoting every Contact one rank and eroding 5d10+50 Trust. You can do the opposite as well but cannot promote a Contact to a Connection (see next entry)
- Promote a Contact to a Connection with 2d10 Trust
- Discredit a person on a widespread basis, eroding 7d10+50 Trust from all their Connections. You can do the opposite as well
- Damage a person’s reputation, stripping one away two specific social motifs. You can do the opposite as well.



- Hobnob beyond your normal social rank, ignoring all social penalties
- Grant yourself the social motif “Famous”

### RANK VI

- Generate or gain access to any function listed in the previous ranks regardless of difficulty
- Put your hands on “idle” funds, material or resources from your social circle. The funds are an equivalent to 5000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available and can include contraband and difficult to get or dangerous materials (the GM determines availability)
- Discredit someone, demoting every Contact two ranks and eroding 5d10+50 Trust. You can do the opposite as well including promoting a Contact to a Connection
- Discredit a person on a widespread basis, eroding demoting all their Connections 1 rank. You can do the opposite as well but cannot promote a connection to Rank VI
- Strip any number of social motifs from a target. You can do the opposite as well.
- Grant yourself the social motif “Renowned”

## STREET CONNECTION

### RANK I

- Open an ear for what’s hot on the street. Consists of up to 20 rumors equal to TD 150 Intel skill check equivalent
- Identify most gangs, homeless, crazies and other quirky, odd or dangerous urban elements in your scope and know their turfs and habits
- Put your hands on material or resources (but not coin) that’s “lying around”. The funds are an equivalent to 100 Wealth. Use the Wealth status for the scope of the connection. The material or resources must be available and can include contraband and difficult to get or dangerous materials (the GM determines availability)
- Cross social boundaries to gain access socially to street or urban areas you normally cannot equal to a –20 social penalty

### RANK II

- Implement any function of Rank I at a TD 200 skill check equivalent and 40 rumors
- Wield influence with the criminal and street elements walk safely through their territory or protect your assets in their turf. You can do the same or opposite for another person or entity as well
- Put your hands on material or resources (but not coin) that’s “lying around”. The funds are an equivalent to 200 Wealth. Use the Wealth status for the scope of the connection. The material or resources must be available and can include contraband and difficult to get or dangerous materials (the GM determines availability)
- Cross social boundaries to gain access socially to street or urban areas you normally cannot equal to a –50 social penalty
- Arrange for a minor service from street people, gangs, homeless or other urban elements.

### RANK III

- Generate or gain access to any function listed in Rank I or Rank II at a TD 300 Intel skill check equivalent for any amount of rumors
- Wield influence to take yourself and up to four people through an urban area without worry or protect your assets in their turf. You can do the same or opposite for another person or entity as well
- Put your hands on material or resources (but not coin) that’s “lying around”. The funds are an equivalent to 500 Wealth. Use the Wealth status for the scope of the connection. The material or resources must be available and can include contraband and difficult to get or dangerous materials (the GM determines availability)
- Cross social boundaries to gain access socially to street or urban areas you normally cannot equal to a –75 social penalty
- Arrange for a medium service from street people, gangs, homeless or other urban elements. You could ask the beggars in your scope to panhandle day in and day out in front of a business or stage a distraction for you.

### RANK IV

- Generate or gain access to any function listed in Rank I, Rank II or Rank III but at a TD 400 Intel skill check equivalent
- Wield influence to take yourself and up to 10 people through an urban area without worry or protect your assets in their turf. You can do the



same or opposite for another person or entity as well

- Put your hands on material or resources (but not coin) that's "lying around". The funds are an equivalent to 1000 Wealth. Use the Wealth status for the scope of the connection. The material or resources must be available and can include contraband and difficult to get or dangerous materials (the GM determines availability)
- Cross social boundaries to gain access socially to street or urban areas you normally cannot equal to a -100 social penalty
- Start a riot that lasts a full day in any area of your scope
- Arrange for a major service from street people, gangs, homeless or other urban elements
- Target a single person for harassment from all the seedy, dangerous and socially unacceptable street elements in your scope
- Dominate an entire housing project, slum or hamlet to small village sized area of people

#### RANK V

- Generate or gain access to any function listed in Rank I, Rank II, Rank III, and Rank IV but at a TD 500 Intel skill check equivalent.
- Start a riot that lasts a week in any area of your scope
- Wield influence to take yourself and up to four people through an urban area without worry or protect your assets in their turf. You can do the same or opposite for another person or entity as well
- Put your hands on material or resources (but not coin) that's "lying around". The funds are an equivalent to 2500 Wealth. Use the Wealth status for the scope of the connection. The material or resources must be available and can include contraband and difficult to get or dangerous materials (the GM determines availability)
- Dominate an entire small town sized area of an urban
- Cross social boundaries to gain access socially to street or urban areas you normally could not access

#### RANK VI

- Generate or gain access to any function listed in the previous ranks regardless of difficulty
- Target a single person for death by some or all of the seedy, dangerous and socially unacceptable

street elements in your scope

- Wield influence to take any number of people through an urban area without worry or protect your assets in their turf. You can do the same or opposite for another person or entity as well
- Put your hands on material or resources (but not coin) that's "lying around". The funds are an equivalent to 5000 Wealth. Use the Wealth status for the scope of the connection. The material or resources must be available and can include contraband and difficult to get or dangerous materials (the GM determines availability)
- Dominate a city-sized area

### TRANSPORTATION CONNECTION

#### RANK I

- Gather information concerning what goes where, when and why equal to a TD 100 Intel skill check equivalent or lower. Examples of this would be measuring the flow of traffic through a specific city gate or activity times on an isolated road.
- Travel quickly and freely within your scope, subject to a 100 Wealth limit.

#### RANK II

- Implement any function of Rank I but at a TD 150 Intel skill check equivalent and a 250 Wealth limit
- Arrange passage safe from normal and usual threats in your scope. Counts as 100% Overland Evasion against normal and usual threats. For instance, traveling through a city without worrying about gangs or other normal influences such as gates, polls and other transportation threats.
- All functions of time, such as closing down a road, last for a max of d6 days
- Can track an unwary target with 100% accuracy if they use open and available transportation. For example you could plot the movements of a specific trader along their route
- Forestall a single person from easily traveling by using your influence. You can do the opposite as well and glide them through the normal snarls.



### RANK III

- Implement any function listed in Rank I or Rank II at a TD 300 Intel skill check equivalent and 500 Wealth
- Gain funds, material or resources through legal transportation means. The funds are an equivalent to 200 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability).
- All functions of time, such as closing down a road, last for a max of 1 month
- Can track any number of unwary targets with 100% accuracy if they use open and available transportation
- Track a single aware target with 100% accuracy if they use open and available transportation
- Temporarily shut down 1 form of publicly used transit, such as a city road
- Reroute minor modes of travel, such as back alleys and side streets. For instance you could get all the allies in one part of town bricked up.

### RANK IV

- Implement any function listed in Rank I, Rank II or Rank III at a TD 400 Intel skill check equivalent and a 2000 Wealth limit
- Gain funds, material or resources through legal transportation means. The funds are an equivalent to 500 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability).
- All functions of time, such as rerouting modes of travel, last for a max of one (6) months.
- You can smuggle an amount of goods in or out of an area of your scope equal to 1000 Wealth with impunity.
- Track any number of aware targets with 100% accuracy if they use open and available transportation; 50% accuracy if they use little used or hidden means of movement

- Reroute major modes of travel in your scope such as a major gate of a city or busy docks
- Bar a person from entering or leaving your area of scope if they use public means of travel

### RANK V

- Implement any function listed in Rank I, Rank II, Rank III or Rank IV at a TD 500 Intel skill check equivalent and a 5000 Wealth limit
- Halt all public means of travel into or out of your scope. For instance, you could close the aviaries, shut down the gates and keep a city locked down
- Bar a specific person, group, type of cargo, business or anything you designate from entering or leaving your scope. For instance, you could ban all Marmachandians from entering your scope via public means of travel
- Gain funds, material or resources through legal transportation means. The funds are an equivalent to 2000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability).
- All functions of time last for a max of one year.

### RANK VI

- Implement any function listed in the previous ranks regardless of difficulty
- All functions of time last for a max of 5 years
- Track any number of people in your scope, regardless of the means of transportation used
- Gain funds, material or resources through legal transportation means. The funds are an equivalent to 5000 Wealth. Use the Wealth status for the scope of the connection. Funds must be available (the GM determines availability).
- Destroy a major means of public transportation, such as demolishing a city gate or destroying miles of road



## UNDERWORLD CONNECTION

### RANK I

- Gather information and rumors concerning the underworld and legal activity or data equal to a TD 100 Intel skill check equivalent or lower
- Arrange a small accident, sabotage or legal or illegal injunction for a person, place or organization. Sabotage is up to 200 Wealth of damage done. Injunctions are a revocation of a license or a right to do something but are limited to the scope of how much 250 Wealth of bribery would purchase
- Identify most gangs, mercenary groups and "muscle" elements in your scope and know their turfs and habits
- Arrange to boost or "squeeze" funds, material or resources from the area in your scope. The funds are an equivalent to 250 Wealth. Use the Wealth status for the scope of the connection. The material or resources must be available and can include contraband, stolen goods or drugs (the GM determines availability)

### RANK II

- Implement any function of Rank I at a TD 150 skill check equivalent
- Arrange a medium accident, sabotage or legal or illegal injunction for a person, place or organization. Sabotage is up to 500 Wealth of damage done. Accidents can include minor personal injury. Injunctions are a revocation of a license or a right to do something but are limited to the scope of how much 500 Wealth of bribery would purchase
- Arrange to boost or "squeeze" funds, material or resources from the area in your scope. The funds are an equivalent to 500 Wealth. Use the Wealth status for the scope of the connection. The material or resources must be available and can include contraband, stolen goods, military, religious, street, political materials or drugs (the GM determines availability)
- Arrange for an illegal service such as fencing goods, getting loans, black market access, and other types of minor to medium underworld activities

### RANK III

- Generate or gain access to any function listed in Rank I or Rank II at a TD 300 Intel skill check equivalent

- Arrange a major accident, sabotage or legal or illegal injunction for a person, place or organization. Sabotage is up to 1000 Wealth of damage done. Accidents can include minor personal injury. Injunctions are a revocation of a license or a right to do something but are limited to the scope of how much 1000 Wealth of bribery would purchase
- Shut down an area in your scope by causing riots and disturbances for up to a full day.
- Have minor legal charges or infractions dropped totally
- Arrange to boost or "squeeze" funds, material or resources from the area in your scope. The funds are an equivalent to 1000 Wealth. Use the Wealth status for the scope of the connection. The material or resources must be available and can include contraband, stolen goods, military, religious, street, political materials or drugs (the GM determines availability)
- Travel quickly and freely within your scope, subject to a 250 Wealth limit
- Eliminate a person's social trustworthiness. The target's contacts lose 4d10 Trust permanently
- Arrange for an illegal service such as assassinations, hiring a criminal gang, mercenary group, arsonist and so on.

### RANK IV

- Generate or gain access to any function listed in Rank I, Rank II or Rank III but at a TD 400 Intel skill check equivalent
- Arrange to boost or "squeeze" funds, material or resources from the area in your scope. The funds are an equivalent to 2500 Wealth. Use the Wealth status for the scope of the connection. The material or resources must be available and can include contraband, stolen goods, military, religious, street, political materials or drugs (the GM determines availability)
- Travel quickly and freely within your scope, subject to a 500 Wealth limit
- Have most major charges or infractions dropped totally
- Arrange for an illegal service such as money laundering or an assassination
- Arrange any size accident, sabotage or legal or illegal injunction for a person, place or organization. Maxims for sabotage, injunctions or bribery are 2500 Wealth.
- Eliminate a person's social trustworthiness. The target's contacts lose 10d10 Trust permanently



### RANK V

- Generate or gain access to any function listed in Rank I, Rank II, Rank III, and Rank IV but at a TD 500 skill check equivalent.
- Arrange to boost or “squeeze” funds, material or resources from the area in your scope. The funds are an equivalent to 5000 Wealth. Use the Wealth status for the scope of the connection. The material or resources must be available and can include contraband, stolen goods, military, religious, street, political materials or drugs (the

- GM determines availability)
- Shut down an area in your scope by causing riots and disturbances for up to a week
- Shut down totally all but crown or imperial investigations for up to 3 months
- Start an underworld crime spree or manipulate a major killing spree or terrorist act
- Travel quickly and freely within your scope, subject to a 1000 Wealth limit
- Arrange any size accident, sabotage or legal or illegal injunction for a person, place or organization. Maxims for sabotage, injunctions or bribery are 5000 Wealth.
- Eliminate a person’s social trustworthiness. The target’s contacts lose one rank permanently

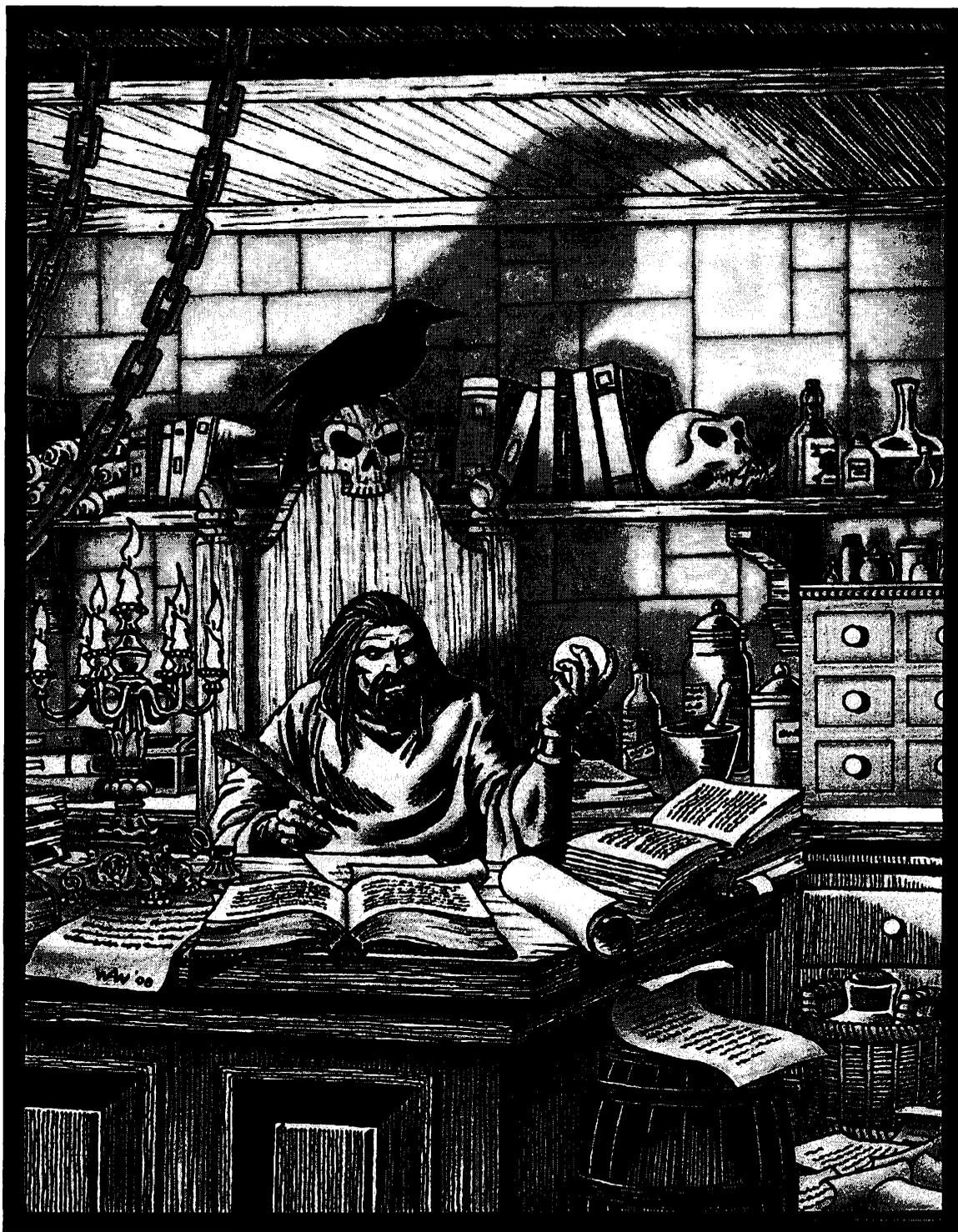
### RANK VI

- Generate or gain access to any function listed in the previous ranks regardless of difficulty
- Arrange to boost or “squeeze” funds, material or resources from the area in your scope. The funds are an equivalent to 10000 Wealth. Use the Wealth status for the scope of the connection. The material or resources must be available and can include contraband, stolen goods, military, religious, street, political materials or drugs (the GM determines availability)
- Shut down an area in your scope by causing riots and disturbances for up to a month
- Travel quickly and freely within your scope without regard to cost
- Dismiss any charge against your regardless of offense
- Shut down any investigation lower than a crown or imperial one permanently
- Start an underworld war or kill a small town-size area of people and get away with it
- Arrange any size accident, sabotage or legal or illegal injunction for a person, place or organization. Maxims for sabotage, injunctions or bribery are 10000 Wealth.
- Eliminate a person’s social trustworthiness. The target’s contacts lose two ranks permanently



# DESIGN & MANUFACTURE

## - CHAPTER TWELVE



**E**verything starts with a blueprint, a plan, or outline of what you need to do. For instance, what do you need to make a spell? You need to figure out how it will work, what it will do and what it will take to make it all happen. How about a sword? The plans you draw up to make these things are called a design.

## DESIGN

A design is simple: it's the blueprint or plan you follow to make something. In *Arduin Eternal*, if you want to make anything you have to have a design. A design details the resources, complexity, time, knowledge involved in creating the end result (the object of the design). Using a design is just as easy as following the steps outlined in the design while having the right resources, time and skills.

**Design Name:** The name of the design.

**TD:** The skill check required to make the design.

**Time:** How long it takes to follow the design.

**TL:** Tech Level requirement. If you don't have the TL required or higher then you take a penalty to use the design. If a Tools or Workshop requirement exists, then these items must also meet the TL requirement.

**Preq:** Any other prerequisites, such as an MA requirement, Skill, Secret, in-game knowledge or others needed to understand or use the design.

**RC:** What resources are required to use the design; if tools or workshop requirements exist, it will be noted here.

**Output:** The Output characteristics of the design. Durability, Reliability or attributes to an item are all Output characteristics.

Here is an example of a Long Sword design.

### Long Sword

**TD:** 75 **Time:** 7 Days

**TL:** 2

**Preq:** 16+ MA, Trained Weaponsmith (Know), Trd Manufacture, Prof Mechanic

**RC:** 3.5 GS (metal, stone, water, oil, etc.), Workshop

**Output:** 21 – 40 DUR

A Long Sword design is a fairly simple design. It has no unusual resources or high skill or secret prerequisites and all in all is easy to make. Let's look at something a little more complex.

### Gioskbhr

**TD:** 215 **Time:** 4 months

**TL:** 2

**Preq:** 16+ MA, Expert Channel, Expert Arcanology, Trd Metallurgy (Know), Power Efficiency (Channel), Expert Manufacture, Expert Mechanic

**RC:** 1470 GS, Channel Fish Wings (powdered, 20 oz), Diamond powder (3 oz), Kiaeg Essence, Workshop

**Output:** 80 – 100 DUR

Acts as a channel focus, cutting mana requirements for spells by 20%. Also, if you meditate over it for an hour a day, it bumps your APT by +10 for the next 25 hours.

A Gioskbhr (Geos-Kay-bar) is much more complex. It requires some unusual resources and has some hefty skill and secret prerequisites.

## WORKING WITH DESIGNS

You can work with a design in one of two ways. You either reference documentation that contains the design or you work from your personal knowledge of the design. However, to work without documentation requires you to expend 1 EPS to learn the single design to such a point that you no longer need to reference its documentation. Several reasons exist for why you might want to invest the EPS.

- You are limited to the scope of the documented design if you don't invest an EPS. Your personal abilities, secrets and talents still affect what you manufacture, but you cannot improve the basic design without learning the design via investing an EPS.
- Without the documentation in hand you cannot make the design.
- Learned designs can be used as models to build new inventions. Basing a new invention off one you have learned allows you to use it as a form of prototype. If the GM agrees you have based it off a learned design, you add a +25 bonus to the Engineer skill check to succeed in making the proposed new design. Only 1 learned design can affect a proposed new design in this way.
- If you are designing a new Fetish, a learned Fetish design adds a +25 bonus to the Gnosis skill check to succeed in making the proposed design.



## MAKING A DESIGN

If you don't have access to a design or a design for what you want doesn't exist, you can make one. Making a design requires you to determine the following:

- The object of the design (the result). This requires you to describe the proposed design to the GM in a logical manner and offer how it is supposed to work. The GM, at any time, is free to accept or reject the design, depending on its impact to the game world and feasibility.
- Determine any required skill, secret, in-game knowledge or other requirements. All designs will have some requirement that must be met before they are created.
- Figure unusual resource requirements. While basic resource costs are easy to derive, some objects, such as magik artifacts or techno items of TL 4 or higher, will have unusual resource requirements. Highly potent herbal or alchemical designs will also call for unusual resources.
- Tech Level of the design. All designs, even designs for magik spells or rituals, have a TL assigned to them.
- OP of the design. Most magik has an OP.
- Whether a Workshop, Tools or both are required for the design.

From this information you will determine:

- TD (see Determining TD chart).
- Coin and Time increment required (see Determining Resource Costs and Time Increments chart).
- Time (see Determining Time chart).
- Final Costs (see Final Costs chart).
- MA requirements. MA requirements are always base 10 + 3 times the TL required to make the design.
- APT requirements. APT requirements are determined for Fetishes and for many Alchemical and Herbal concoctions.

Each step of the process is represented below. Crucial to the process is determining your skill and secret requirements. They are the basic building block for determining the TD, Time and the resources required.

### DETERMINING THE TD

To find the design TD required, reference each skill and secret requirement using the determining TD

chart. Reference each skill and secret requirement with the value in the "Adds to TD" column. Total the values to determine the Design TD.

So, looking at the previous Long Sword example with Trd Weaponsmith (Know), Trd Manufacture, Prof Mechanic requirements, we would derive a of TD 75.:

(Trd Weaponsmith) + 25  
(Prof Mechanic) + 25  
(Trd Manufacture) + 25

DETERMINING DESIGN TD	
Skill Tier	Adds to TD...
Proficient	+25
Trained	+25
Experienced	+35
Specialist	+45
Expert	+65
Genius	+90
Legendary	+135
Secrets add an amount equal to the skill required to gain the secret	

### DETERMINING THE RESOURCES AND TIME INCREMENT

To find the cost in resources and the time increments involved use the below chart. Reference the TD you previously derived to the time increment listed in the "Time Increment" column and the coin base required in the "Coin" column. Both of these will be used in the next step.

So, again using our Long Sword example, we see a TD 75 will take Days (time increment) and cost GS.

DETERMINING COIN AND TIME INCREMENTS		
TD	Time Increment	Coin - Cost
50	Hours	SP
75	Days	GC
100	Days	GC
125	Days	GS
150	Weeks	5 GS
200	Weeks	5 GS
250	Months	10 GS
300	Months	100 GS
400	Years	1000 GS
500	Years	10000 GS



## DETERMINING TIME

For final time determination, reference each skill and secret requirement with the value in the "Adds to Time" column. Total the values to determine the Design Time.

So, looking at the previous Long Sword example with Trd Blade, Prof Metallurgy, Trd Weaponsmith requirements, we would derive:

(Trd Weaponsmith) +3  
(Prof Mechanic) +1  
(Trd Manufacture) +3

The total is seven (7). Our previous step indicated it would be in days. So, the Long Sword will take 7 days.

DETERMINING TIME	
Requirement Skill	Adds to Time
Proficient	+1
Trained	+3
Experienced	+6
Specialist	+12
Expert	+24
Genius	+48
Legendary	+96
Secrets add an amount equal to the skill required to gain the secret	



## HANDLING IMPOSSIBLE SEEMING TIMES

Some times may just seem impossible to achieve. Put 4 Legendary requirements on a design and the next thing you know it takes 384 years to build/design it! Still, it's important to understand the time given is the "raw" time. Many secrets reduce and mitigate this time and what seem impossible to the untrained is reachable to the skilled. Also, more than one person can work on a design to make it achievable. A team of 2, 3 or more quickly chews through the time required rapidly.

## FIGURING TECH LEVEL

Generally speaking, the more enhanced an object is relative to an object of the same basic type, the higher the TL it should be. For instance, a typical Longsword is TL 2. A Longsword that is sharper, resistant to wear and tear and corrosion might be TL 3, 4, or more depending on the enhanced design.

The initial TL of any object is TL 1. Each Specialist or lower Knowledge skill requirement adds a +1 TL. Expert or higher Knowledge skill requirements add +2 TL. For instance, a longsword is TL 2; base TL 1 + 1 for the Trained Weaponsmith Knowledge skill requirement. A Gioskbhr is also TL 2; it's much more powerful than a long sword but that power stems from its arcane capability and not its technological ones. From a technological standpoint is not overly difficult to produce the metal sphere.

## FINAL COSTS

To determine final resource costs, convert the Time required into days and then divide in half. This number and the coin requirement determine the value of resources required. The value indicates the amount of material, labor and other work needs, including tools or workshop costs unless otherwise indicated. It does not include any cost requirements for special materials, tools, facilities or components. So, again, with the Long Sword, we have a 7 day requirement, which divided in half is 3.5 GC.

## CREATING THE DESIGN

Now we have the design figured out, let's see if we can create the blueprint. To create the design (our blue print) we must do the following:

1. Make a prototype. Your proof of concept requires an expenditure of the time, resources and other requirements listed in the prototype design. Obviously, if you don't have the skill or resources required, you cannot make the prototype.
2. Engineer skill check against the Design TD.
3. Test the Design (optional)

If you succeed you have created a new design.

## CHECKING FOR DESIGN FLAWS

If you succeed you have created the design. Not all designs are created equal, however and the design process is not done without making a Defect and Flaw check.



### DEFECTS AND FLAWS

To determine Defects or Flaws that might be part of the design, reference the Engineer skill check you made to the values in the columns below.

#### TESTING OUT FLAWS AND DEFECTS

When flaws or defects arise in a design you can either live with them or test the design until you weed them out. To test out a single Major Flaw or Defect:

- Spend 40% of the resources and time working on removing the flaw or defect
- Make an Engineer skill check equal to a TD 1 step lower than the design TD

To test out a single Minor Flaw or Defect

- Spend 10% of the resources and time working on removing the flaw or defect
- Make an Engineer skill check equal to a TD three (3) steps lower than the design TD

Testing out multiple Defects or Flaws simultaneously

- Find the highest TD of the defects or flaws
- Raise the TD one step for each additional flaw or defect
- Combine the resource and time requirements and

then divide in half

- Make a single Engineer skill check

*Example – Lougren wants to make a better Long Sword design but due to his Engineer roll he ends up with 2 Major and 3 Minor flaws. Not happy with the flaws, he chooses to test them out in order to remove them from the design. Now the new design has a TD 100, takes 12 GS in resources and 12 days. To remove all the major flaws one at a time would require 5 Days (40% of 12 days), 5 GS (40% of 12 GS) and a TD 75 (lowered one step from TD 100). For the minor flaws, it would require 1 Day (10% of 12 days), 1 GS (10% of 12 GS), and a TD 25 (lowered three steps from TD 100). To get rid of all the flaws simultaneously would take 6 days, 6 GS and a TD 200!*

### MAKING FETISHES

A Medicine Man sees the world in a different light and understands instinctively the latent spiritualism burning with the tiniest spec. Within this knowledge is the understanding of how one aspect of the latent spiritual power within an object can modify another's. This instinctive comprehension is the basis of making fetishes.

DEFECTS AND FLAWS TABLE																				
Design TD	Engineer skill check was at least...																			
	2	5	7	1	1	1	1	2	2	2	2	3	3	3	3	4	4	5	5	6
	5	0	5	0	2	5	7	0	2	5	7	0	2	5	7	0	5	0	5	0
25	C	D	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
50	X	C	D	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
75	X	X	B	C	D	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
100	X	X	X	B	C	D	N	N	N	N	N	N	N	N	N	N	N	N	N	N
125	X	X	X	X	A	B	C	D	N	N	N	N	N	N	N	N	N	N	N	N
150	X	X	X	X	X	A	B	C	D	N	N	N	N	N	N	N	N	N	N	N
200	X	X	X	X	X	X	X	A	B	C	D	N	N	N	N	N	N	N	N	N
250	X	X	X	X	X	X	X	X	A	B	C	D	D	N	N	N	N	N	N	N
300	X	X	X	X	X	X	X	X	X	X	A	B	C	C	D	D	N	N	N	N
400	X	X	X	X	X	X	X	X	X	X	X	X	X	X	A	B	C	D	N	N
500	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	A	B	C	N

**X** Not applicable  
**N** No Flaws exist  
**A.** All initial design flaws are major ones. Divide design TD by 10. This equals the number of Major Flaws that occurred as well as d10 Minor Flaws for each individual Major Flaw.  
**B** Roll 2d4 for the number of Major Flaws that occurred plus d6 Minor Flaws for each Major Flaw.  
**C** Roll d4 for the number of Major Flaws conceived plus 1 Minor Flaw for each Major Flaw  
**D** No Major Flaws but d4 Minor Flaws



A fetish is frequently made up of common things: rocks, leaves, a strip of skin, fur from the belly of a beast or pure spring water. Such things, alone, have but small power. Aligned and tuned by the Medicine Man's hands, however, such things build upon one another and release hidden powers.

A Fetish is, for all intents and purposes, a pre-made design made by a Medicine Man.

**Fetish Name:** The name of the Fetish design.

**Preq:** Skill, Secret, in-game knowledge, spirit, or other requirements needed to understand or use the design.

**TD:** The Gnosis skill check required to make the Fetish.

**OP:** OP of the Fetish.

**Time:** How long it takes to follow the design. A Medicine Man spiritually tempers the objects of a fetish to ready them. In other words, this includes the time it takes to bind or bond a spirit to a fetish, if one is listed as a prerequisite.

**RC:** What resources are required to use the design.

### DESIGNING A FETISH

A Fetish is similar to a ritual but follows the rules for normal designs to determine TD and Time costs. Use the rules laid out under **Designing Magik or Mental Powers** for figuring Mana costs, APT costs, Core APT resource costs, and Prerequisites. Please note

CORE APT COSTS TABLE	
OP	Core APT costs
1	5
2	10
3	20
4	30
5	50
6	70
7	100
8	130
9	170
10	210
11	260
12	310
13	380
14	450
15	530
16	620
17	750
18	830
19	1000
20	1500

OP beyond 20 will add +500 to Core costs.

that prerequisites can affect Core APT costs like they can affect Core Mana costs. See the Core APT Costs Table.

### DESIGNING MAGIK OR MENTAL POWERS

Designing magik is not much different than designing anything else. The principles involved are the same but the output and formula used differ slightly. Magik, as referenced here, applies to spells, prayers, or rituals. Mental powers are created the same way and follow the same rules put forth below.

- Determine the goal of the designed magik. This requires you to describe the proposed design to the GM in a logical manner and offer how it is supposed to work. The GM, at any time, is free to accept or reject the design, depending on its impact to the game world and feasibility.
- Figure the requirements to learn/use the magik. All designs will have some requirement that must be met before they are created.
- Unusual component requirements. Some magik may require specific components in order to work.

From this information you will determine:

- OP of the magik.
- Core Mana and final Mana costs. Replace with PSI when designing mental powers.
- Unusual requirements. If a prayer, whether it costs Faith. Some spells, rituals and prayers even have attribute impairment, damage or destruction.
- TD to Cast.
- Range.
- Design TD.
- Time (required for rituals).
- APT requirements. If the magik is a ritual, you will also determine what post ritual APT impairment occurs.
- Duration (if any).
- Critical.
- Fumble.
- Maintenance (if required).
- Area.
- Influence (required for rituals).
- Faith requirements to use the magik or Faith Pool prerequisites to use or learn it (if required).
- Prerequisites to learn or use the magik
- Description of the spell and any specific rules that govern its use.

Each step of the process is represented below.



Crucial to the process is determining the OP of the magik. Aside from this is the understanding that the building of magik is a give and take process. You determine the OP and core requirements and then apply prerequisites to modify these values. The end result sets the values for variables like mana, time, TD to cast, etc.

### DETERMINING OP

Evaluate the magik description and give it an approximate OP ranking. For new magik look at existing magik and make a comparison based on effect, outcome or general power level. If the magik is an outgrowth of existing magik, figuring out how powerful it is compared to the existing magik and set the OP accordingly.

*Example – Wildren decides he is going to design a spell. After discussing it with his GM, they determine the spell will be OP 4.*

### FIGURE CORE MANA COSTS

Using the OP of the magik we previously determined, find the Core Mana costs of the spell. The prerequisites and choices made to set the other variables of the magik will modify this value. Replace Core Mana with Core PSI for mental powers.

*Example – Using the Combined Core Mana and Time Table, we can see at OP 4, Wildren's spell has a Core Mana of 13.*

### DETERMINE THE TD TO CAST

To find the TD to cast the magik you will need to use the below chart. Not all magik has a TD to cast it, and depending on the magik, this TD may be referenced as a TD to Craft (Fetish), Required TD (ritual) or other similar ways.

TD TO CAST	
TD to Cast	Adjustment
Magik without a target requires at least a TD 75	None
TD 50	+50% Core Mana
TD 25	+100% Core Mana
TD 100	-20% Core Mana
Each +25 TD beyond TD 100	-10% Core Mana

*Example – Since Wildren's spell is an attack spell versus a single target, the spell has no TD to Cast and he skips this step.*

### DETERMINE RANGE

To find the range for your magik you will need to use the below chart. Not all magik has a Range but Range is required for Cast Magik.

DETERMINE RANGE	
Range	Adjustment
Self or Zero (only works on you)	-20% Core Mana
Touch	None
1 – 30	+10% Core Mana
Every +30 ft or less increment thereafter	+10% Core Mana

*Example – Wildren wants to be able to target 120 ft away, so he gains a +40% Core Mana modifier. He notes this to the side. He'll want to wait until the end to apply the modifiers.*

### DETERMINE DESIGN TD

Figure the Design TD the same way you would figure a Design TD for a regular, non-magik item, using the **Determining Design TD** table. If a spell, ritual, prayer or mental power requirement is determined, multiply the OP times 15 to determine the amount it adds to the Design TD of the new spell.

*Example – Wildren determines that he is going to set the requirements to Spec Channel, requires an earlier OP 2 spell, and has a secret requirement of Spell Piercing [Cast]. This puts his design TD at 100 (45 for the Spec requirement, 30 for the OP 2 spell, and 25 for the Trained secret).*



## DETERMINE TIME

Figuring Time is required for rituals and should not be mixed up with determining Duration. Time is how long it takes to enact the ritual or to use a Fetish. Reference the Combined Core Mana and Core Time table to figure Time.

*Example – Since Wildren's is crafting a spell, he doesn't need to determine time and skips this step.*

COMBINED CORE MANA AND TIME TABLE		
OP	Core Mana	Core Time
1	3	1 minute
2	6	5 minutes
3	9	15 minutes
4	13	30 minutes
5	17	1 hour
6	22	5 hours
7	27	10 hours
8	33	1 day
9	39	2 days
10	46	5 days
11	54	15 days
12	63	1 month
13	73	2 months
14	84	3 months
15	96	4 months
16	109	6 months
17	124	8 months
18	150	10 months
19	200	12 months
20	275	1 year
OP beyond 20 add +100 to Core Mana.		OP beyond 20 add +1 year to the Core Time



## DETERMINE APT REQUIREMENTS

The APT requirements for magik start at base 10. Use the table "APT requirements" to modify this base value.

APT REQUIREMENTS	
Each spell, ritual, or like prerequisite	Adds +2 APT
Each Secret prerequisite	Adds +1 APT for Proficient, +3 APT for Trained, +5 APT for Experienced, +7 APT for Specialist, +9 APT for Expert, +11 APT for Genius and +15 APT for Legendary
Each Skill Prerequisite	Adds nothing for Proficient, +1 APT for Trained, +2 APT for Experienced, +3 APT for Specialist, +4 APT for Expert, +5 APT for Genius and +7 APT for Legendary

*Example – Wildren's starts with a base 10 APT then adds +2 for the spell prerequisite, +3 for the Specialist skill requirement and another +3 for the trained secret requirement. His total is 18 APT.*

For rituals, the Determine APT Table values equate to the APT required to use the ritual. Post APT impairment is base 1 and you use the table "Post APT Drain" to modify the value.

POST APT DRAIN	
Each spell, ritual, prayer or like prerequisite	Adds +1 APT
Each Secret prerequisite	Adds +1 APT for Proficient, +2 APT for Trained, +3 APT for Experienced, +4 APT for Specialist, +5 APT for Expert, +6 APT for Genius and +7 APT for Legendary
Each Skill Prerequisite	Adds nothing for Proficient, +1 APT for Trained, +2 APT for Experienced, +3 APT for Specialist, +4 APT for Expert, +5 APT for Genius and +7 APT for Legendary

*Example – Wildren skips this step since he is crafting a spell. However, if he had been crafting a ritual he would have figured +1 APT for the spell prerequisite, +3 APT for the Specialist skill requirement and a +2 APT for the Trained secret requirement. So, had it been a ritual, the post APT drain would have been base 1 + 1 +3 +2 or total of +7 APT drain.*



### DETERMINE DURATION

Figure duration using the table provided. The base duration of all magik is 1 CF Action Count. Replace Core Mana notations with Pre/Post APT for ritual magik. Some generalization is required here and the table may not cover all variations. The GM is highly encourage to use existing magik and rituals as a roadmaps for developing his or her own.

*Example – The spell Wildren is crafting is an immediate attack spell so the duration is immediate, lowering the +40% core mana modifier by –30% to only a +10% Core Mana. So far, so good.*

DETERMINE DURATION	
Duration	Adjustment
1 CF Action Count	None
Immediate	–30% Core Mana
Each +1 CF Action Count up to max 20 CF Action Counts	+2% Core Mana
Each minute after the first	+10% Core Mana
To make Duration a 1:1 function of skill	determine Duration like normal and then add +100% Core Mana
To make Duration a 1:2 function of skill	determine Duration like normal and then add +75% Core Mana
To make Duration a 1:5 function of skill	determine Duration like normal and then add +50% Core Mana
To make Duration a 1:10 function of skill	determine Duration like normal and then add +30% Core Mana
To make Duration a 1:25 function of skill	determine Duration like normal and then add +20% Core Mana
To make Duration a 1:50 function of skill	determine Duration like normal and then add +10% Core Mana
To make Duration a 1:100 function of skill	determine Duration like normal and then add +5% Core Mana

### FIGURE CRITICAL SUCCESS

Determine this value for prayers, mental powers and spells. Rituals do not provide this value but take their chance of critical success solely from the Ceremony skill.

CRITICAL SUCCESS	
Critical	Adjustment
100	None
Each additional +1 Critical	+10% Core Mana

*Example – Wildren wants this spell to pack a strong punch and sets the critical value at 94, adding +60% Core Mana to his just lowered +10% Core Mana. Now he is at +70% Core Mana.*

### FIGURE FUMBLE CHANCES

Like Critical successes, the Fumble values are only calculated for prayers, mental powers and spells.

FUMBLE CHANCE	
Fumble	Adjustment
12	None
Each subtracted –1 Fumble	+10% Core Mana

*Example – Wildren also lowers the Fumble chance; who wants to stumox a spell? He drops it to 6, a respectable value he can handle. This adds another +60% to his previous +70%, putting the spell at +130% Core Mana.*

### FIGURE MAINTENANCE

Maintenance is only determined for spells, mental powers and prayers. Rituals do not require this value unless otherwise specified.

*Example – Since Wildren's spell has an immediate duration, he skips this step.*

FIGURE MAINTENANCE	
Maintenance	Adjustment
Any spell or prayer with a listed duration beyond "immediate" or 1 CF Action Count requires a <b>quicken</b> action for maintenance	None
Increase maintenance to a <b>normal action</b>	–20% Core Mana
Increase maintenance to a <b>full melee action</b>	–50% Core Mana
Remove maintenance	+50% Core Mana



### DETERMINE AREA

Figure Area using the table provided. The base Area of all magik is a 10 ft x 10 ft geometric shape. Replace Core Mana notations with Pre/Post APT for ritual magik.

*Example – Since Wildren’s spell only targets a single being, he can reduce the cost of the spell. There is a –10% requirement, lowering the Core Mana requirement from +130% to +120% Core Mana.*

DETERMINE AREA	
Area	Adjustment
5 ft x 5 ft geometric shape or multiple targets area	–10% Core Mana
Single target	–10% Core Mana
Self	–30% Core Mana
Ambient or 3D	+30% Core Mana
Each additional 10 ft x 10 ft area or multiple targets in this area	+5% Core Mana

### DETERMINE INFLUENCES

Influences are only determined for rituals. The amount of influences allowed is given as a number followed by a notation of None, Person, Object, or Any followed by the maximum amount of APT that can be provided by a participant, given as a number or the notation ALL. The default Influence level is None. Use the table below to modify this value.

*Example – Since Wildren’s is making a spell he skips this step. However, if it was a ritual and he wanted to add the ability to use an Object, he would modify the Pre/Post APT drain by +20%.*

DETERMINE INFLUENCES	
Influence	Adjustment
Add Object. APT allowed is equal to the one-half the Post APT Drain.	+20% Pre/Post APT
Add Person. APT allowed is equal to the one-half the Post APT Drain.	+20% Pre/Post APT
Add Any. APT allowed is equal to the full Post APT Drain.	+50% Pre/Post APT
Each additional +1 APT allowed.	+5% Pre/Post APT
Add All.	+100% Pre/Post APT

### FIGURE FAITH POOL REQUIREMENTS

Prayers and some rituals require a base value of Faith to reside in the user’s Faith Pool in order to wield divine magik. A prayer and priestly rituals require an amount of Faith in the Faith Pool equal to the double the OP of the prayer/ritual plus one (+1). You can modify this using the table below.

*Example – Since Wildren’s is making a spell he skips this step. However, if we were crafting an OP 4 prayer instead of a spell, he would have a minimum 9+ Faith Pool requirement.*

DETERMINE FAITH POOL REQUIREMENT	
Faith Pool	Adjustment
+1 Faith required in the Faith Pool	–10% APT, –10% Core Mana
–1 Faith required in the Faith Pool	+20% APT, +20% Core Mana

### FIGURING FAITH

Faith expenditure can be added to prayers to empower them in different ways. Faith you require to be expended with a prayer provides the equivalent benefit of any secret, including Profession secrets, providing you know them. You can emulate a Proficient secret for 1 Faith, Trained for 2 Faith, Experienced for 3 Faith, Specialist for 6 Faith, Expert for 10 Faith, Genius for 15 Faith and Legendary for 22 Faith. See **Determining Prerequisites**(below) for more information on how Profession secrets modify magik.

*Example – Since Wildren’s is making a spell he skips this step.*

### DETERMINE PREREQUISITES

The core of adjusting magik really begins with the defining of prerequisites needed to use it. While it would seem it should be listed sooner, it’s important to set certain base parameters first before you begin tinkering and modifying.

The key point to remember is each secret or skill rank prerequisite can only modify one attribute of the magik. If you apply a Channel secret to lower Core Mana costs, the same secret will not apply a benefit to anything else. You could add another Channel secret to modify a separate effect, but cannot do the same secret again. In other words, it can only be added once.

Not all secrets and skill rank requirements modify the same attributes. Arcanology, Pneuma and Noetics secrets and skill rank requirements modify the Range, Critical, Fumble and TD to Cast attributes



of magik.

Channel secrets and skill rank requirements modify different attributes. Channel affects the Mana, Maintenance, Duration and Area attributes of magik. These are very strong attributes of magik and one of the reasons Channel as a skill and its secrets show up on most spells, rituals, prayers and mental powers.

Cast, Gnosis, and Mind secrets and skill rank requirements modify the Range, Area, TD to Cast, and Mana attributes of magik. See the corresponding table for details.

Profession secrets and skill ranks impact magik differently, allowing you to adjust any attribute covered by your Core Skills as listed under the secret/skill type. For example, a mage with Channel as a Core Skill could use a Profession secret to adjust a spell as if it was a Channel secret.

When you list a spell, ritual, prayer or mental power as a prerequisites, it can adjust any magik attribute, treating every 2 OP of the required spell, prayer, ritual or mental power as one skill tier equivalent in skill ranks towards adjusting the desired magik attribute.

*Example - Wildren has an OP 2 spell requirement, a Specialist skill requirement and a Trained Cast secret. The Cast secret allows him to ignore the +40% Core Mana for range, lowering his current 120% Core Mana to 80%. The Specialist Channel requirement allows him to lower the Core Mana requirements -40% more to 40% Core Mana. Lastly, the OP 2 spell allows him to Core Mana by -10% to a final adjustment of 30% Core Mana. His spell will cost 13 + 4 (13 x 30%) or 17 mana.*

ARCANALOGY, PNEUMA OR NOETICS SECRETS	
Each secret can do 1 of the following:	
Each skill plateau allows you to modify <b>Range</b>	up or down 2 increments and ignore the normal Core Mana adjustments
Each skill plateau allows you to modify <b>Critical</b>	
Each skill plateau allows you to modify <b>Fumble</b>	
Each skill plateau allows you to modify <b>TD to Cast</b>	up or down 1 increment and ignore the normal Core Mana adjustments
ARCANALOGY, PNEUMA OR NOETICS SKILL RANKS	
Each required skill rank can do 1 of the following:	
Adjust Range, Critical, Fumble and TD to Cast as noted for secrets but only half (1/2) as effectively	

## DESCRIPTION AND EFFECT

The description of what you wanted the magik to do is formalized and any specific rules are applied. If the magik only works when the 3 moons are high in the night sky and the stars of the Lutressian Ark burn in the north, then it has a rule or restriction. Rules and restrictions count like Specialist tier equivalent secrets for the impact they have on magik.

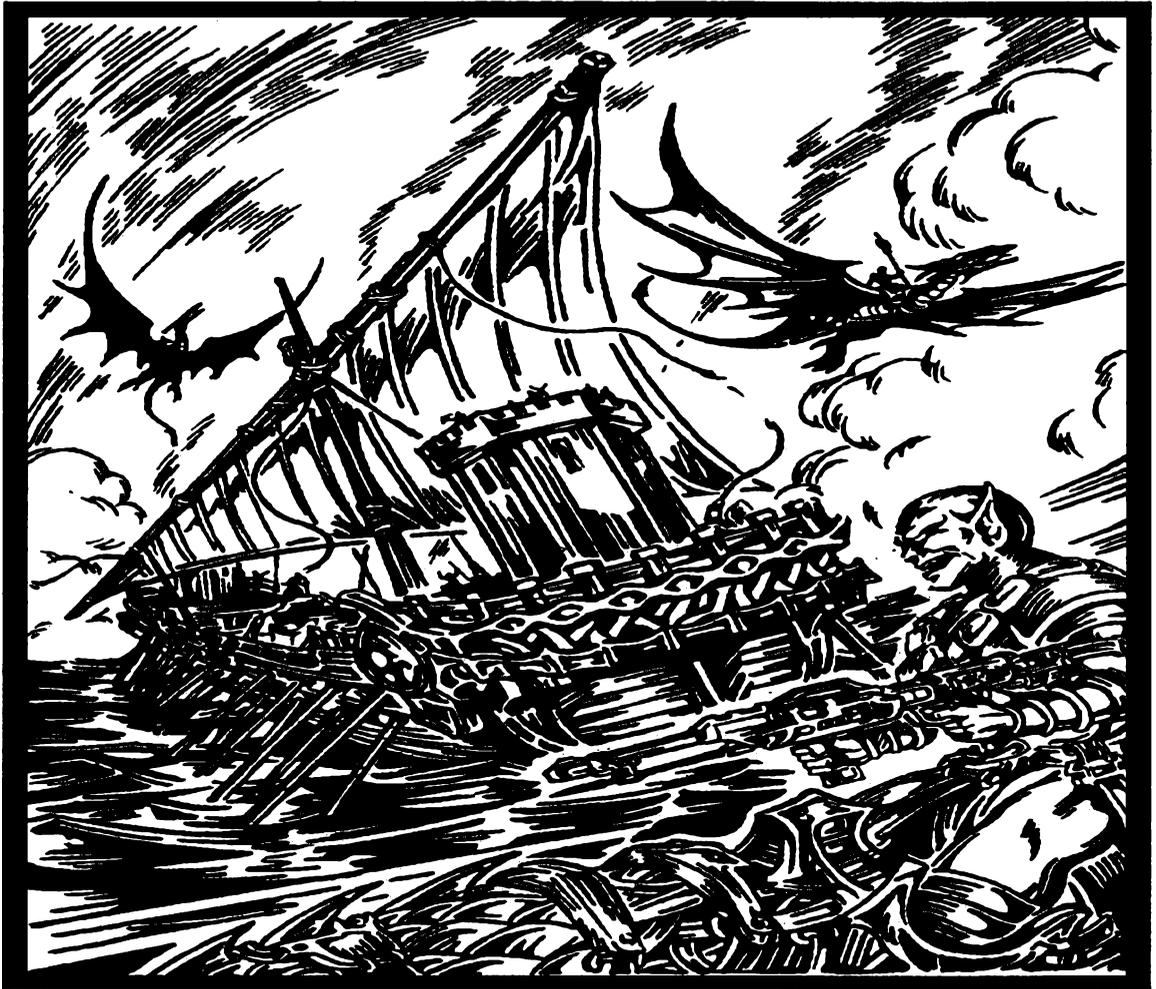
## FINAL NOTES

The simplest way to handle this process is to determine base values. With the base values in hand, figure what parameters of the magik you want to adjust to suite your creation.

CHANNEL SECRETS	
Each secret can do 1 of the following:	
Each skill plateau allows you to modify <b>Mana</b>	-20% Core Mana
Each skill plateau allows you to modify <b>Maintenance</b>	up or down 1 increment and ignore the normal Core Mana adjustments
Each skill plateau allows you to modify <b>Duration</b>	up or down 2 increments and ignore the normal Core Mana adjustments. If you modify Duration that is a function of skill ranks, it only adjusts 1 increment for every plateau.
Each skill plateau allows you to modify <b>Area</b>	
CHANNEL SKILL RANKS	
Each required skill rank can do 1 of the following:	
Adjust Mana, Maintenance, Duration and Area as noted for secrets but only half as effectively	
CAST, GNOSIS, OR MIND SECRETS	
Each secret can do 1 of the following:	
Each skill plateau allows you to modify <b>Range</b>	up or down 2 increments and ignore the normal Core Mana adjustments
Each skill plateau allows you to modify <b>Area</b>	
Each skill plateau allows you to modify <b>TD to Cast</b>	up or down 1 increment and ignore the normal Core Mana
Each skill plateau allows you to modify <b>Mana</b>	
CAST, GNOSIS, OR MIND SKILL RANKS	
Each required skill rank can do 1 of the following:	
Adjust Range, Area, TD to Cast and Mana as noted for secrets but only half as effectively	



## SCHEMATICS - CHAPTER THIRTEEN



**T**he heart and soul of a techno lies in the study, knowledge and application of designs known as schematics. They live to build things, to plumb the depths of what is possible and fashion it into being. Of course, anyone can learn a schematic if they have the right mix of skills. Only a Techno, though, truly understands them, can craft the rare and unusual things that the untrained can't even begin to dream. Knowledge is a key skill for the Techno that allows the Techno to excel in the Manufacturing, Mechanics, and Engineer skills (core skills of the Techno) in order to create a Schematic.

Proficiency with Tech weapons is on a per weapon basis, however, your Game Master may want to allow the categories of Firearms, Grenades, and Rocket weapon classes or others as well.

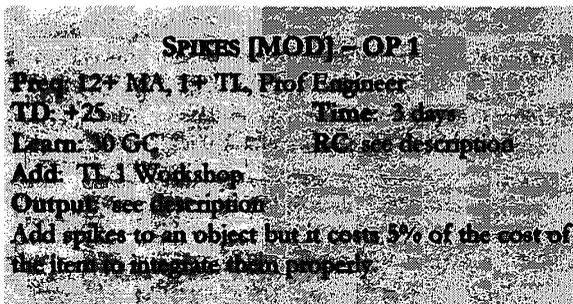
Schematics use the rules for learning designs as outlined in the Design and Manufacturing section (chapter 12, page 529).

### SKILLS AND THEIR INTERACTION

Some skills play more of a part than others when working with schematics. A constant skill seen throughout the schematics is Engineer. Other skills are as well. Additional skills that make up the toolkit of a techno are listed below: These are specifically potential sub-categories of the "Knowledge" skill.

- Bionics
- Chemistry
- Clockwork
- Computers
- Explosives
- Glasswork
- Machining
- Material Science
- Miniaturization
- Physics
- Power Sources
- Sensor
- Weapon-smithing

## SCHEMATIC ANATOMY (EXAMPLE)



### NAME OF SCHEMATIC [MOD] - OP 1

[MOD]: modify an existing item.

OP: Order of Power, it is the approximate "level" of the schematic (level of complexity).

Preq: The prerequisites needed to make the schematic.

TD: The skill check required to make the schematic, usually against the "Manufacture" skill. This is the same as "Craft."

Time: The time required to make the schematic.

Learn: Cost in resources to learn the schematic.

RC: What resources are required to use the schematic; if tools or workshop requirements exist, it will be noted here.

Add: additional resources required to create the schematic. This typically includes other items or workshop/tools of a specific tech level (TL).

Output: Defines the output or the outcome of the schematic; will provide a reliability check value (REL) if there is one present. The output characteristics of the schematic. Durability, Reliability or attributes to an item are all Output characteristics.

DUR: Durability

REL: Reliability of a device. If a REL is defined then this check must be made each time when the item is used. If it's failed then the device fails to work and the REL of the device lowers by d6 REL unless otherwise defined in the device's write up.

[T-OP 7] : [T means "Schematic" generally for a Techno character]

[T-OP 7] [means the Schematic is OP 7]

### MORE DETAILS

A schematic defines what is required to learn it and like any design, needs someone with the Manufacture skill to make it. Once you have learned a design, the TD described within a schematic defines what it takes to make it. See *Design and Manufacture* (chapter 12, page 529) for details on how to make and modify items.

## MODIFICATIONS

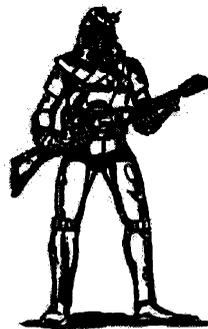
When you use modifications on an item, the TL of the item rises as a result. How much is based on the existing TL of the item and the TL of the combined modifications. Every time the total TL of modifications meets or exceeds the TL of the object, raise its TL by one, remove that value and compare again until it is less than the TL of the object.

*Example - Lougren crafts a long sword at TL 2 and adds the Balanced [TL 3] and Sharp [TL 2] modifications. The total TL of modifications is +5 and the item is TL 2. This means we raise the TL of the long sword to TL 3 and reduce the remainder,  $5 - 2 = 3$ . The long sword is not TL 3 and when compared against the remainder equals it, which means we raise the TL again, this time to TL 4. When we reduce the remainder it equals zero ( $3 - 3$ ) so we end with a TL 4 long sword.*

The important part to remember when adding modifications is you cannot raise the TL of the object you create or modify beyond your own TL to work. If, given the same example above with Lougren crafting a long sword, his TL was only 3, he could not have added the last modification that raised it to TL 4.

### PARTING SCHEMATIC NOTES

Schematics and the creation of the items they describe is very resource dependent. Playing a techno or just making techno devices requires important things like a workshop, tools and components. These requirements mean a player who wants to take advantage of these items needs to plan ahead. While some things can be made from scratch in a relatively short time, most cannot. They require days, if not weeks or longer to craft. Its hard to adventure if you are in the shop constantly making items. A crafty player, however, will leverage their talents and the game to their advantage. For example, it only takes one person to know the schematic in order to tool a manufacturing shop in order to produce a specific item. A player might setup such a place to produce needed items while out adventuring.



### OP 1

Analog Calculator [T-OP 1]  
 Catapult [T-OP 1]  
 Clock [T-OP 1]  
 Clockwork Bionic Enhancer [T-OP 1]  
 Compass [T-OP 1]  
 Compound Bow [T-OP 1]  
 Crude Scope [T-OP 1]  
 Crude Sensor [T-OP 1]  
 Darkened [MOD] [T-OP 1]  
 Durable [MOD] [T-OP 1]  
 Fire Spear [T-OP 1]  
 Glider [T-OP 1]  
 Grenade [T-OP 1]  
 Khage's Shanks [T-OP 1]  
 Landmine [T-OP 1]  
 Miner Helm [T-OP 1]  
 Natural Battery [T-OP 1]  
 Non-cased Ammo [T-OP 1]  
 Peeper Shield [T-OP 1]  
 Retractable Dagger [T-OP 1]  
 Rocket [T-OP 1]  
 Sextant [T-OP 1]  
 Sharp [MOD] [T-OP 1]  
 Size-Change [MOD] [T-OP 1]  
 Sound Amplifier [T-OP 1]  
 Spikes [MOD] [T-OP 1]  
 Telescoping Pole [T-OP 1]  
 Thermometer [T-OP 1]  
 Torsion Engine [T-OP 1]

### OP 2

Balloon [T-OP 2]  
 Black Powder [T-OP 2]  
 Chemical Battery [T-OP 2]  
 Crude Exoskeleton [T-OP 2]  
 Extending Ladder [T-OP 2]  
 Fire Lance [T-OP 2]  
 Flame Flinger [T-OP 2]  
 Hand Canon [T-OP 2]  
 Magnifier [T-OP 2]  
 Prosthesis [T-OP 2]  
 Rifling [MOD] [T-OP 2]  
 Rock Fire [T-OP 2]  
 Spectacles [T-OP 2]  
 Steam Engine [T-OP 2]  
 Steam Mouth [T-OP 2]  
 Telescopic Sight [T-OP 2]  
 Trebuchet [T-OP 2]  
 Worldsphere [T-OP 2]

### OP 3

Anye's Second Hand [T-OP 3]  
 Autoloading Chamber [T-OP 3]  
 Balanced [MOD] [T-OP 3]  
 Charged Glove [T-OP 3]  
 Crude Electrical Battery [T-OP 3]  
 Dew Harvester [T-OP 3]  
 Difference Machine [T-OP 3]  
 Engineered [MOD] [T-OP 3]  
 Flash Light [T-OP 3]  
 Gylerrill [T-OP 3]  
 Hatchshot Rifle [T-OP 3]  
 Heart Kiss [T-OP 3]  
 Tsavier's Long Arm [T-OP 3]  
 Night Spectacles [T-OP 3]  
 Roeskl's Oil Soaker [T-OP 3]  
 Retractable Sword [T-OP 3]  
 Scope [T-OP 3]  
 Smokeless Powder [T-OP 3]  
 Spider Shield [T-OP 3]  
 Sturdy [MOD] [T-OP 3]  
 Telescope [T-OP 3]  
 Nythaaman Whip [T-OP 3]

### OP 4

Binoculars [T-OP 4]  
 Blökenrücken [T-OP 4]  
 Cased Ammo [T-OP 4]  
 Clockwork Limb [T-OP 4]  
 Clockwork Walker [T-OP 4]  
 Difference Analyzer [T-OP 4]  
 Exoskeleton [T-OP 4]  
 Fuel [T-OP 4]  
 Mejnod's Goop [T-OP 4]  
 Gunpowder [T-OP 4]  
 Heaven's Nine Stars [T-OP 4]  
 Jolt Rod [T-OP 4]  
 Lock Scarab [T-OP 4]  
 Mechanized [MOD] [T-OP 4]  
 Refractory Devices [T-OP 4]  
 Sensor [T-OP 4]  
 Stilt Boots [T-OP 4]  
 Tempered [MOD] [T-OP 4]

### OP 5

Airship [T-OP 5]  
 Kail's Box [T-OP 5]  
 Circler of Ethric Confluence [T-OP 5]  
 Diving Apparatus [T-OP 5]  
 Electrical Battery [T-OP 5]  
 Flintlock [T-OP 5]  
 Geiger Counter [T-OP 5]  
 Helicon's Squirrel [T-OP 5]  
 Iron Fire Hound [T-OP 5]  
 Khokhroé Water Lung [T-OP 5]  
 Orthowings [T-OP 5]  
 Programmed [MOD] [T-OP 5]  
 Red Glass [T-OP 5]  
 Smart Material [T-OP 5]  
 Sound Hammock [T-OP 5]

### OP 6

Auto-Adjust [MOD] [T-OP 6]  
 Autokey [T-OP 6]  
 Morvaenian Blasting Oil [T-OP 6]  
 Combustion Engine [T-OP 6]  
 Golden Glass [T-OP 6]  
 Gyroglider [T-OP 6]  
 Gyroshield [T-OP 6]  
 Hybrid Computer [T-OP 6]  
 Long Gun [T-OP 6]  
 Percussion Caps [T-OP 6]  
 TNT [T-OP 6]

### OP 7

Gyrocar [T-OP 7]  
 Handgun [T-OP 7]  
 Hardened [MOD] [T-OP 7]  
 High Capacity Electric Battery [T-OP 7]  
 High Quality Exoskeleton [T-OP 7]  
 Cade Khan's Invisible Fist [T-OP 7]  
 Polarity Changer [T-OP 7]

### OP 8

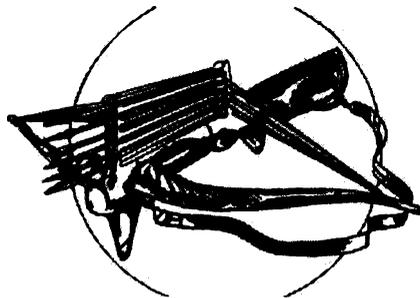
Autogyro [T-OP 8]  
 Cybernetic Limb [T-OP 8]  
 Last Gasp [T-OP 8]  
 Plastic Explosive [T-OP 8]

### OP 9

Cybernetic Organ [T-OP 9]  
 Reaction Engine [T-OP 9]  
 Silveel-Titanium Battery [T-OP 9]

### OP 10

Golem Computer [T-OP 10]  
 Green [MOD] [T-OP 10]



## OP 1

### **ANALOG CALCULATOR – OP 1**

**Preq:** 18+ MA, 2+ TL, Trd Clockwork [Know], Prof Computers [Know], Prof Engineer

**TD:** 50 **Time:** 3 days

**Learn:** 240 GC **RC:** 8 GC

**Add:** TL 2 Tools

**Output:** DUR 11 – 30, REL 23-80

Create a simple analog calculator, along the lines of an abacus, a crude astrolabe or a larger mechanism. Analog calculators of this type are made from natural materials, like wood, clay, porcelain and like materials. Metal ones can be constructed by cost more respectively. Objects of these can provide bonuses to certain activities, especially business and crafting ones.

### **CATAPULT – OP 1**

**Preq:** 16+ MA, 2+ TL, Prof Clockwork [Know], Prof Power Sources [Know], Prof Physics [Know]

**TD:** 50 **Time:** 10 days

**Learn:** 675 GC **RC:** 125 GC

**Add:** TL 2 Tools

**Output:** see below

Create a basic catapult used in siege warfare.

### **CLOCK – OP 1**

**Preq:** 14+ MA, 2+ TL, Prof Clockwork [Know], Trd Miniaturization [Know], Prof Engineer

**TD:** 50 **Time:** 3 hours

**Learn:** 175 GC **RC:** 5 GC

**Add:** TL 2 Tools

**Output:** DUR 26 – 50, REL 61-80

Create a clock from small parts. The costs given here are for a clock that fills approximately 2 ft of cubic space. Smaller or larger clocks change the cost.

### **CLOCKWORK BIONIC ENHANCER – OP 1**

**Preq:** 18+ MA, 2+ TL, Trd Engineer, Prof Bionics [Know], Prof Clockwork [Know]

**TD:** 75 **Time:** 16 days

**Learn:** 340 GC **RC:** 14 GC

**Add:** TL 2 Tools, TL 2 Workshop

**Output:** DUR 41 – 60, REL 42-80

Create a clockwork enhancement similar to an exoskeleton but on a smaller level. This contraption of tubes, levers, wheels, metal and wire is constructed to enhance one simple form of motion or action the body can produce, providing a +20 bonus to those actions. The motion or action enhanced must be stated when created and must be simple, single vector action or motion such as a forward push, a grab, and a horizontal or vertical jump action and so on. The contraption is not sophisticated enough to provide

benefits to complex or multi-vector actions, like a jump twist somersault or melee combat.

### **COMPASS – OP 1**

**Preq:** 16+ MA, 2+ TL, Prof Glasswork [Know], Prof Engineer, Prof Material Science [Know]

**TD:** 50 **Time:** 2 hours

**Learn:** 175 GC **RC:** 5 GC

**Add:** TL 2 Tools

**Output:** see below

Create a compass.

### **COMPOUND BOW – OP 1**

**Preq:** 16+ MA, 2+ TL, Trd Weaponsmithing [Know], Prof Engineer, Prof Clockwork [Know]

**TD:** 50 **Time:** 5 days

**Learn:** 1025 GC **RC:** 175 GC

**Add:** TL 2 Tools

**Output:** see below

Create a compound bow. You define the pull when you create the bow. See the Power Bow listing in the *Equipment and Money* section for details.

### **CRUDE SCOPE – OP 1**

**Preq:** 16+ MA, 2+ TL, Trd Engineer, Trd Glasswork [Know]

**TD:** 50 **Time:** 6 days

**Learn:** 175 GC **RC:** 3 GC

**Add:** TL 2 Tools

**Output:** DUR 9 – 16

Create a primitive scope that will extend the distance you can see by double, and add +10 to ATK or skill bonuses for skill checks made utilizing the scope.

### **CRUDE SENSOR – OP 1**

**Preq:** 18+ MA, 2+ TL, Trd Clockwork [Know], Prof Computers [Know], Prof Engineer

**TD:** 50 **Time:** 3 days

**Learn:** 270 GC **RC:** 4 GC

**Add:** TL 2 Tools, TL 2 Workshop

**Output:** DUR 5 – 50, REL 8-80

Learn to create simple sensors, such as tripwires to set off actions in other mechanisms, fuses and detonators to ignite explosives or chemical reactions; create simple pressure sensitive or motion sensitive sensors, such as to know when certain weight is added or taken away or to sense big changes in air pressure or displacement of air, heat and so forth. Crude sensors of these types are always detectable and rely heavily on wires, pre-placement, the use of chemicals and other like means. Regardless of choice, crude sensors cannot detect more than one thing and only in a limited area. A single sensor can handle an area approximately 5 ft square. Crude sensors can be tied together to handle more.

### DARKENED [MOD] – OP 1

**Preq:** 16+ MA, 2+ TL, Trd Engineer  
**TD:** +25 **Time:** 3 days  
**Learn:** 75 GC **RC:** 22 GC  
**Add:** TL 2 Tools, TL 2 Workshop  
**Output:** see description  
Make an object non-reflective.

### DURABLE [MOD] – OP 1

**Preq:** 16+ MA, 2+ TL, Trd Engineer  
**TD:** +35 **Time:** 12 days  
**Learn:** 90 GC **RC:** 30 GC  
**Add:** TL 2 Tools, TL 2 Workshop  
**Output:** see description  
Make an object more durable, adding the user's Engineer skill ranks as a percent bonus of durability. This mod must be applied when the item is created. If attempted after the fact, its TD triples to +105 and is added to the item's TD. If the check is failed the object is destroyed during the attempt to make it more durable.

### FIRE SPEAR – OP 1

**Preq:** 16+ MA, 2+ TL, Trd Engineer, Prof Power Sources [Know]  
**TD:** 50 **Time:** 2 hours  
**Learn:** 75 GC **RC:** 5 SP  
**Add:** Short Spear, 12 oz black powder  
**Output:** DUR 11 – 20, REL 33-90  
Essentially a spear with a hollow tube strapped to it that contains black powder and a small projectile. It must be lit to fire and it takes a normal action (and a source of spark or flame) to light it. Upon firing, the charge ejects a small projectile along with a 3 – 6 ft tongue of flame. The Fire Spear is ATK 50, CRIT 74, and F 19. The Fire Spear has a 10 ft range on the projectile, but is very inaccurate at ranges beyond this, losing –50 to ATK rolls per 10 ft beyond the first 10 ft. However, if the REL check fails, the powder explodes on the spear wielder instead, inflicting double the fire damage! The dart inflicts d6+9 HP damage and the flame inflicts 2d6+5 HP damage and ignites flammables. Being a weapon that combines with a spear, it was used as a hand-to-hand weapon with the powder shot designed to give the wielder an edge in close-quarter combat. A Fire Spear uses the Firearms Weapons Class when fired and the Spear Weapon Class when wielded as such.

### GLIDER – OP 1

**Preq:** 18+ MA, 2+ TL, Prof Physics [Know], Prof Engineer  
**TD:** 50 **Time:** 3 days  
**Learn:** 1250 GC **RC:** 220 GC

**Add:** TL 2 Tools

**Output:** see below

Create a sailplane or hang glider (choose when you make the design). Both are unpowered and must be launched from height or towed. The height you start at is defined by the vehicle. Each uses Pilot skill and skill checks are required periodically to glide and stay at altitude.

### GRENADE – OP 1

**Preq:** 16+ MA, 3+ TL, Prof Explosives [Know], Trd Engineer  
**TD:** 75 **Time:** 5 days  
**Learn:** 160 GC **RC:** 2 GC  
**Add:** TL 3 Tools, 8 oz of black powder  
**Output:** DUR 1 – 10, REL 23-80  
Create a crude grenade from porcelain, clay or other easily breakable substances, filling them with black powder and a fuse to ignite it. REL is checked when lit, which takes a normal action and a source of spark or flame. If it fails the grenade either is a dud (50%) and doesn't explode when thrown or explodes early (50%) on the wielder. See *Battle and Melee* section for details on area effect weapons. The grenade goes off 5 CF Counts after being lit. This type of early grenade hits a 10 foot square area for 3d10 HP damage, has a 10% chance of inflicting a bash critical success; and if a TD 50 plus the damage inflicted Shock Save is failed, will also knockdown opponents prone. If a person is directly targeted by the grenade or it explodes on the wielder, the Shock save is base TD 100 and the critical chance is 20% instead. Grenade uses the Small Thrown Weapons Class or can be taken separately if desired.

### KHAGE'S SHANKS – OP 1

**Preq:** 16+ MA, 2+ TL, Trd Bionics [Know], Trd Engineer  
**TD:** 50 **Time:** 6 hours  
**Learn:** 20 GC **RC:** 3 SP  
**Add:** none.  
**Output:** DUR 26 – 50, REL 61-80  
Creates leather assists for the legs that reduce muscle fatigue and improve circulation, allowing for longer periods of movement endurance. For humans and human-like creatures, it adds +20% to movement and daily overland travel rates. The shanks will fit a person of 18 to 50 BODY and can be modified for greater sizes by adding +10 to the TD for every +5 BODY desired.

### LANDMINE – OP 1

**Preq:** 18+ MA, 3+ TL, Prof Explosives [Know], Trd Engineer, Prof Sensor [Know], Prof Clockwork [Know]

**TD:** 75

**Time:** 7 days

**Learn:** 325 GC

**RC:** 35 GC

**Add:** TL 3 Tools, 32 oz of black powder, crude sensor

**Output:** DUR 4 – 40, REL 33-90

The design creates a primitive but effective landmine. The landmine itself is simply a wood, ceramic or metal shape, filled with materials for shrapnel and powder for the explosiveness. The sensor defines how the landmine is set off. This landmine type works as follows:

- **Fuse.** The sensor is nothing more than a fuse, which is lit and then explodes the landmine a defined number of CF Counts, melee rounds or minutes later, depending on how the fuse is constructed. This must be defined when made.
- **Pressure.** Landmines that explode when weight is placed on or taken away from it. One type or the other is defined when created as well as the amount of weight.
- **Tripwire.** The sensor is set up to detect an elementary motion, such as opening a door, moving an object or tripping a wire. The time delay (if any) is set when constructed.

### MINER HELM – OP 1

**Preq:** 16+ MA, 2+ TL, Trd Engineer, Prof Power Sources [Know]

**TD:** 50

**Time:** 4 days

**Learn:** 195 GC

**RC:** 42 SP

**Add:** TL 2 Tools, 1 chemical battery

**Output:** DUR 21 – 30, REL 52-90

Create a metal or ceramic hat with a light source attached that you can toggle on or off. Light is good for 3d6+2 months before dying out. Light given off is in a 5 ft wide by 40 ft beam. The chemical battery is modified into circular tubing. More than 5 HP of damage ruptures the tubing and sprays weak acid in a 5 ft square. The acid will burn anyone for d10+10 damage if not Dodged or Blocked. Any material that absorbs the acid takes the damage.

### NATURAL BATTERY – OP 1

**Preq:** 14+ MA, 2+ TL, Prof Chemistry [Know]

**TD:** 50

**Time:** 3 hours

**Learn:** 3 GC

**RC:** 3 GC

**Add:** none

**Output:** DUR 1 – 10, REL 52-90

Create a simple battery from natural sources that will

keep a sustainable but weak charge. The battery is bulky and weighs approximately 10 pounds, and takes up 2 feet cubed worth of space. It cannot provide enough output to shock or hurt, but is poisonous if drank or placed upon the skin. Make a TD 75 P/V in either case or be sick and constantly in a Staggered status for 2d8 days. Each day in use, it loses 3 REL until it reaches zero. If it fails at any point, it loses REL like normal. Each 2 SP of acidic substance (lemon, vinegar, etc.) and day of disuse recharges d4 REL back towards its maximum.

### NON-CASED AMMO – OP 1

**Preq:** 16+ MA, 2+ TL, Prof Machining [Know], Prof Material Science, Prof Engineer

**TD:** 50

**Time:** 1 day

**Learn:** 190 GC

**RC:** 8 GC

**Add:** TL 2 Tools

**Output:** see below

Create any of a variety of non-cased or non-cartridge shot for smooth bore or rifled weapons. Each use of the design creates a batch of 20 shot.

### PEEPER SHIELD – OP 1

**Preq:** 16+ MA, 2+ TL, Prof Engineer, Trd Armorsmithing [Know]

**TD:** 50

**Time:** 4 hours

**Learn:** 160 GC

**Learn:** 20 SP

**Add:** TL 2 Tools

**Output:** DUR 112 – 130

The Peeper Shield combines the attributes of a shield and weapon, and consists of a round buckler with an interchangeable number of offensive weapons. The most common weapons are a solid metal spike that can project out to 3 ft distant. The spike is ATK +7, DME d4+4 but otherwise has attributes like a normal shield. A different kind of spike with a hollow interior and an open tip is sometimes utilized; this is most often used in combination with a small lantern attachable on the backside of the shield above the handle. Another combination uses a filled skin in the lantern sink with the same hollow, open ended spike to project fluids, powders, and dusts. The handle projects from the inside of the forward edge of the shield, and is grasped by the hand, protected by plate gauntlet. Above this is the necessary hardware in back so a small lantern, bag, or flexible box could be attached to it. Powders and dusts are usually fully expended after one use, and puff out to cover an area 4 ft wide by 8 ft long over a single melee round in the direction the shield is pointing. Liquids tend to stream a little better, emoting outward in a fan 2 ft wide and 15 ft long.

### RETRACTABLE DAGGER – OP 1

**Preq:** 16+ MA, 2+ TL, Prof Machining [Know], Prof Power Sources, Prof Engineer

**TD:** 50

**Time:** 2 days

**Learn:** 190 GC

**RC:** 8 GC

**Add:** TL 2 Tools, dagger

**Output:** REL 61-80

Create a device that will extend or retract a dagger blade. The item is usually attached to the arm or boot. The design requires the dagger to be permanently affixed and altered to the mechanisms that drive it. The item requires a quickened action to use and if used in combat versus an opponent, they must make a TD 125 PER check to notice it or they are Outmaneuvered against any attacks with it that CF Count. After the first CF Count of it being extended this surprise benefit is lost even if retracted.

### ROCKET – OP 1

**Preq:** 18+ MA, 3+ TL, Prof Explosives [Know], Trd Engineer, Prof Physics

**TD:** 75

**Time:** 18 days

**Learn:** 795 GC

**RC:** 114 GC

**Add:** TL 3 Tools, 28 oz of black powder

**Output:** DUR 3 – 30, REL 23-80

Create a crude rocket, filling it with black powder and a fuse to ignite it. REL is checked when lit, which takes a normal action and a source of spark or flame. If it fails the rocket either is a dud (50%) and doesn't explode when launch or explodes early (50%) on the wielder. See *Battle and Melee* section for details on area effect weapons. The Rocket goes fires immediately after being lit. It will travel 101-200 ft before crashing. This type of early rocket hits a 10 foot square area for 2d10+10 HP damage, has a 30% chance of inflicting a bash critical success; and if a TD 100 plus the damage inflicted Shock Save is failed, it will also knockdown opponents prone. If a person is directly targeted by the rocket or it explodes on the wielder, the Shock save is base TD 150 and the critical chance is 50% instead. A rocket uses the Firearms Weapons Class or can be taken separately if desired.

### SEXTANT – OP 1

**Preq:** 16+ MA, 2+ TL, Trd Engineer, Prof Clockwork [Know], Prof Machining [Know]

**TD:** 50

**Time:** 9 days

**Learn:** 310 GC

**RC:** 12 GC

**RC:** TL 2 Tools, TL 2 Workshop

**Output:** DUR 32 – 70

Create a sextant, an instrument generally used to measure the altitude of a celestial object above the horizon. The sextant was commonly used to sight

celestial objects at noon to determine the latitude of the user's position. It can also be held horizontally and used to measure the angle between any two objects to calculate positioning on a chart or map.

### SHARP [MOD] – OP 1

**Preq:** 14+ MA, 2+ TL, Prof Engineer

**TD:** +30

**Time:** 3 days

**Learn:** 18 GC

**RC:** see description

**Add:** TL 2 Tools

**Output:** see description

Modify an object to be sharp or to hold a point or an edge when it wouldn't normally. It costs 5% of the value of the object to modify it. Objects that already have an edge or point and are modified thus inflicted +1 HP damage.

### SIZE-CHANGE [MOD] – OP 1

**Preq:** 18+ MA, 2+ TL, Trd Engineer

**TD:** see description

**Time:** 8 days

**Learn:** 99 GC

**RC:** see description

**Add:** TL 2 Workshop

**Output:** see description

Modify an object and change its size and bulk. An object can be changed by 1% for every 5 Engineer skill ranks but it costs 5% of the value of the item for every 1% of size changing. The added TD is +5 for every 1% size change as well.

### SOUND AMPLIFIER – OP 1

**Preq:** 18+ MA, 2+ TL, Prof Physics [Know], Prof Power Sources, Prof Engineer

**TD:** 50

**Time:** 7 days

**Learn:** 410 GC

**RC:** 32 GC

**Add:** TL 2 Tools, TL 2 Workshop

**Output:** DUR 31 – 50, REL 61-80

Create a device that amplifies sounds from a directed area, allowing you to make PER or Recon checks from 300 ft away without penalty. The directed area it covers is approximately a 20 ft square of open space. The device requires uninterrupted line of sight to the area to function. Can be reversed but is made to either receive or send sounds only. Weighs 5 lbs and takes up 2 cubic feet.

### SPIKES [MOD] – OP 1

**Preq:** 12+ MA, 1+ TL, Prof Engineer

**TD:** +25

**Time:** 3 days

**Learn:** 30 GC

**RC:** see description

**Add:** TL 1 Workshop

**Output:** see description

Add spikes to an object but it costs 5% of the cost of the item to integrate them properly.

### TELESCOPING POLE – OP 1

**Preq:** 16+ MA, 2+ TL, Prof Machining [Know], Prof Power Sources, Prof Engineer

**TD:** 50 **Time:** 4 days

**Learn:** 385 GC **RC:** 27 GC

**Add:** TL 2 Tools, TL 2 Workshop

**Output:** DUR 1 – 10, REL 81-90

Create a 2 ft metal pole that can extend 18 ft distant. The pole weighs around 7 lbs and is manipulated manually to extend or retract with a normal action. The thrust of the pole is slow, not dramatic and without enough force to damage. The end is frequently topped with tools, like blades, clamps and other items. The length can be extended in 3 ft intervals but it adds 1 lb of weight, 3 GC, and +10 to the TD to do so.

### THERMOMETER – OP 1

**Preq:** 18+ MA, 2+ TL, Prof Glasswork [Know], Trd Chemistry, Prof Sensor [Know]

**TD:** 50 **Time:** 4 hours

**Learn:** 155 GC **RC:** 1 GC

**Add:** TL 2 Tools

**Output:** DUR 1 – 10, REL 81-90

Create a device that measures temperature or gradients of temperature. This item is often combined with sensors to set off devices.

### TORSION ENGINE – OP 1

**Preq:** 16+ MA, 2+ TL, Prof Clockwork [Know], Prof Physics [Know] Prof Power Sources [Know]

**TD:** 50 **Time:** 12 days

**Learn:** 850 GC **RC:** 140 GC

**Add:** TL 2 Tools

**Output:** see below

Create any of several torsion driven devices or siege weapons, such as an onager or magonel. The primary means of motive force is via a twisted rope or cable. This action can also be harnessed to power other devices as well, though the power a torsion engine generates lasts no more than 1 melee round. More motive power can be derived but it requires a larger and more grandiose torsion engine. Two or more torsion engines can be strung together with a base TD 100 Mechanic skill check. The two engines working in tandem can provide two melee rounds of motive power. A third can be added with a TD 125 Mechanic skill check and the engines will provide 4 melee rounds of motive power. Every torsion engine added thereafter will add +1 melee round of motive power with a bonus of +1 melee round of motive power for every odd torsion engine added. Each engine also adds +25 to the TD.

### OP 2

### BALLOON – OP 2

**Preq:** 18+ MA, 3+ TL, Trd Engineer, Trd Physics [Know], Trd Material Science [Know]

**TD:** 75 **Time:** 30 days

**Learn:** 575 GC **RC:** 65 GC

**Add:** TL 3 Workshop

**Output:** REL 70-88

Create a hot-air filled balloon that will support 120 BODY of weight. A larger balloon can be created: every +5 BODY adds +2 days/+10 GC in materials.

### BLACK POWDER – OP 2

**Preq:** 18+ MA, 3+ TL, Trd Engineer, Trd Physics [Know]

**TD:** 75 **Time:** 18 days

**Learn:** 395 GC **RC:** 19 GC

**Add:** TL 3 Workshop

**Output:** see below

Create 24 ounces of useable black powder. This form of gun powder works in weapons such as flintlocks, muskets, blunderbusses, etc., but will not work effectively with more advanced slug casting weapons such as a rifle, pistol, shotgun, etc.

### CHEMICAL BATTERY – OP 2

**Preq:** 18+ MA, 3+ TL, Trd Engineer, Trd Chemistry [Know]

**TD:** 75 **Time:** 6 hours

**Learn:** 140 GC **RC:** 8 GC

**Add:** none

**Output:** see below

Create a simple chemical battery with a sustainable but weak charge. The battery is used as a base in many techno schematics. It weighs approximately 10 pounds, and takes up 2 ft cubed worth of space. It cannot provide enough output to shock or hurt, but is poisonous if drank or placed upon the skin. Make a TD 75 P/V in either case or be sick and constantly in a Staggered status for 2d8 days. Each day in use, it loses 3 REL until it reaches zero. If it fails at any point, it loses REL like normal. Each 1 GC of chemicals and day of disuse recharges the battery d4 REL towards its max.

### CRUDE EXOSKELETON – OP 2

**Preq:** 19+ MA, 3+ TL, Trd Engineer, Trd Machining [Know], Trd Material Science [Know]

**TD:** 75 **Time:** 9 days

**Learn:** 875 GC **RC:** 115 GC

**Add:** TL 3 Workshop

**Output:** DUR 81 – 100, REL 90-99

Create an exoskeleton that fits over a person 15 – 35 BODY in size. You can add +5 to the BODY max for every +125 GC in metal and materials you add to the resource costs. Each +5 in BODY adds +2 days to the Time and +15 to the TD. The exoskeleton, when worn, adds +20% of your BODY as a bonus, and adds +3 DR. The exoskeleton is considered the equivalent of Boiled Leather Full Armor for armor hindrance penalties, weight, and encumbrance. It follows the rules for armor concerning damage, repair, etc.

### EXTENDING LADDER – OP 2

**Preq:** 19+ MA, 3+ TL, Trd Engineer, Trd Machining [Know], Trd Power Sources [Know]

**TD:** 75 **Time:** 9 days

**Learn:** 375 GC **RC:** 15 GC

**Add:** TL 3 Workshop

**Output:** DUR 21 – 40, REL 90-99

Create a ladder that can extend from its 2 ft compressed shape to a 20 ft extended one. It weighs 45 pounds, and is made of sheathed metal and wood. The ladder is under pressure when compressed, and shoots out rapidly when triggered, going from its compressed shape to an 8, 12, 16, or 20 ft length in one CF Count. It takes a quickened action to trigger it. The user toggles which extension length they desire when they use the ladder. Otherwise, its a ladder. To compress the ladder takes 1 melee round +1 additional melee round per ladder increment selected. The design also lists how to make an extending pole at half the cost and one-quarter the weight, but the same TD and Time.

### FIRE LANCE – OP 2

**Preq:** 18+ MA, 3+ TL, Trd Engineer, Trd Explosives [Know], Trd Machining [Know]

**TD:** 75 **Time:** 5 hours

**Learn:** 625 GC **RC:** 16 GC

**Add:** 20 oz black powder. TL 3 Tools, TL 3 Workshop

**Output:** DUR 11 – 30, REL 52-90

An upgrade/change to the earlier Fire Spear, these are hollow tubes filled with black powder and shrapnel. It must be lit to fire and it takes a normal action (and a source of spark or flame) to light it. Upon firing, the charge ejects a small plume of smoke (7- 10 ft

cube/cloud) filled with metal shrapnel and a 6 – 10 ft tongue of flame. The Fire Lance hits anything in the smoke cloud with 2d6+6 HP damage and is ATK 75, CRIT 84, and F 12 with the flame. The flame charge will inflict 2d10+10 HP damage and ignite flammables. However, if the REL check fails, the powder explodes on the spear wielder instead, inflicting double the fire and shrapnel damage! A Fire Lance uses the Firearms Weapons Class or can be taken separately if desired.

### FLAME FLINGER – OP 2

**Preq:** 18+ MA, 3+ TL, Exp Engineer, Trd Power Sources [Know], Trd Material Science [Know]

**TD:** 75 **Time:** 14 days

**Learn:** 625 GC **RC:** 16 GC

**Add:** 90 ounces of Rock Fire (diluted)/Fuel, TL 3 Workshop

**Output:** DUR 21 – 30, REL 52-70

Create an elementary flamethrower, with a nozzle shaped ejector fed by a tank of flammable fluid. The fuel is lit as it is forced out of the nozzle ejector. The Flame Flinger ejects a stream of flame out 18 ft distant in a stream, drenches the 5 ft square it targets, and splashes an additional 5 ft square around the targeted one. Anything flammable instantly catches fire, and burns until consumed or put out. Hitting a target using a Fire attack requires an Engineer roll against your opponent's DEF.

**Flame Flinger** – ATK -17, CF -6, DEF -15, Dme 4d6+40B, Crit 84, Fumble 19, ER 18, BODY 12 – 85. The ER cannot be extended beyond 18 ft. The flames do 3d6+10 for a splash. A successful critical hit converts normal HP damage done into BODY damage. Use the Maneuver table for Fumbles.

Anyone successfully burned by this flame continues to burn until it is put out or they incinerate. The flame can be put out by removing all clothing, burning items, and the fuel the Flame Flinger ejects. If the flamethrower fails its REL check, it loses 3d10 REL immediately. If the REL check is fumbled or it takes enough damage to exceed its DUR, it explodes, drenching a 15 ft radius area around the flamethrower for 10d5+50 HP damage and a further 10 ft splash for 5d6+20. This design can be freely modified (included with the basic design) to add a mixture cage to mix up to 3 different streams of fluid before entering the nozzle.

### HAND CANON – OP 2

**Preq:** 18+ MA, 3+ TL, Trd Engineer, Trd Weaponsmithing [Know], Trd Explosives [Know]

**TD:** 100 **Time:** 21 days

**Learn:** 565 GC **RC:** 11 GC

**Add:** TL 3 Tools, 5 lbs black powder

**Output:** DUR 11 – 30, REL 5 – 100

Create a simple 5 pound wrought iron handheld canon that sits on a collapsible wooden stock. A Hand Canon requires 1 pound of Black Powder to fire, and takes 7 melee rounds to reload. It can be fired as a normal action with a range of 150 ft. A Hand Canon uses the Firearms Weapons Class or can be taken separately.

**Hand Canon** – ATK -27, CF -8, DEF -25, Dme 4d10+50C, Crit 79, Fumble 15, ER 150, Piercing & Bash, BODY 12 – 120. Each range increment after the first applies a -50 penalty to ATK. The shot cannot be Dodged or Parried, but can be Blocked. On a critical hit, it inflicts a Bash and Piercing critical (1 roll, use both tables). If it drops the wielder's CF to zero, it goes on CF Count 1 instead.

The hand canon will lose -d10 REL for every minute exposed to wet conditions. In mild wind, it has a -20 ATK penalty that doubles for each worsening step of weather conditions. It can use gunpowder, but each shot reduces its REL by -d6. A Hand Canon that fails a REL check has a 50% chance of exploding.

### MAGNIFIER – OP 2

**Preq:** 16+ MA, 2+ TL, Trd Engineer, Trd Glasswork [Know]

**TD:** 50 **Time:** 8 days

**Learn:** 175 GC **RC:** 3 GC

**Add:** TL 2 Tools

**Output:** DUR 9 – 16

Create a basic magnifier that will enhance details. It adds a +30 bonus to skill checks use the magnifier.

### PROSTHESIS – OP 2

**Preq:** 18+ MA, 3+ TL, Trd Engineer, Trd Bionics [Know]

**TD:** 75 **Time:** 8 days

**Learn:** 165 GC **RC:** 3 GC

**RC:** TL 3 Tools

**Output:** DUR 9 – 16

Create prosthesis to replace a missing limb or portion of anatomy. The prosthesis is unpowered and inanimate but otherwise looks reasonably close to the anatomy it resembles. For hands, ft and other areas of the body with joints, the prosthesis allows

movement and bending though not full support. It can be locked into a position, such as the prosthetic fingers of a hand on a handle of a tool.

### RIFLING [MOD] – OP 2

**Preq:** 22+ MA, 3+ TL, Trd Engineer, Trd Materials Science [Know]

**TD:** +75 **Time:** 12 days

**Learn:** 159 GC **RC:** see description

**Add:** TL 3 Workshop

**Output:** see description

Add an incised pattern in the barrel of a firearm, which imparts a spin to a projectile around its long axis. This spin serves to gyroscopically stabilize the projectile fired, improving projectile stability and accuracy. Rifling gives a bonus +50% ATK to the firearm modified and a +25% bonus to its total range. Rifling has a resource cost equal to 15% of the firearm's value.

### ROCK FIRE – OP 2

**Preq:** 18+ MA, 3+ TL, Trd Engineer, Exp Physics [Know]

**TD:** 75 **Time:** 32 days

**Learn:** 1095 GC **RC:** 159 GC

**RC:** TL 3 Workshop

**Output:** see below

Create a vat of 90 ounces of the fluid Rock Fire, a bitumen, petroleum, or sulfur mixture. Rock Fire will burn in water and can only be extinguished with sand or some other substance that will deprive it of oxygen. Rock Fire also creates thick and smoke when exposed to air (oxygen) as well as booming as it ignites. Rock Fire is stable unless exposed to air and must be kept in a seal-tight jar or similar container. If exposed to flesh, Rock Fire inflicts 4d6+40 HP damage immediately and 2d6+10 HP every 5 CF Counts thereafter until scraped off. Anything flammable instantly catches fire, and burns until consumed or put out. Anyone or any thing in contact with Rock Fire will continue to burn until it is put out or they incinerate.

### SPECTACLES – OP 2

**Preq:** 18+ MA, 3+ TL, Trd Engineer, Trd Glasswork [Know]

**TD:** 50 **Time:** 6 days

**Learn:** 165 GC **RC:** 3 GC

**RC:** TL 3 Tools

**Output:** DUR 9 – 16

Create primitive spectacles that clear up vision and allow you to see with greater clarity at close ranges, not to mention a little farther than normal. Add a +5 bonus to PER checks and a +5 bonus to Recon skill checks while wearing the spectacles.

### STEAM ENGINE – OP 2

**Preq:** 18+ MA, 3+ TL, Exp Engineer, Trd Material Science [Know], Trd Power Source  
**TD:** 100 **Time:** 41 days  
**Learn:** 2728 GC **RC:** 539 GC  
**RC:** TL 3 Workshop

**Output:** DUR 22 – 150, REL 65 – 95  
 Create a steam engine that can use motive energy to drive a mechanism. The engine will consume 3 GC of material per day while operating, weighs approximately 180 pounds, and takes up 15 ft cubed worth of space. The engine runs without issue unless it fails a REL check, in which it loses d6+2 REL immediately and uses up 2d10+5 GC of on hand material. A Steam Engine provides 10 times the power of an OP 2 Chemical Battery and twice the power of an OP 3 Crude Electrical Battery.

### STEAM MOUTH – OP 2

**Preq:** 18+ MA, 3+ TL, Exp Engineer, Trd Material Science [Know], Trd Power Source  
**TD:** 75 **Time:** 12 days  
**Learn:** 165 GC **RC:** 9 GC  
**RC:** TL 3 Workshop

**Output:** DUR 22 – 30, REL 65 – 95  
 Create a steam thrower, with a nozzle shaped ejector that can stream or billow scorching hot steam. A stream of steam ejects out 12 ft distant and drenches a 5 ft square., and fill an adjacent 10 ft area.

**Steam Mouth – ATK -18, CF -6, DEF -15, Dme 2d6+8B, Crit 86, Fumble 14, ER 12, BODY 12 – 85.** The ER cannot be extended beyond 12 ft. The steam scalds for 2d6+8 HP damage (stream or cloud). Use the Maneuver table for Fumbles.

If the REL check is fumbled or it takes enough damage to exceed its DUR, it explodes, drenching a 10 ft radius area around the Steam Mouth for 6d5+20 HP damage. Hitting a target using a stream attack requires an Engineer roll against your opponent's DEF. If you miss, the stream continues to its max range, hitting possible other targets. A cloud fills and targets an area, hitting anyone who does not Dodge or leave the area immediately.

### TELESCOPIC SIGHT – OP 2

**Preq:** 16+ MA, 3+ TL, Trd Engineer, Exp Glasswork [Know]  
**TD:** 75 **Time:** 16 days  
**Learn:** 490 GC **RC:** 38 GC  
**Add:** TL 3 Workshop  
**Output:** DUR 19 – 26  
 Create a telescopic sight that will extend the distance

you can see by a base magnification of four and add +20 to ATK or skill bonuses for skill checks made utilizing the scope. The magnification can be increased 1 step by adding +15 TD, +4 days, and +12 TC cost.

### TREBUCHET – OP 2

**Preq:** 18+ MA, 3+ TL, Prof Clockwork [Know], Prof Power Sources [Know], Prof Physics [Know]  
**TD:** 75 **Time:** 10 days  
**Learn:** 5675 GC **RC:** 825 GC  
**Add:** TL 3 Tools  
**Output:** see below

Create a trebuchet. It can be either traction (pulled by people, creatures or like things) or counterpoised, which uses heavy weights. A trebuchet is more powerful than a torsion powered siege engine and much more accurate.

A floating arm trebuchet can be created by adding +25 TD, +5 days, +1300 Learn, +55 RC.

### WORLDSPHERE – OP 2

**Preq:** 18+ MA, 3+ TL, Trd Clockwork [Know], Prof Power Sources [Know], Trd Engineer, Trd Computer [Know]  
**TD:** 75 **Time:** 50 days  
**Learn:** 675 GC **RC:** 125 GC  
**Add:** TL 3 Tools  
**Output:** see below

A Worldsphere is used to chart stars and celestial objects as well as nexus worlds and how they connect. Useful in nexus and stellar navigation, the worldsphere provides a +50 bonus to nexus/ astronomy Knowledge checks.

## OP 3

### ANYE'S SECOND HAND – OP 3

**Preq:** 20+ MA, 4+ TL, Exp Material Science [Know], Trd Power Source [Know], Trd Bionics [Know], Trd Engineer  
**TD:** 100 **Time:** 15 days  
**Learn:** 950 GC **RC:** 90 GC  
**Add:** TL 5 Workshop  
**Output:** DUR 11 – 30

Create an independent, autonomous hand that can attach to your wrist, ankle, or other similar appendage. Requires muscular feedback to function and takes 12 - REAS in weeks of experimentation to figure out the muscular combinations required to make it grab, squeeze, and manipulate objects like a hand would. Looks very similar to a leather glove, and has a light metal alloy structure within that echoes

normal hand bone structure. To command it takes a free action, but its reach is the equivalent to the limb's reach. It has STR 12, ADROIT 12, REF 12, CF 12, and COORD 24. For the purposes of weight and how much it can handle, it uses an equivalent 36 BODY. As a hand and wrist, it cannot wield a weapon. However, it can take the place of a hand and wrist combination for YOU to do so.

### AUTOLOADING CHAMBER – OP 3

**Preq:** 20+ MA, 4+ TL, Exp Engineer, Exp Machining [Know], Trd Physics [Know]

**TD:** 100

**Time:** 15 days

**Learn:** 450 GC

**RC:** 10 GC

**Add:** TL 4 Workshop

**Output:** DUR 22 – 60, REL 55 – 100

Create a chamber to hold and autoloading ammunition into a crossbow, rifle, or other hand held, bolt or slug casting device. A chamber is designed for a single specific type when constructed. For instance, a crossbow Autoloading Chamber will not function for a rifle and vice versa. Regardless of which type you engineer for, the chamber will only hold 30 of the appropriate ammo, and will not load faster than once per melee round. When used in conjunction with firearms that require powder or additional resources, the Autoloading Chamber only cuts the time required to reload in half.

### BALANCED [MOD] – OP 3

**Preq:** 24+ MA, 3+ TL, Exp Engineer, Exp Physics [Know], Exp Materials Science [Know]

**TD:** +75

**Time:** 9 days

**Learn:** 188 GC

**RC:** see description

**Add:** TL 3 Workshop

**Output:** see description

Modify an item so it's easier to carry or to employ. This modification does not reduce the bulk of an item but does provide symmetry that allows the item to be carried or used as if it was smaller or lighter. It requires 40% of the cost of the item in resource cost but you can balance the item in order to employ/carry it as if it was 25% less than it actually is.

### CHARGED GLOVE – OP 3

**Preq:** 20+ MA, 5+ TL, Exp Engineer, Exp Physics [Know], Exp Power Sources [Know]

**TD:** 100

**Time:** 6 days

**Learn:** 550 GC

**RC:** 10 GC

**Add:** TL 5 Workshop, 9 ounce mithril wire

**Output:** DUR 9 – 16, REL 75 – 96

Create a thick, heavily padded, leather, elbow to fingertip length glove with mithril and steel wires running from circular metal bands near the elbow to the metal fingertips. The glove builds a powerful

static charge naturally through normal or vigorous movement and contact with its wearer's skin. It takes 2 CF Action Counts of vigorous movement (normal action) or a minute of normal movement to build up a charge. The glove can only contain 1 charge. It will discharge the pent up electricity into anything touched with 2 or more fingertips, inflicting 7 – 12 HP of damage. To touch an opponent, make a normal attack with the glove against your opponent's DEF. If you succeed, they gain a Shock save against the effect. If they succeed, they take half damage; otherwise, they take full. Attacks of this manner ignore the DR, MR, and PR of an opponent.

### CRUDE ELECTRICAL BATTERY – OP 3

**Preq:** 22+ MA, 5+ TL, Exp Engineer, Exp Physics [Know], Exp Power Sources [Know]

**TD:** 100

**Time:** 18 days

**Learn:** 610 GC

**RC:** 22 GC

**Add:** TL 5 Workshop

**Output:** REL 75 – 96

Create a crude electrical battery. It weighs approximately 5 pounds, and takes up 1 ft cubed worth of space. It is not dangerous enough to shock, but can explode if punctured. Each day in use, it loses 1 REL until it reaches zero. If it fails at any point, it loses REL like normal. Each day of disuse recharges d8 REL towards its maximum. A Crude Electrical Battery provides five times the power of a OP 2 Chemical Battery.

### DEW HARVESTER – OP 3

**Preq:** MA 16+, Exp Grinding [Know], Exp Engineer

**TD:** 70

**Time:** 12 days

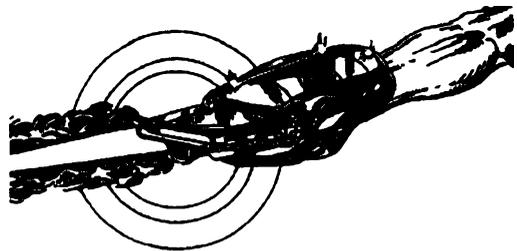
**Learn:** 250 GC

**RC:** 6 GC

**Add:** TL 2 Tools, 18 ounces of volcanic glass

**Output:** DUR 9-16

Create a cobweb like flexible glass and wood structure, roughly 1 ft cubed and 8 pounds when packed and expanding into a maximum 10 ft cube when unpacked. The Dew Harvester recycles water from the air, creating enough water for 1 person every 4 hours in a non arid environment. It takes 2 hours to setup or tear down this device.



### DIFFERENCE MACHINE – OP 3

**Preq:** 24+ MA, 6+ TL, Exp Engineer, Exp Miniaturization [Know], Trd Computers [Know], Trd Clockwork [Know], Trd Power Sources [Know]

**TD:** 125

**Time:** 18 weeks

**Learn:** 490 GC

**RC:** 22 GC

**Add:** TL 6 Workshop, 10 Crude Electrical batteries

**Output:** REL 90 – 99

Create a very, very basic computer that can perform math and replicate basic logic functions such as If... Then logic, While..Do and other forms of logic. One logic circuit can be hardwired into the Difference Machine and once set cannot be changed without rebuilding the machine (same cost as if making it). The Difference Machine weighs around 500 pounds and fills a 20 ft cubed space.

### ENGINEERED [MOD] – OP 3

**Preq:** 24+ MA, 3+ TL, Exp Engineer, Exp Physics [Know], Exp Miniaturization [Know], Exp Materials Science [Know]

**TD:** +75

**Time:** 12 days

**Learn:** 159 GC

**RC:** see description

**Add:** TL 3 Workshop

**Output:** see description

Engineered modifies an attribute of an item to make it work in an enhanced manner. Any attribute can be changed, from size, mass, REL, DUR, range, or just how long/often something works or exhausts before coming into effect. You can apply the MOD Engineered to any single attribute of an item only once but can make any number of attributes "Engineered". Each application of the modification "Engineered" has a resource cost equal to 15% of the item's value and +25% of the item's TD. So a 100 GC and TD 100 item that was modified twice with "Engineered", would add a +30 GC and +50 TD to craft. Engineered modifies an attribute by 20%. So, a Long Sword that is normally +6 ATK that was given an Engineered MOD would gain 20% of +6 or +1 for a total of +7. If the same was applied to its 48 DUR would provide 20% of 48 or +10 for a total of 58 DUR.

### FLASH LIGHT – OP 3

**Preq:** 21+ MA, 5+ TL, Exp Engineer, Trd Physics, Trd Glasswork [Know], OP 2 Chemical Battery [Schematic]

**TD:** 100

**Time:** 12 days

**Learn:** 325 GC

**RC:** 6 GC

**Add:** TL 3 Tools

**Output:** DUR 11 – 30, REL 97 – 100

Create a simple disposable hand flashlight that uses an internal chemical bath produce the light through glass

lens. The flashlight loses 1 REL per hour of use and once activated stays own until it runs out of REL. The flash light is 1 ft in length and projects light in a 30 ft beam, illuminating a 5 ft area.

### GYLERILL – OP 3

**Preq:** 22+ MA, 5+ TL, Exp Engineer, Exp Machining [Know], Trd Material Science [Know], Crude Sensor [OP 1], Arduinian Techno League Membership

**TD:** 100

**Time:** 6 days

**Learn:** 550 GC

**RC:** 10 GC

**Add:** TL 5 Workshop, 3 rills of Zhuler

**Output:** DUR 9 – 16, REL 75 – 96

A Gylerrill resembles a metal box approximately 18 inches square with 4 'limbs' that protrude in an 'X' shape. It is powered by a 'rill' of zhuler, which is inserted into the top via a conduit just for it. Essentially, this object unlimbers itself by extending its legs (each extends out to 4 ft), and then scuttles away to any raw silk within 99 ft. It will 'walk' any webbing or gather silk at a rate of a fifth of a square ft per minute until it reaches max capacity (it can densely pack 20 square ft in its main body) or 5 hours. A Gylerrill weighs about 5 pounds, but each square ft of silk weight between 2 – 3 pounds. This 'hunter's best friend' is a secret design held tightly by the Arduinian Techno League.

### HATCHSHOT RIFLE – OP 3

**Preq:** 20+ MA, 4+ TL, Exp Explosives [Know], Trd Weaponsmithing [Know], Exp Engineer

**TD:** 100

**Time:** 15 days

**Learn:** 490 GC

**RC:** 18 GC

**Add:** TL 4 Workshop, 5 lbs black powder

**Output:** DUR 11 – 30, REL 54 – 86

Create a smoothbore firearm that is an advancement on the hand canon. The design allows for a rifle to be constructed that uses 1 ounce Blackpowder per shot. Typical shot is a lead ball. A hatchshot rifle weighs 4 pounds. Each takes 4 CF Action Counts to reload, but can be fired as a normal action. A Hatchshot Rifle uses the Firearms Weapons Class or can be taken separately.

**Hatchshot Rifle** – ATK –8, CF –5, DEF –8, DME 2d10+21, Crit 88A, Fumble 15, Piercing, ER 70, BODY 12 – 85. The slug cannot be Dodged or Parried, but can be Blocked.

Each range increment after the first applies a –50 ATK penalty. It will lose –d10 REL for every minute exposed to wet conditions. In mild wind conditions, it has a –20 ATK penalty that doubles for each

worsening step of weather conditions. It can use gunpowder, but each shot reduces its REL by -d6. A hatchshot rifle that fails a REL check jams and loses REL like normal.

### HEART KISS – OP 3

**Preq:** 22+ MA, 4+ TL, Exp Clockwork [Know], Exp Machining [Know], Trd Engineer

**TD:** 105 **Time:** 18 days

**Learn:** 515 GC **RC:** 23 GC

**Add:** TL 4 Workshop

**Output:** DUR 62 – 100

Create a 9 inch wide, 2 ft long cylinder packed with rotors. Each rotor has small, inward curved, single edged blades. Sudden pressure on one end of the cylinder ejects the blades outward up to 6 inches, scything in a circle. The blades retract when pressure is released or if more than 2 melee rounds elapse. After each use, the item must be rewound for 2 melee rounds before it can be used again. The blades cause terrible damage to unprotected flesh, inflicting 2d10+20 HP of damage. If continuously held against the flesh of a person for two consecutive 2 CF Action Counts, it inflicts d4 BODY damage on each consecutive CF Count following. Needless to say, the blood, flesh, and assorted gore spray out the opposite end, drenching the wielder of the device. A Heart Kiss uses the Piercing Arms Weapons Class or can be taken separately.

### TSAVIER'S LONG ARM – OP 3

**Preq:** 24+ MA, 5+ TL, Exp Engineer, Exp Clockwork [Know], Trd Material Science [Know], Trd Power Sources [Know]

**TD:** 85 **Time:** 4 days

**Learn:** 3075 GC **RC:** 515 GC

**Add:** TL 5 Workshop, Shield

**Output:** DUR 43 – 70, 92 – 99 REL

Create a hand to elbow length bulky gauntlet out of leather with metal gears, bars, and screws everywhere. Support straps run from the arm to up around the shoulders to support the weight of the apparatus. The opposite hand controls the extension, and takes only 1 melee round to activate the mechanical switches. The fingers and hand portion of the gauntlet will extend out up to 3 ft away, and can be used to manipulate objects (10 COORD, 5 ADROIT) or use their built in lock picks, allowing you to pick a lock at half your normal skill ranks. The hand's grip is decent (6 STR, 15 BODY), but it is made for more dexterous tasks than for gripping or holding objects.

### NIGHT SPECTACLES – OP 3

**Preq:** 20+ MA, 4+ TL, Exp Engineer, Exp Glassworks [Know]

**TD:** 70 **Time:** 12 days

**Learn:** 450 GC **RC:** 10 GC

**Add:** TL 4 Tools

**Output:** 9 – 16 DUR

Create rudimentary night vision spectacles that provide colorless vision during the nighttime. As long as some light is present, no matter how dim, you can see 30 ft. The spectacles do not work in complete darkness.

### ROESKL'S OIL SOAKER – OP 3

**Preq:** 22+ MA, 4+ TL, Spec Engineer, Exp Machined [Know], Trd Power Sources [Know]

**TD:** 105 **Time:** 21 days

**Learn:** 450 GC **RC:** 10 GC

**Add:** TL 4 Workshop, 12 flasks of oil (18 oz each)

**Output:** DUR 21 – 40, REL 75 – 120

Create a wood, ceramic, and metal backpack that holds up to 12 flasks of oil or other liquid, and expels them with compressed air via a flexible hand held nozzle.

**Oil Soaker** – ATK -5, CF -4, DEF -15, Crit 97, Fumble 8, and BODY 12 – 85.

It can project an 18 ounce flask out to 60 ft with enough force to break or shatter a ceramic or glass flask on impact. The Oil Soaker can accommodate smaller flasks, down to 12 ounces in size and larger ones of 24 ounces in size. It uses the Maneuver tables to determine critical or fumbles.

### RETRACTABLE SWORD – OP 3

**Preq:** 20+ MA, 3+ TL, Trd Machining [Know], Prof Power Sources [Know], Exp Engineer

**TD:** 75 **Time:** 6 days

**Learn:** 285 GC **RC:** 17 GC

**Add:** TL 3 Tools, sword

**Output:** REL 61-80

Create a device that will extend or retract a sword blade. The item is usually attached to the arm and is wielded like a sword gauntlet. The design requires the sword to be permanently affixed and altered to the mechanisms that drive it. The item requires a quickened action to use and if used in combat versus an opponent, they must make a TD 100 PER check to notice it or they are Outmaneuvered against any attacks with it that CF Count. After the first CF Count of it being extended this surprise benefit is lost even if retracted.

### SCOPE – OP 3

**Preq:** 21+ MA, 5+ TL, Exp Engineer, Exp Glasswork [Know]

**TD:** 100

**Time:** 14 days

**Learn:** 475 GC

**RC:** 15 GC

**Add:** TL 5 Tools

**Output:** DUR 11 – 21

Create a scope that will extend the distance you can see by x2, x3 or x4, and add +10 for x2, +20 for x3, or +30 for x4 to ATK or skill bonuses for skill checks made utilizing the scope. The multiplier the scope provides is set when manufactured.

### SMOKELESS POWDER – OP 3

**Preq:** 22+ MA, 4+ TL, Exp Engineer, Exp Physics [Know], Exp Material Science [Know]

**TD:** 110 **Time:** 21 days

**Learn:** 450 GC **RC:** 65 GC

**Add:** TL 4 Workshop

**Output:** see below

Create 24 ounces of useable smokeless powder. This form of gun powder will work in all firearms including the more advanced slug casting weapons such as a rifle, pistol, shotgun, and so on. When used in black powder models, it reduces the smoke produced and drops fumble rates by -3 but increases REL loss, when it happens by +2 REL.

### SPIDER SHIELD – OP 3

**Preq:** 24+ MA, 5+ TL, Exp Engineer, Exp Sensor [Know], Exp Power Source [Know]

**TD:** 110 **Time:** 3 days

**Learn:** 3075 GC **RC:** 515 GC

**Add:** TL 5 Workshop, Shield

**Output:** DUR 112 – 130, 92 – 99 REL

Create a shield with 8 spider-like legs and the ability to adjust and move. Activated the shield rises to about 4ft and its legs take up a 5 ft area. The shield is hard coded to recognize a single symbol or object at creation. It will allow anyone with that object or symbol and allow them to command it.

**Spider Shield** – DEF +35, Block +50, CF 30, Movement 20.

It uses rudimentary sensors to detect physical movements and it will interpose itself between those attacking the being holding the symbol. It moves quickly and efficiently, and can Block twice on a CF Action Count. It can also move and keep pace with its master (see movement above) if commanded via a mechanical switch (requires a quickened action). The same switches also activate and deactivate it. Deactivated, it looks like a normal shield.

### STURDY [MOD] – OP 3

**Preq:** 24+ MA, 3+ TL, Spec Engineer, Exp Physics [Know], Exp Material Science [Know]

**TD:** see description

**Time:** 22 days

**Learn:** 1080 GC

**RC:** see description

**Add:** TL 3 Workshop

**Output:** see description

Sturdy modifies an item to make it tougher and more able to resist damage. The “Sturdy” modification has a resource cost equal to 175% of the item’s value and +25% of the item’s TD. So a 100 GC and TD 100 item that was modified would add a +175 GC and +25 TD to craft. Sturdy provides an effective DR 10 versus DUR/HP damage.

### TELESCOPE – OP 3

**Preq:** 20+ MA, 4+ TL, Exp Engineer, Exp Glassworks [Know]

**TD:** 75

**Time:** 10 days

**Learn:** 1175 GC

**RC:** 150 GC

**Add:** TL 4 Tools

**Output:** 9 – 16 DUR

Create a telescope that will extend the distance you can see by 10 times the norm. The telescope described here is a hand telescope, approximately 3 ft in length. It can be made collapsible by adding +50% RC and +100% Learn. You can increase the magnification by x1 for every +15 TD, +2 Days and +250 GC you add to the design.

### NYTHAARNAN WHIP – OP 3

**Preq:** 20+ MA, 5+ TL, Exp Physics [Know], Exp Engineer, Trd Material Science, Trd Power Sources

**TD:** 100

**Time:** 20 days

**Learn:** 875 GC

**RC:** 225 GC

**Add:** TL 5 workshop

**Output:** see below, 1 ounce of mithril and silveel and 18 ounces of yaddrakk

Create a long whip with a small cup like end and threaded with silveel, mithril, and yaddrakk that ends in a solid core of yaddrakk in the handle. The material used in the whip construction allows it to work without regard to wetness (unlike leather whips). The handle is 16 inches long and the thong runs 18 ft. Power is generated through motion and it takes d6+4 CF Counts to power up the Nythaarnan Whip. Once powered, when flicked toward a target it creates a miniature sonic boom. It has the normal attributes of a whip, except on a hit it forces the target to make a TD 150 Shock save or be stunned for 1 melee round.

## OP 4

### **BINOCULARS – OP 4**

**Preq:** 22+ MA, 5+ TL, Spec Engineer, Exp Glassworks [Know]

**TD:** 100

**Time:** 10 days

**Learn:** 1175 GC

**RC:** 150 GC

**Add:** TL 4 Tools

**Output:** 9 – 16 DUR

Create Binocular telescopes, or binoculars. Binoculars are essentially two identical telescopes mounted side-by-side and aligned to point accurately in the same direction, allowing the viewer to use both eyes (binocular vision) when viewing distant objects. Binoculars require two hands. Default magnification is 8 times the norm. You can increase the magnification by x1 for every +15 TD, +2 Days and +250 GC you add to the design.

### **BLÖKENRÜKEN – OP 4**

**Preq:** 26+ MA, 6+ TL, Spec Engineer, Spec Clockwork [Know], Zagranan Techno Guild, Trd Weaponsmithing

**TD:** 125

**Time:** 35 days

**Learn:** 690 GC

**RC:** 180 GC

**Add:** TL 6 Workshop

**Output:** 35 – 80 DUR, REL 82 – 99

Blökenrücken are a Zagranan Gnome engineering specialty, a secret held tightly onto by the Zagranan Techno Guild. They are over-and-under, clockwork wound, repeating crossbows. As the top crossbow is used, the kinetic energy released by the firing mechanism turns the crossbow, bringing the bottom crossbow head to the top while simultaneously loading a cross bolt into ready position from a ammo feed. Thus, Blökenrücken is automatically loads after each shot. It can hold 20 bolts in its arming breech. The breech is made to be easily removed if the safety lock is disengaged and swapped out. A loading breech has the same costs and design requirements as an Autoloading Chamber (OP 3).

**Blökenrücken** – see medium crossbow

At any given time, both the over and under crossbows are loaded and capable of firing. If both are fired the ATK is penalized by –30 due to aiming difficulty. Also, if both are fired at the same time, the crossbow has to be manually cocked by expending a normal action over two CF Action Counts. Even if the user is capable of expending two normal actions within a single CF Action Count, a 14 CF Count time segment is required to run the mechanism properly.

Forcing it to go faster permanently lowers its REL an immediate 20 – 50%.

### **CASED AMMO – OP 4**

**Preq:** 16+ MA, 5+ TL, Spec Machining [Know], Spec Material Science [Know], Exp Engineer

**TD:** 50

**Time:** 1 day

**Learn:** 190 GC

**RC:** 8 GC

**Add:** TL 5 Workshop

**Output:** see below

Create any of a variety of jacketed/cased or cartridge shot for rifled and advanced weapons. Each use of the design creates a batch of 20 shot. Jacketed ammo cannot be used in Black Powder firearms.

### **CLOCKWORK LIMB – OP 4**

**Preq:** 24+ MA, 6+ TL, Spec Engineer, Spec Clockwork [Know], Exp Bionics, Trd Power Sources

**TD:** 125

**Time:** 20 days

**Learn:** 7225 GC

**RC:** 1250 GC

**Add:** TL 6 Workshop

**Output:** 109 – 115 DUR, REL 82 – 99

Create a clockwork monstrosity of gears, metals, and screws that can effectively replace any single limb. The limb uses a special power source that allows it to gain energy from movement, storing excess in a battery in the arm for when the limb is at rest. The limb requires 5 minutes of movement every hour or it goes inert. An inert arm needs 10 minutes of manual movement to restart. The limb is heavy; it requires 3 BODY for every 1 BODY its replacing on the wearer. Half of this BODY is considered weight on the wearer for the purposes of encumbrance.

### **CLOCKWORK WALKER – OP 4**

**Preq:** 24+ MA, 6+ TL, Spec Engineer, Spec Clockwork [Know], Exp Power Sources

**TD:** 125

**Time:** 28 days

**Learn:** 6220 GC

**RC:** 1120 GC

**Add:** TL 6 Workshop, 2 chemical batteries

**Output:** 350 – 375 DUR, REL 82 – 99

Create a clockwork monstrosity of gears, metals, and screws that can lumber and move along on treads or feet. It is CF 21 and can ponderously move 5 feet per CF Action Count. Treads will add +150 GC to the cost, but allow the device to add +5 to movement per CF Action Count. Feet will provide a +10 bonus to Acrobatic or Athletic skill checks. The walker will run for 1 hour per chemical battery. It needs at least 2 chemical batteries to move, and can hold a maximum of 10 chemical batteries. If modified to run on electrical batteries it only needs one to move. If modified to steam, it will run as long as the boilers do. The walker has BODY equal to DUR and is FORT 10 versus damage.

#### DIFFERENCE ANALYZER – OP 4

**Preq:** 28+ MA, 7+ TL, Spec Computers [Know], Exp Clockwork [Know], Spec Miniaturization, Exp Engineer, Trd Power Sources

**TD:** 150 **Time:** 23 weeks

**Learn:** 6220 GC **RC:** 1120 GC

**Add:** TL 7 Workshop, see below

**Output:** REL 91 – 99

Difference Analyzer is a more advanced version of the Difference Machine can perform math and replicate logic functions such as If...Then logic, Case, While..Do and other forms of logic. Unlike the Difference Machine this logic is manually set and adjustable, so old logic can be removed and new logic imported. It takes 3 weeks to recalibrate to new logic. It takes one week to remove old logic. The Difference Analyzer weighs approximately 100 pounds and fills a 3 ft cubed area. This base build can sustain three logic circuits. More logic circuits can be built into the Difference Analyzer but it adds +25 to the TD, +350 GC to the RC, 4 weeks of time, 25 pounds, 1 ft of cubed space, and additional power. The Difference Analyzer requires an OP 5 Electrical Battery to function but 5 Crude Batteries can be swapped in with a 30% reduction in REL. Adding more logic circuits over the base three requires another OP 5 Electrical Battery (which can handle another three logic circuits) or two Crude Batteries per logic circuit.

#### EXOSKELETON – OP 4

**Preq:** 24+ MA, 7+ TL, Spec Clockwork [Know], Exp Bionics, Exp Engineer, Trd Power Sources, Crude Exoskeleton (OP 2)

**TD:** 150 **Time:** 30 weeks

**Learn:** 11950 GC **RC:** 2250 GC

**Add:** TL 7 Workshop

**Output:** 142 – 180 DUR, REL 91 – 99

Create an exoskeleton that self adjusts to fit a person 35 – 90 BODY in size. You can add +5 to the BODY maximum for every additional 450 GC in metal and materials you add to the resource costs. Each +5 in BODY adds +1 week to the Time and +25 to the TD. The exoskeleton's adjustments to fit properly take d10+5 minutes. Once fitted, the exoskeleton retains that configuration unless reset. The reset mechanism takes a minute to do, and returns the exoskeleton into its largest configuration. The exoskeleton, when worn, adds a +30% bonus to your BODY, COORD, and adds +5 DR as a bonus. The exoskeleton is considered the equivalent of Full Chain Armor for armor hindrance penalties, weight, and encumbrance. It also follows the rules for armor concerning damage, repair, etc.

#### FUEL – OP 4

**Preq:** 24+ MA, 6+ TL, Spec Physics [Know], Exp Engineer

**TD:** 125 **Time:** 18 days

**Learn:** 1545 GC **RC:** 189 GC

**Add:** TL 6 Workshop

**Output:** 16 ounces of fuel

Create petroleum based fuel or similar fluid substance.

#### MEJNOD'S GOOP – OP 4

**Preq:** 28+ MA, 6+ TL, Spec Engineer, Spec Chemistry [Know], Exp Explosives [Know]

**TD:** 135 **Time:** 21 days

**Learn:** 2850 GC **RC:** 455 GC

**Add:** TL 6 Workshop

**Output:** REL 64-96

Create 12 ounces of a semi-stable explosive similar to but with different properties than TNT. REL is rolled by the GM when used and then rolled against by the player. If the REL fails, the goop explodes in the user's face. The goop will inflict 4d10+35 BODY damage and double this amount in HP/DUR damage to anything in a 10 ft cubic area. For the next 11 to 30 ft cubed, it inflicts 4d10 HP/DUR damage. This stuff doesn't travel well and any shock or impact has a 30% chance to set it off.

#### GUNPOWDER – OP 4

**Preq:** 24+ MA, 6+ TL, Spec Physics [Know], Spec Material Science [Know], Exp Engineer

**TD:** 150 **Time:** 42 days

**Learn:** 1175 GC **RC:** 105 GC

**Add:** TL 6 Workshop

**Output:** 12 ounces of gunpowder

Create gunpowder. This form of gunpowder works with more advanced slug casting weapons such as a rifle, pistol, and shotgun. If used in weapons such as flintlocks, muskets, and blunderbusses, it halves their REL and drops DUR by d3 with each use. If you fail the REL check, the weapon explodes in your face.

#### HEAVEN'S NINE STARS – OP 4

**Preq:** 22+ MA, 6+ TL, Spec Engineer Spec Machining [Know], Exp Material Science [Know]

**TD:** 115 **Time:** 12 days

**Learn:** 660 GC **RC:** 12 GC

**Add:** TL 6 Workshop

**Output:** DUR 11-18

Create a throwing star, similar to the standard Earth version but 3 times as thick and half again the weight. The star uses magnetism to wedge nine razor wafers of metal into one and splits into 9 wafer thin stars in a tight pattern after thrown. Only 1 attack is rolled, but

if it succeeds in striking the opponent, all 9 stars inflict damage. Treat each star as if it individually hit. BODY damage is not applied to a Heaven's Nine Stars device. All 9 wafer thin stars must be parried if a Parry action or Block action is used; Dodge works like normal. If the Nine Star is Parried/Blocked, each individual star will violently explode again into nine different metal fragments. Of the fragments, 0 - 9 will strike the blocking item or the person who parried the star, each inflicting one HP (DUR) of damage. If the Nine Stars hit a person, each will explode on contact, inflicting a total of d4+4 HP damage per star (counts as nine different hits to a target).

#### JOLT ROD – OP 4

**Preq:** 22+ MA, 5+ TL, Exp Engineer, Exp Power Source [Know], Exp Physics [Know]

**TD:** 120 **Time:** 18 days

**Learn:** 1035 GC **RC:** 107 GC

**Add:** TL 5 Tools

**Output:** DUR 9 - 16, REL 73 - 97

Create a wood rod wrapped and pierced with platinum, steel, and copper coils and wire. The rod is 3 feet long, and tapers from the butt end to a tip. The tip is capped with a metal sheath, and highly magnetized. The Jolt Rod requires 1 minute of vigorous movement to build up a single charge, and it can hold up to 8 charges for a daylong period. After a day of disuse, the charges dissipate. The rod will discharge the pent up electricity on touch. The jolt inflicts 14 - 20 HP electrical damage. To touch an opponent, make a normal attack with the rod against your opponent's DEF. If you succeed, they gain a Shock save against the effect. If they succeed, they take half damage; otherwise, they take full. Attacks of this manner ignore the DR, MR, and PR of an opponent. The Jolt Rod uses the Piercing Arms weapon class or individual proficiency and is +20 ATK, -1 CF, and +10 DEF, Crit 98, F 5.

#### LOCK SCARAB – OP 4

**Preq:** 22+ MA, 5+ TL, Exp Engineer, Exp Clockwork [Know], Exp Machining [Know], Trd Sensor [Know], OP 1 Torsion Engine [Schematic]

**TD:** 130 **Time:** 16 weeks

**Learn:** 840 GC **RC:** 68 GC

**Add:** TL 5 Workshop

**Output:** DUR 32 - 50, DR 4, REL 96 - 99

Create a 1 ft, scarab like metal device. It must be wound to function and is made to be pre wound (takes 2 minutes), and then put in motion with a single depression of pressure sensitive cavity on their bottom (quicken action). Once activated, they stay

inert for 2 melee rounds or until pressure is applied to their metal leg tips. If placed on an object, they will scuttle at a rate of 2 ft per CF Count towards the nearest seam. After they find a seam, they settle over it and lock down, driving their legs into stone, wood, and other materials (up to and including iron and steel). A scarab has 1 minute of 'life' to find a seam and lock down, and it holds fast against up to 180 BODY and STR 90. Otherwise, if it fails to find a seam, it becomes inert and lifeless until rewind. Once in place, a Lock Scarab will not release its grip unless destroyed, forced loose from the material or the material it grips is destroyed.

#### MECHANIZED [MOD] – OP 4

**Preq:** 24+ MA, 5+ TL, Spec Engineer, Spec Clockwork [Know], Exp Materials Science [Know], Exp Power Source

**TD:** +100 **Time:** 18 weeks

**Learn:** 6159 GC **RC:** see description

**Add:** TL 5 Workshop

**Output:** see description

Mechanized modifies a single function of an item, using machinery to replace a manual process, making it an automated one. Theoretically any single function can be changed though the GM is the final arbitrator in all cases. You can apply the MOD Mechanized to any single manual process of an item only once but can make any number of processes "Mechanized". Each application of the modification "Mechanized" has a resource cost equal to 35% of the item's value but increases the size/mass/bulk of an item by a corresponding +75%.

#### REFRACTORY DEVICES – OP 4

**Preq:** 27+ MA, 6+ TL, Spec Engineer, Exp Physics [Know], Exp Machining, Trd Power Sources

**TD:** 125 **Time:** 28 days

**Learn:** 6220 GC **RC:** 1120 GC

**Add:** TL 6 Workshop

**Output:** see below

This advancement actually represents a bundle of devices that upgrade a workshop to work with materials two TL higher than it actually is. Thus a TL 4 Workshop could be upgraded with Refractory Devices to work with and handle TL 6 Materials.

#### SENSOR – OP 4

**Preq:** 26+ MA, 6+ TL, Spec Engineer, Exp Computers [Know], Exp Clockwork [Know], Exp Miniaturization [Know], OP 1 Crude Sensor [Schematic]

**TD:** 150 **Time:** 53 days

**Learn:** 1011 GC **RC:** 81 GC

**Add:** TL 6 Workshop, see below

**Output:** DUR 5 – 50, REL 51 – 90

Create a more advanced sensor that can detect multiple vectors using embedded logic from a Difference Analyzer or greater computer. Sensor can rely on physical vectors (chemicals, tripwires, pressure plates) or handle more subtle detection, such as changes in air pressure, displacement, heat/light changes and so forth. Detection is limited to a 10 ft cubic space but multiple sensors can be aligned to cover larger areas and feedback to a single computer (up to its maximum capacity).

#### STILT BOOTS – OP 4

**Preq:** 22+ MA, 5+ TL, Exp Engineer, Exp Material Science [Know], Exp Physics [Know]

**TD:** 105 **Time:** 11 days

**Learn:** 1045 GC **RC:** 99 GC

**Add:** TL 5 Workshop

**Output:** REL 96-99, DUR 12 – 20

Creates a pair of special boots with built in extension devices. When the proper pressure and motion is provided by the wearer, the boots use a gas byproduct of a chemical mixture to engage hydraulics to rise up an additional 6 ft in a single CF Count. Each use lowers the REL by d10. Once they fail, they need to be recharged. Recharging takes 10 minutes and 3 GC of material (Tunch Bear gal bladder extract). The boots are very heavy, and have 6 inch soles. The suspension system is made of sturdy but thin metal, and applies a -30 penalty to Acrobatics skill checks if you attempt to walk or balance while in the air. If used as a surprise tactic, the sudden increases in height counts as a Charge maneuver (see *Battle and Melee* section). It takes 3 CF Counts and a quickened action to retract.

#### TEMPERED [MOD] – OP 4

**Preq:** 22+ MA, 5+ TL, Exp Engineer, Exp Material Science [Know], Exp Physics [Know]

**TD:** see below **Time:** 2 weeks

**Learn:** 880 GC **RC:** see below

**Add:** TL 5 Workshop

**Output:** see description

Make an object more durable, doubling its base DUR before any modifications or bonuses from secrets is applied. This mod must be applied when the item is created. If the check is failed the object is destroyed during the attempt to make it more durable. Use of the modification requires a resource cost equal to +200% the items value and adds +50% to the TD.

## OP 5

### AIRSHIP – OP 5

**Preq:** 28+ MA, 7+ TL, Spec Engineer, Spec Material Science [Know], Spec Physics [Know], Trd Power Sources [Know], OP 1 Glider [Schematic]

**TD:** 150

**Time:** 28 weeks

**Learn:** 14470 GC

**RC:** 2750 GC

**Add:** TL 7 Workshop

**Output:** 82 – 98 REL

Create a classic airship: a gas filled balloon with a wood conveyance below. The airship as laid out will hold up to 100 BODY of passengers and weight. Each additional 20 BODY of passengers requires an additional +15 TD, +2 weeks, and +300 GC in materials. Each doubling of the base 100 BODY adds an addition +1 TL to the difficulty to engineer the Airship.

### KAIL'S BOX – OP 5

**Preq:** 30+ MA, 8+ TL, Spec Engineer, Spec Physics [Know], Spec Power Sources [Know]

**TD:** 150

**Time:** 32 days

**Learn:** 2425 GC

**RC:** 325 GC

**Add:** TL 8 Workshop

**Output:** 82 – 92 REL

Create a device that recycles energy back into any electrical power source. When attached to a device that uses any source of electrical power, Kail's Box returns 30% of the energy expended back to the power source as electricity per use. Kail's Box only works if the device is working, i.e., just hooking it up to a device will not recharge the device's power source – it must be running. The same applies to hooking it up to a battery directly – it will not recharge it. It returns energy by recycling a portion of the energy expended.

### CIRCLET OF ETHRIC CONFLUENCE – OP 5

**Preq:** 26+ MA, 7+ TL, Spec Engineer, Spec Machining [Know], Spec Physics [Know]

**TD:** 150

**Time:** 34 days

**Learn:** 5690 GC

**RC:** 350 GC

**Add:** TL 7 Workshop, 1 ounce each of Adamantine, Mithril, Silveel, platinum, Aurebony, Silbony, Brozahnium, Khydri, and Sarabandium

**Output:** 142 – 180 DUR, 96 – 99 REL

Create 3 round 'bars' of steel perforated with holes but filled with a multitude of wires of various alloys. One bar circles the head while the other two adorn it in an "X" pattern. It fits humanoid heads of SIZE 4 to 14. The circlet stimulates the brain with a low level electrical field (started by vigorously swinging the circlet around for 5 minutes; charging the battery

which will then run for 25 hours). This field invigorates the mind, kindling the fires of creativity, thinking, and reason. Add +10 to MA or REAS checks and +20 to all REAS based skill checks. Undamaged, this item will work indefinitely; failed REL checks cause no REL loss. It is fragile, however, and if damaged (by a single HP of damage or corrosion), it has a good chance (15% minimum) to 'cook' (i.e., kill) the brain of its wearer!

#### DIVING APPARATUS – OP 5

**Preq:** 28+ MA, 7+ TL, Spec Glasswork [Know], Exp Machining [Know], Exp Engineer, Exp Bionics [Know]

**TD:** 150

**Time:** 16 weeks

**Learn:** 22200 GC

**RC:** 4300 GC

**Add:** TL 7 Workshop

**Output:** 82 – 98 REL, 180 – 250 DUR

Create a diving bell or similar diving platform that will hold 80 BODY of beings with a simple air recycling system to provide breathable air. If the REL check fails when deployed, the apparatus has a leak and must be resealed (10% of cost) or the air recycler failed (50% chance of either). If the REL fails, the diving bell ruptures and gives in to the pressure if underwater or the air recycler fails (50% chance of each). Check for REL at every 50 ft of depth or 5% damage. Every 10% of damage it takes lowers the REL 20% of its total.

#### ELECTRICAL BATTERY – OP 5

**Preq:** 28+ MA, 7+ TL, Spec Engineer, Spec Physics [Know], Spec Power Sources [Know], OP 3 Crude Electrical Battery [Schematic]

**TD:** 150

**Time:** 12 days

**Learn:** 1060 GC

**RC:** 72 GC

**Add:** TL 7 Workshop

**Output:** 92 – 98 REL

Create a more advanced electrical battery that generates a strong, sustainable charge equivalent to 5 Crude Electrical Batteries. The battery is used as a base in many techno schematics. It weighs approximately 3 pounds, and takes up half a cubic ft worth of space. The battery can shock for d4+2 HP if it makes contact with exposed flesh or conducts through ungrounded surfaces. Every 2 days in use, it loses 1 REL until it reaches zero. If it fails at any point, it loses REL like normal. Each 1 GC of material and day of disuse recharges d6+6 REL back towards its maximum.

#### FLINTLOCK – OP 5

**Preq:** 28+ MA, 8+ TL, Spec Engineer, Spec Weaponsmithing [Know], Exp Explosives [Know]

**TD:** 125

**Time:** 27 days

**Learn:** 1390 GC

**RC:** 118 GC

**Add:** TL 8 Workshop

**Output:** 55 – 95 REL

Create a smoothbore firearm based on the flintlock mechanism. The design allows for a pistol or rifle to be constructed, and uses 1 ounce Blackpowder per shot. Typical shot is a lead ball (non-cased ammo). A flintlock pistol weighs 1.5 pounds, and a rifle weighs 4 pounds. Each takes 4 CF Action Counts to reload, but can be fired as a normal action.

**Flintlock Pistol** – ATK -10, CF -2, DEF -5, DME 2d10+20, Crit 91A, Fumble 14, Piercing, ER 40, BODY 12 – 85. The slug cannot be Dodged or Parried, but can be Blocked.

**Flintlock Rifle** – ATK -6, CF -3, DEF -8, DME 3d10+30, Crit 90A, Fumble 13, Piercing, ER 100, BODY 12 – 85. The slug cannot be Dodged or Parried, but can be Blocked.

Each range increment after the first applies a -50 ATK penalty. It will lose -d10 REL for every minute exposed to wet conditions, such as rain or even heavy mist. In mild wind conditions, it has a -20 ATK penalty that doubles for each worsening step of weather conditions. It can use gunpowder, but each shot reduces its REL by -3d6. A flintlock that fails a REL check jams and loses REL like normal.

#### GEIGER COUNTER – OP 5

**Preq:** 28+ MA, 8+ TL, Spec Engineer, Spec Physics [Know], Spec Material Science [Know]

**TD:** 125

**Time:** 12 days

**Learn:** 1250 GC

**RC:** 54 GC

**Add:** TL 8 Workshop

**Output:** 55 – 95 REL

Create a small device that can detect ionizing radiation.

#### HELICON'S SQUIRREL – OP 5

**Preq:** 28+ MA, 8+ TL, Spec Engineer, Spec Clockwork [Know], Exp Machining [Know], Trd Sensor [Know], Trd Computers [Know]

**TD:** 150

**Time:** 33 weeks

**Learn:** 2625 GC

**RC:** 365 GC

**Add:** TL 8 Workshop

**Output:** 96 – 99 REL

Create a small, autonomously moving, clockwork squirrel that can be programmed with a simple series

of instructions via mechanical toggles. The device looks more like a mass of gears, levers, and turning parts than a true squirrel. Helicon's Squirrel is 3 ft long and stands 2 ft erect. It is not quiet, making a constant chattering sound and constantly moving. Helicon's Squirrel uses compressed air and a self winding mechanical system for power. It can run indefinitely as long as it's moving; if restrained from movement, it will run out of energy after 1 minute of inactivity and quit working. It takes 1 hour of adjustment and tinkering to get it started again after it ceases operation (includes the time required to reprogram). The squirrel is 92 DEF, 48 MD, 1 DR, 1 MR, 30 COORD, CF 26, 50 Dodge, and has a 12 Move. Internally, it has room for four 16 ounce containers of any shape. This chamber is connected to a tube that comes out the squirrel's mouth, and it can eject a single container using compressed air up towards an area 30 ft distant (see programs below). It inflicts no damage but can take actions according to its programming. While it has a number of programming actions, only 2 can be in effect at any single time. It takes 1 melee round to adjust its programming. The squirrel is either hard coded to recognize a single master at creation or to recognize a symbol or object. If set to recognize a symbol or object, it will allow anyone with that object or symbol to command it or alter its programming. Its programs are:

- Stay within (state distance) of its master at all times.
- Eject containers towards a target or target area (requires a command from master and a target).
- Move up to a target and eject container into hands or appendages of stated target (requires a verbal command from master and an indicated target).
- Attempt to trip a target (requires a command from master and a verbal target). It has a +40 bonus on the Athletics skill check to trip, and is BODY 30 for the purpose of the Knockdown attempt.
- Retrieve a target, and take it to a stated location or person (requires a command from master, a verbal target, and a location or person). The squirrel is BODY 30 for determining what it can move, carry, or drag, and it has 2 appendages that can grip.

## IRON FIRE HOUND – OP 5

**Preq:** 28+ MA, 8+ TL, Spec Engineer, Spec Clockwork [Know], Exp Material Science [Know], Exp Sensor [Know], Trd Computers [Know]

**TD:** 150

**Time:** 34 weeks

**Learn:** 2775 GC

**RC:** 395 GC

**Add:** TL 8 Workshop

**Output:** 96 – 99 REL, 82 – 170 DUR

Create a small, autonomously moving, clockwork hound made of iron that can be programmed with a simple series of instructions via mechanical toggles. Truly, it looks like a mechanical hound made of iron. A side door, latched behind the head near the ears, allows the top to be opened to add combustible materials (its fuel). The Fire Hound is 5 ft long and stands 3 ft. Convert its DUR to BODY to determine its weight. It is not quiet, making a low grade grinding sound and constantly emits heat in amounts based on how much fuel it is currently consuming. Generally, the heat is the equivalent of a campfire at low ebb, and a raging furnace with a full belly of fuel. Its consumption requires at least 1 GC of combustible material per week to maintain. It has internal combustion coils that can use just about any flammable material for fuel, and uses this and its byproducts of the burning in conjunctions with a self winding mechanical system for power. It can run indefinitely as long as it has fuel, and for up to 6 hours after it runs out. It takes 6 hours burning fuel to get it started again after it quits working (includes the time required to reprogram). The Fire Hound is 22 DEF, 28 MD, 22 DR, Fort 10, 8 MR, 10 COORD, 7 CF, 5 Dodge, and 10 Move. It can perform several actions based on its programming. While it has a number of programming actions, only 3 can be in effect at any single time. It takes 1 melee round to adjust its programming. The Fire Hound is either hard coded to recognize a single master at creation or to recognize a symbol or object. If set to recognize a symbol or object, it will allow anyone with that object or symbol to command it or alter its programming. Its programs are:

- Stay within (state distance) of its master.
- Bite an opponent (requires a command from master and a target to bite). It has a 55 ATK, and inflicts 2d6+18 HP.
- Ram an opponent or object (requires a command from master and a target to ram). This is treated like an overrun Charge maneuver. It inflicts d6+3 and uses its DUR to determine BODY damage.
- Retrieve a target and take it to a stated location or person (requires a command from master, a

target, and a location or person). Use DUR to determine BODY damage. It uses its mouth to grip and drag.

#### **KHORKHROÉ WATER LUNG – OP 5**

**Preq:** 28+ MA, 7+ TL, Spec Engineer, Exp Bionics [Know], Exp Physics [Know],

**TD:** 150 **Time:** 9 weeks

**Learn:** 1640 GC **RC:** 188 GC

**Add:** TL 7 Workshop

**Output:** 52 – 90 REL, 51-70 DUR

Create a diving suit, size to fit a 26–55 BODY person with an attached line and artificial breather. The contraption is part material, part metal, with chain weaving over vulnerable areas. Overall it reduces movement and CF in water by an additional 50% but provides DR 14 versus attacks. The suit is built to take pressure and only loses 4% REL every 100 ft.

#### **ORTHOWINGS – OP 5**

**Preq:** 28+ MA, 7+ TL, Spec Engineer, Exp Physics [Know], Exp Clockwork [Know],

**TD:** 150 **Time:** 24 days

**Learn:** 3600 GC **RC:** 580 GC

**Add:** TL 7 Workshop

**Output:** 72 – 90 REL, 11-30 DUR

Create a set of clockwork wings that connect to the back, shoulders, and arms. Mechanical energy is begun in the arms and multiplied to provide the lift. The wings can lift and maneuver a BODY range of 18 – 36. Speed is 20 + (STR - MASS). Using Orthowings takes some practice – 40 - MA in weeks to be precise, with a minimum of 1 week no matter what. It adds +10 TD, +4 days, and +35GC to adapt the wings plus or minus 8 BODY.

#### **PROGRAMMED [MOD] – OP 5**

**Preq:** 28+ MA, 7+ TL, Spec Engineer, Spec Material Science [Know], Exp Machining [Know], Exp Miniaturization [Know], Exp Clockwork [Know]

**TD:** see below **Time:** see below

**Learn:** 5580 GC **RC:** see below

**Add:** TL 7 Workshop

**Output:** see description

Add a logic circuit to an item, allowing it to handle a single logic function such as If...Then logic, While...Do and other forms of logic. One logic circuit can be hardwired into the object and once set cannot be changed without rebuilding the object. This mod must be applied when the item is created. If the check is failed the object is destroyed during the attempt to add in the logic circuit. Use of the modification requires a resource cost equal to +150% the items value and adds +50% to the TD. You cannot add this modification to Difference Analyzers,

Difference Machines, Hybrid Computers and other like designs. You can add this modification multiple times.

#### **RED GLASS – OP 5**

**Preq:** 28+ MA, 7+ TL, Spec Engineer, Spec Material Science, Exp Physics [Know]

**TD:** 125 **Time:** 14 weeks

**Learn:** 4220 GC **RC:** 820 GC

**Add:** TL 7 Workshop

**Output:** DUR 63 – 99

Create red hued glass that is temperature resistant (hot or cold), resisting the first 24 HP of damage that glass will take before suffering DUR damage. Otherwise, it has the same properties as glass.

#### **SMART MATERIAL – OP 5**

**Preq:** 30+ MA, 9+ TL, Spec Engineer, Spec Physics [Know], Spec Material Science [Know],

**TD:** 150 **Time:** 30 days

**Learn:** 8800 GC **RC:** 700% base cost

**Add:** TL 9 Workshop

**Output:** see below

Create “smart” materials out of ordinary ones. When you do so, you choose one of the following options:

- Make the material capable of remembering a set shape and returning to it. The speed of return is based on the pliancy of the base material: leather returns to a molded shape slower than silk. Cannot be done with extremely hard/rigid/non-pliable materials like wood or metal.
- Change cosmetically or physically as a reaction to a single set stimulus. Pliable materials can return to or take on a preset form (see the above), for instance. Materials could be set to change hue or display an embedded image in reaction to stimulus, like change of temperature or touch.

#### **SOUND HAMMOCK – OP 5**

**Preq:** 28+ MA, 7+ TL, Spec Engineer, Exp Physics [Know], Exp Machining [Know], Trd Miniaturization

**TD:** 150 **Time:** 27 days

**Learn:** 495 GC **RC:** 85 GC

**Add:** TL 7 Workshop

**Output:** 55 – 95 REL, 12-22 DUR

Create 8 small devices that harmonize together to create a virtual padding of sound. The acoustic generation creates a physical barrier that can be rigid or flexible, and can spread across an 8 cubic ft area. The Sound Hammock is considered the equivalent to a DUR 100 tangible object of 100 MASS and 300 BODY. It can support 7,000 pounds of weight if anchored properly, and can be any shape desired within the confines of the 8 cubic ft.

## OP 6

### AUTO-ADJUST [MOD] – OP 6

**Preq:** 30+ MA, 9+ TL, Expert Engineer, Expert Clockwork [Know], Spec Materials Science [Know], Spec Miniaturization, Exp Power Source

**TD:** see below                      **Time:** see below

**Learn:** 9500 GC                      **RC:** see description

**Add:** TL 9 Workshop

**Output:** see description

The Auto-Adjust modification changes an item to automatically adjust and fit itself to whatever it is affixed to or worn by. Theoretically anything can be modified to perform this action though the GM is the final arbitrator in all cases. Anything worn that auto-adjusts is considered "Fitted", making the base item seem 25% less encumbering than it normally is. The Auto-Adjust modification has a resource cost of 50% of the item's value. It doubles the Time requirement of the base item.

### AUTOKEY – OP 6

**Preq:** 28+ MA, 8+ TL, Expert Engineer, Expert Material Science [Know], Spec Physics [Know], OP 5 Smart Material [Schematic]

**TD:** 150                                  **Time:** 28 weeks

**Learn:** 8850 GC                      **RC:** 1550 GC

**Add:** TL 8 Workshop

**Output:** 61 – 80 REL

Create a 9 inch long rectangular block of soft metal the consistency of clay. If inserted into any 6-inch aperture or smaller, it will form to fit the dimensions of the aperture (works great on locks) after 2d4 minutes. The Autokey retains the shape indefinitely until released to return back to its regular shape. It regresses back to its original state quickly over 1 melee round; afterwards the Autokey is ready for reuse. The Autokey works as long as it has REL.

### MORVAENIAN BLASTING OIL – OP 6

**Preq:** 32+ MA, 8+ TL, Expert Engineer, Expert Chemistry [Know], Spec Physics [Know]

**TD:** 155                                  **Time:** 38 days

**Learn:** 3440 GC                      **RC:** 580 GC

**Add:** TL 8 Workshop, see below

**Output:** 91 – 99 REL, 2d4 pounds of Blasting Oil

Create a heavy, colorless, oily, explosive liquid. The oil requires an additional 10 pounds Black Blood River Sand, 8 pounds Thunder Mountain powderstone, and 20 pounds Circle Tree Sap (sugar alcohol) per batch. It is used as an active ingredient of explosives. Morvaenian Blasting Oil has a stabilizing component that makes it less contact sensitive. Still, any impact that inflicts 1 HP of

damage to its container will cause it to detonate. Morvaenian Blasting Oil is unstable and degrades over time into useless jell. Each week, it loses d8 REL. If it fails a REL check when used, it will never detonate. In its raw form, 1 pound of the Blasting Oil does serious damage, more from the detonation than from the burning that comes afterward. It releases incredible energy in the form of pressure and shocks waves, inflicting 5d20 HP and 2d20 BODY damage at point of impact. It also deafens at point of impact (TD 250 Shock). In a 15 foot radius around it, people take 2d20+20 HP, and are deafened (TD 150 Shock). Smaller amounts of the Blasting Oil inflict correspondingly less damage.

### COMBUSTION ENGINE – OP 6

**Preq:** 28+ MA, 8+ TL, Expert Engineer, Expert Material Science [Know], Expert Power Source, OP 5 Smart Material [Schematic]

**TD:** 150                                  **Time:** 16 weeks

**Learn:** 5592 GC                      **RC:** 1864 GC

**RC:** TL 8 Workshop

**Output:** 22 – 150 DUR, REL 65 – 95

Create a combustion engine that can use motive energy to drive a mechanism. The engine will consume 18 GC of material per day while operating, weighs approximately 540 pounds, and takes up 35 ft cubed worth of space. The engine runs without issue unless it fails a REL check, in which it loses 2d6+4 REL immediately and uses up 4d10+15 GC of on hand material. A Combustion Engine provides 50 times the power of an OP 2 Chemical Battery, 10 times that of an OP 3 Crude Electrical Battery, and two times that of an OP 5 Electrical Battery.

### GOLDEN GLASS – OP 6

**Preq:** 30+ MA, 8+ TL, Expert Engineer, Expert Material Science, Spec Physics [Know]

**TD:** 150                                  **Time:** 20 weeks

**Learn:** 6220 GC                      **RC:** 1120 GC

**Add:** TL 8 Workshop, see below

**Output:** DUR 63 – 99

Create golden hued glass that has the strength of high grade steel (and is just about as hard to work). Otherwise, Golden Glass is the same as glass.

### GYROGLIDER – OP 6

**Preq:** 30+ MA, 8+ TL, Expert Engineer, Spec Physics [Know], Spec Clockwork [Know], Exp Power Sources

**TD:** 175                                  **Time:** 32 days

**Learn:** 4800 GC                      **RC:** 760 GC

**Add:** TL 8 Workshop

**Output:** 72 – 90 REL, 31-60 DUR

Create a single seated, gyroglider with unpowered

rotors, not unlike a small helicopter. The rotor blades mounted atop act differently than a helicopter's rotor blades, free-spinning in response to the movement of air over their surface, more like a gyro. The gyroglider must be towed for 600 ft and then released or dropped from a height of 200 ft or more in order to provide lift for the glider to take-off. The rotor blades have a fixed, built-in pitch, so all the pilot needs to do is use the steering handles to drive, not unlike turning a bike. The glider can lift and maneuver a BODY range of 38 - 52. Speed once in flight is 200 ft. Steering a gyroglider takes some practice: a total of 50 - MA in weeks, with a minimum of 1 week no matter what. Once airborne, the gyroglider can stay aloft for 15 minutes. A TD 150 Pilot skill check can extend this time by d4+2 minutes but the check must be re-made continually and is +10 TD harder each time.

### GYROSHIELD- OP 6

**Preq:** 32+ MA, 8+ TL, Expert Engineer, Spec Material Science [Know], Spec Clockwork [Know], Exp Miniaturization [Know]

**TD:** 175

**Time:** 32 days

**Learn:** 3140 GC

**RC:** 560 GC

**Add:** TL 8 Workshop

**Output:** 72 - 90 REL, 71-100 DUR

A gyroshield looks a pretty much like a normal shield until set in motion. Then it separates slightly into multiple parts that rotate and spin while emitting a low pitched hum. A gyroshield is the size of a normal shield but weighs three times as much. It can be self-started with a normal action and will continue to rotate for one melee round. Otherwise it can be "readied" with a quickened action and any impact of 1 HP or more potential damage will start it rotating for a melee round. Any blow to its surface (with the potential to inflict 1 HP or more) extends this time another melee round. A gyroshield in motion has a +30 DEF and a +90 Block bonus. If you Block with the gyroshield, any object or weapon impacting the gyroshield has a 25% chance of being ripped from the grasp of the being wielding it. Treat this as an equivalent TD 180 disarm attempt.

### HYBRID COMPUTER - OP 6

**Preq:** 32+ MA, 8+ TL, Expert Computers [Know], Spec Engineer, Spec Clockwork [Know], Spec Miniaturization, Exp Power Sources

**TD:** 150

**Time:** 23 weeks

**Learn:** 15352 GC

**RC:** 3333 GC

**Add:** TL 8 Workshop, see below

**Output:** REL 91 - 99

Hybrid Computer is a more advanced version of the Difference Analyzer. Like the Difference Analyzer, the logic is manually set and adjustable but new logic can be set and adjusted on the fly. It takes 4 hours to input or remove logic and 8 hours to recalibrate any existing logic to work in a new way. The Hybrid Computer weighs approximately 300 pounds and fills a 10 ft cubed area. This base build can sustain two physical logic circuits that can support a maximum of four virtual ones (eight total logic circuits). More physical logic circuits can be built into the Hybrid Computer but it adds +35 to the TD, +525 GC to the RC, 6 weeks of time, 15 pounds, 3 ft of cubed space, and additional power. The Hybrid Computer requires five OP 5 Electrical Batteries to function or a Combustion Engine to function. Each additional physical logic circuit requires two more OP 5 Electrical Batteries.

### LONG GUN - OP 6

**Preq:** 30+ MA, 8+ TL, Expert Engineer, Expert Weaponsmithing [Know], Spec Explosives [Know]

**TD:** 165

**Time:** 46 days

**Learn:** 5840 GC

**RC:** 1020 GC

**Add:** TL 8 Workshop, see below

**Output:** 33 - 60 REL, 105 - 150 DUR

Create a rifled Long Gun based on the cap lock mechanism. A Long Gun requires 4 ounces Feathersteel and 4 ounces Silveel for its internal mechanisms. The rifle must use cased ammo with percussion caps to function. Use of other ammo causes immediate REL failure, with accompanying loss. A long gun weighs 5 pounds, and can be fired as a normal action. Reloading takes a quickened action.

**Long Gun - ATK +12, CF - 2, DEF -8, Dme 5d10+40A, Crit 85, Fumble 11, Piercing, ER 180, BODY 12 - 85. The slug cannot be Dodged or Parried, but can be Blocked.**

Each range increment after the first applies a -20 penalty to ATK. The Long Gun will lose -d4 REL for every minute exposed to wet conditions. A Long Gun that fails a REL check jams and loses REL like normal. A Long Gun already incorporates the Rifling, Engineered, and Mechanized MOD types, and those MODS cannot be added to the Long Gun to provide any benefit.

### PERCUSSION CAPS – OP 6

**Preq:** 32+ MA, 8+ TL, Expert Engineer, Expert Physics [Know], Spec Materials Science [Know]  
**TD:** 175 **Time:** 22 weeks  
**Learn:** 3800 GC **RC:** 675 GC  
**Add:** TL 8 Workshop, see below  
**Output:** 120 percussion cap cased ammo  
Create percussion caps to put on ammo cartridges for Handguns and Long Guns. If used in weapons such as flintlocks, muskets, and blunderbusses, it quarters their REL, and if you fail the REL check, the weapon explodes in your face.

### TNT – OP 6

**Preq:** 32+ MA, 9+ TL, Expert Chemistry [Know], Expert Explosives [Know], Spec Engineer  
**TD:** 175 **Time:** 28 weeks  
**Learn:** 5800 GC **RC:** 1675 GC  
**Add:** TL 9 Workshop, see below  
**Output:** see below  
Create 12 ounces of a very stable explosive. The explosive is toxic if touched over long periods, inflicting 1 point of CON impairment per week of continued daily contact. TNT requires a single concussive impact of 20 HP or more to trigger, a fuse, or 1 HP of electrical voltage to detonate. It will inflict 6d6+25 BODY damage and double this amount in HP/DUR damage to anything in a 10 ft cubic area. For the next 11 to 30 ft cubed, it inflicts 5d6+10 HP/DUR damage.

### OP 7

#### GYROCAR – OP 7

**Preq:** 30+ MA, 9+ TL, Expert Engineer, Expert Material Science [Know], Expert Miniaturization [Know], Expert Clockwork [Know]  
**TD:** 200 **Time:** 42 weeks  
**Learn:** 12850 GC **RC:** 6150 GC  
**Add:** TL 9 Workshop  
**Output:** 71 – 90 REL  
Create a two-wheeled, self-balancing automobile whose balance is provided by the gyroscopes within (its self standing on two wheels without the balance of a rider). The gyrocar requires a combustion engine or its equivalent and moves 300 ft on a flat surface. A gyrocar will seat 5 people and weighs around 600 pounds.

#### HANDGUN – OP 7

**Preq:** 32+ MA, 10+ TL, Expert Engineer, Expert Material Science [Know], Expert Physics [Know],

Exp Clockwork [Know]

**TD:** 180

**Time:** 38 days

**Learn:** 8840 GC

**RC:** 1520 GC

**Add:** TL 9 Workshop, see below

**Output:** 43 – 70 REL, 105 – 150 DUR

Create a rifled handgun based on the cap lock mechanism. The handgun must use percussion cap cased ammo to function. Use of other ammo causes an immediate REL failure, with accompanying loss. A handgun weighs 2 pounds and can be fired as a normal action. Reloading takes a quickened action.

**Handgun** – ATK +7, CF -1, DEF -2, DME 3d10+30A, CRIT 89, F 9, ER 150, BODY 12 – 85. The slug cannot be Dodged or Parried but can be Blocked.

Each range increment after the first applies a -20 ATK penalty. The handgun will lose -d4 REL every minute exposed to wet conditions, such as rain or heavy mist. A handgun that fails a REL check jams and loses REL like normal. A handgun incorporates the Rifled, Engineered and Mechanized MODs. Those MODs cannot be added to the handgun to provide any benefit.

#### HARDENED [MOD] – OP 7

**Preq:** 32+ MA, 9+ TL, Expert Engineer, Expert Physics [Know], Expert Material Science [Know]  
**TD:** see description **Time:** 7 weeks  
**Learn:** 9580 GC **RC:** see description  
**Add:** TL 9 Workshop  
**Output:** see description  
Hardened modifies an item to make it more durable and able to resist damage. The “Hardened” MOD costs +275% of the item’s value and +50% TD to craft. So a 100 GC and TD 100 item that was modified would add a +275 GC and +50 TD. Hardened provides an effective 25 DR against DUR/HP damage and Fort 10 against structural or BODY damage.

#### HIGH CAPACITY ELECTRICAL BATTERY – OP 7

**Preq:** 31+ MA, 9+ TL, Expert Engineer, Expert Physics [Know], Expert Power Sources [Know], OP 5 Electrical Battery [Schematic]  
**TD:** 200 **Time:** 27 days  
**Learn:** 5300 GC **RC:** 527 GC  
**Add:** TL 9 Workshop  
**Output:** 92 – 98 REL  
Create a more advanced electrical battery that generates a strong, sustainable charge equivalent to 4 Electrical Batteries. The battery is used as a base in many techno schematics. It weighs approximately 1

pound, and takes up quarter a cubic ft worth of space. The battery can shock for 2d4+2 HP if it makes contact with exposed flesh or conducts through ungrounded surfaces. Every 4 days in use, it loses 1 REL until it reaches zero. If it fails, it loses REL like normal. Each 1 GC of material and day of disuse recharges d6+1 REL back towards its max.

#### **HIGH QUALITY EXOSKELETON – OP 7**

**Preq:** 32+ MA, 10+ TL, Expert Engineer, Expert Clockwork [Know], Expert Bionics, Expert Material Science [Know], Exoskeleton (OP 4)

**TD:** 250

**Time:** 96 weeks

**Learn:** 24250 GC

**RC:** 4850 GC

**Add:** TL 10 Workshop

**Output:** 182 – 220 DUR, REL 91 – 99

Create an exoskeleton that self adjusts to fit a person 35 – 90 BODY in size. You can add +5 BODY maximum for every additional 550 GC in metal and materials you add to the resource costs. Each +5 BODY adds +1 week to the Time and +25 to the TD. The exoskeleton's adjustments to fit properly take d10+5 minutes. Once fitted, the exoskeleton retains that configuration unless reset. The reset mechanism takes a minute to do, and returns the exoskeleton into its largest configuration. The exoskeleton, adds a +50% bonus to your BODY, COORD, and adds +15 DR and +5 FORT as a bonus. The exoskeleton is considered the equivalent of Soft Leather Half Armor for armor hindrance penalties. It also follows the rules for armor concerning damage, repair, etc. This item already incorporates the Engineered, Mechanized, Auto-Adjust MODs and those modifications cannot be added to provide any benefit.

#### **CADE KHAN'S INVISIBLE FIST – OP 7**

**Preq:** 30+ MA, 10+ TL, Expert Engineer, Expert Physics [Know], Expert Bionics [Know]

**TD:** 195

**Time:** 72 weeks

**Learn:** 9500 GC

**RC:** 1900 GC

**Add:** TL 10 Workshop

**Output:** 21 – 40 DUR, REL 91 – 99

Create a set of 5 rings, sized to fit a person of 22 – 42 BODY. You can add +10 TD to increase or decrease this by +1 BODY. The rings passively store power generated from the kinetic movement of a person's body. Each day worn they store 1 HP worth of damage up to a max equal to the ring's REL. Exceeding the ring's REL forces them to begin to degrade, lowering the REL by -d6 each day until discharged. Discharging the rings is done by touch to release the stored energy (it requires a normal action). Stored energy is released all at once (no partial

releases). If at any point you store more than double the REL of the ring's they have a 25% chance per hour of releasing all their stored energy immediately on the wearer.

#### **POLARITY CHANGER – OP 7**

**Preq:** 29+ MA, 10+ TL, Expert Engineer, Expert Physics [Know], Spec Power Sources [Know]

**TD:** 175

**Time:** 9 days

**Learn:** 4100 GC

**RC:** 840 GC

**Add:** TL 10 Workshop

**Output:** REL 91 – 99

Create a device that can flip the polarity of anything it's pointed at. A negative electrical charge can be made positive or vice versa.

#### **OP 8**

##### **AUTOGYRO – OP 8**

**Preq:** 30+ MA, 11+ TL, Gen Engineer, Expert Physics [Know], Expert Clockwork [Know], Expert Power Sources, OP 6 Gyroglider [Schematic]

**TD:** 225

**Time:** 14 weeks

**Learn:** 16200 GC

**RC:** 1860 GC

**Add:** TL 11 Workshop, see below

**Output:** 72 – 90 REL, 31-60 DUR

An autogyro is a powered version of a gyroglider. It uses a miniaturized combustion engine for power (required as an additional resource cost) and can fly at 350 ft.

##### **CYBERNETIC LIMB – OP 8**

**Preq:** 36+ MA, 12+ TL, Gen Engineer, Expert Bionics [Know], Expert Clockwork [Know], Spec Computers [Know], Spec Power Sources [Know]

**TD:** 265

**Time:** 68 weeks

**Learn:** 33850 GC

**RC:** 9550 GC

**Add:** TL 12 Workshop, see below

**Output:** see below

A cybernetic limb also requires 4 miniaturized electric batteries, 6 ounces of mithril, platinum, silveel and 2 pounds of feathersteel. The limb is fully functional and made of metals, ceramics and other materials. The limb functions like the normal limb it replaces, but looks overtly mechanical and is shaped to functionally work not aesthetically look like the limb it replaces. The limb has a 50 – MA timeframe, with a one week minimum, before a one gets used to using it properly. The item already incorporates the Engineered, Mechanized, Auto-Adjust and Programmed MOD types and these modifications cannot be added to provide any benefit.

## LAST GASP – OP 8

**Preq:** 36+ MA, 12+ TL, Gen Engineer, Expert Physics [Know], Expert Material Science [Know], Expert Miniaturization [Know],

**TD:** 225 **Time:** 21 weeks

**Learn:** 15500 GC **RC:** 3800 GC

**Add:** TL 12 Workshop, see below

**Output:** REL 96 – 99

Create a 7-inch, rectangular bar of dense super material (weighs 1.5 pounds) that can be triggered by touching it against the flesh of a living being for 1 CF Count. Once activated, the super material explodes out into micro thing gossamer strands and engulfs a single creature of 80 BODY or less the next CF Count. Once it engulfs a creature it cuts off all air and asphyxiates the target.

## PLASTIC EXPLOSIVE – OP 8

**Preq:** 36+ MA, 12+ TL, Gen Explosives [Know], Expert Engineer, Expert Chemistry [Know]

**TD:** 220 **Time:** 16 weeks

**Learn:** 14850 GC **RC:** 3550 GC

**Add:** TL 12 Workshop

**Output:** 52 – 90 REL

Create 16 ounces of a stable explosive similar to but with different properties than TNT. Like TNT, plastic explosive is very stable but it can be safely handled and molded into any shape desired. The plastic explosive material has the consistency of clay and will hold a shape as well as clay will. Plastic explosive is insensitive to physical concussion, so can be dropped, shot, or hit with little effect. It takes a fuse, extreme heat (40 HP or more) or 3 HP of electricity to set it off. Lesser heat (1 HP or more) will ignite the plastic explosive but it will burn slowly, similar to wood. Plastic explosive will inflict 6d10+55 BODY damage and double this amount in HP/DUR damage to anything in a 10 ft cubic area. For the next 11 to 30 ft cubed, it inflicts 6d10+20 HP/DUR damage. It can be shaped to detonate in smaller areas, but requires an Explosives skill check to reduce its detonation area or to shape it in some fashion. A TD 150 will allow you to halve the explosive area; TD 200 would allow you to keep the explosion within a 5 ft controlled radius.

## OP 9

### CYBERNETIC ORGAN – OP 9

**Preq:** 38+ MA, 13+ TL, Gen Engineer, Expert Bionics [Know], Expert Miniaturization [Know], Expert Computers [Know], Expert Power Sources [Know]

**TD:** 280 **Time:** 72 weeks

**Learn:** 36000 GC **RC:** 10050 GC

**Add:** TL 13 Workshop, see below

**Output:** see below

A cybernetic organ also requires 2 miniaturized (5 applications) electric batteries, 1 ounces of mithril, platinum, silveel and one pound of Jinjin cermet. The organ is fully functional and made of metals, ceramics and other materials. The organ functions like the normal organ it replaces. It must be implanted surgically and has a 11% chance of rejection. It auto adjusts when inserted to work synergistically with the body. The item already incorporates the Engineered, Mechanized, Auto-Adjust and Programmed MOD types and these MODs cannot be added to provide any benefit.

### REACTION ENGINE – OP 9

**Preq:** 38+ MA, 13+ TL, Gen Engineer, Expert Material Science [Know], Expert Power Source, OP 6 Combustion Engine [Schematic]

**TD:** 250 **Time:** 54 weeks

**Learn:** 45592 GC **RC:** 11800 GC

**RC:** TL 13 Workshop

**Output:** REL 96 – 99

Create a reaction engine that expels material or propellant to create motive energy to drive a mechanism. The engine will consume 3 GC of material per day while operating, weighs approximately 200 pounds, and takes up 12 ft cubed worth of space. The engine runs without issue unless it fails a REL check, in which it loses 2d4 REL immediately and uses up d10+5 GC of on hand material. A Reaction Engine provides 10 times the power of a Combustion Engine.

### SILVEEL-TITANIUM BATTERY – OP 9

**Preq:** 38+ MA, 13+ TL, Gen Engineer, Expert Physics [Know], Expert Power Sources [Know], OP 7 High Capacity Electrical Battery [Schematic]

**TD:** 275 **Time:** 10 weeks

**Learn:** 10500 GC **RC:** 874 GC

**Add:** TL 13 Workshop

**Output:** 99 REL, d4+4 batteries created

Just as commonly referred to as SilT Batteries, these are strong batteries with that are equivalent to 5 High Capacity Electrical Batteries. The battery is used as a

base in many techno schematics. It weighs approximately 4 ounces, and is 3 inches in size. Every 6 days in use, it loses 1 REL until it reaches zero. If it fails at any point, it loses REL like normal. They are not rechargeable, however.

### OP 10

#### GOLEM COMPUTER – OP 10

**Preq:** 40+ MA, 15+ TL, Gen Computers [Know], Gen Engineer, Expert Clockwork [Know], Expert Miniaturization, Expert Power Sources, OP 6 Hybrid Computer [Schematic]

**TD:** 300                      **Time:** 44 weeks

**Learn:** 45352 GC              **RC:** 12222 GC

**Add:** TL 15 Workshop, see below

**Output:** REL 91 – 99

The Golem Computer is a more advanced version of the Hybrid Computer. It has an input terminal to input, adjust or remove logic. It takes d4 minutes to make changes to logic. The Golem Computer weighs approximately 15 pounds and fills a small 1 ft cubed area. This base build can sustain 18 physical logic

circuits that can support a maximum of eight virtual ones (144 total logic circuits). More physical logic circuits can be built into the Golem Computer but it adds +25 to the TD, +4800 GC to the RC, 6 weeks of time, 3 ounces, and additional power. The Golem Computer requires an OP 7 High Capacity Electrical Battery to function.

### GREEN [MOD] – OP 10

**Preq:** 40+ MA, 15+ TL, Leg Engineer, Gen Material Science [Know], Expert Physics [Know]

**TD:** see below                      **Time:** see below

**Learn:** 45880 GC                      **RC:** see below

**Add:** TL 15 Workshop

**Output:** see description

Make an object able to break down into its base components and decompose without polluting the environment. The Green modification can be applied to an item but the GM is the final arbitrator on whether or not it applies. This mod must be applied when the item is created. If the check is failed the object is destroyed during the attempt to make it more durable. Use of the modification requires a resource cost equal to +500% the items value and adds +100% to the TD.



## HERBALISM - CHAPTER FOURTEEN



**T**he stock and trade of an herbalist is the study and knowledge of herbs, their effects and uses. Grander in scheme than a mere apothecary or botanist, an herbalist compliments pure knowledge and application with the understanding of animate power and its place in the vast cycle of the world. Still, anyone can find, harvest and potentially use herbs. Herbalists just truly understand herbs, can unlock their hidden and rare traits otherwise unseen and unfelt by neophytes or the untrained.

### SKILL INTERACTION

Some skills play more of a role in working with herbs than others. The two primary skills are Botany, a Knowledge skill and Wilderness. Botany is the knowledge of and use of herbs. It provides the know how to use them and to understand the normal, hidden, and rare effects of herbs. Wilderness is used to plant, recognize, harvest, and discover herbs.

### GROWING HERBS

Anyone can grow herbs and flora under controlled conditions. If the conditions don't match the native conditions of the herb, the herbs will not grow well if at all. Herbs grown in a garden or similar habitat suffer a penalty of -50% to APT and -50 on Quality rolls.

### HARVEST HERBS

Most herbs are harvested in summer or at maturity for the herb in question. Seeds and bark are harvested before or in autumn and roots are dug up in spring. Some special herbs might be harvestable all year round.

Anyone can harvest herbs, plants and similar things using their Wilderness skill but do so with a -25 to Quality checks. GM provides the TD to find anything based on availability and locale.



## FINDING HERBS IN THE WILD

Herbs can be searched for several ways in the wild. The most effective is a dedicated search, where you spend a 10-hour period combing an area. Less intensive and less fruitful is walking search, where you look for herbs while you are walking or moving through an area. Regardless, if the area has been exploited for its bounty, the Find TD doubles. Only herbs suitable for area will be found.

## COORDINATED SEARCH

A group can perform a coordinated search for herbs but only a single roll is made for the entire group. The person with the highest Wilderness chances (skill ranks, bonuses or combination) makes the check with each person assisting adding a bonus equal to their Wilderness skill ranks but capped by their WTS score.

*Example – Sora assists Jordan in looking for herbs. Sora has a WTS score of 12 and 20 skill ranks in Wilderness. She can add a +12 bonus to Jordan's skill check.*

## SPLIT SEARCHES

A group can split up and search an area or different areas individually. In this case, each person makes their own skill checks to see if they discovered anything.

## SEARCH RESULTS

If performing a dedicated search make a Wilderness skill check and compare it to the herbs potentially discoverable in an area. The GM determines, what, if any, herbs are present and whether they have been harvested or not. A typical area would have 3d10 doses of a single herb if present.

If you meet or exceed the Find TD required, you located d10 doses of the herb unless otherwise indicated. Check for the quality of the herbs found on the same check as a group. Once you have located an area to harvest herbs, you can continue to strip the area, rolling 3d10 for doses instead of d10 for your next 10-hour dedicated search.

A walking search adds +50% to the Find TD and lowers the amounts found to d4 doses and you cannot strip an area.

*Example – Jordan is searching an area for herbs. He performs a dedicated search and makes a skill check of 115. The GM determines that bookleaf, echorush, Falohyrian feym and byrkeleaf are available. Each has a Find TD of 100 except for byrkeleaf and there is 15, 12.5, and 22 doses of each. Jordan easily finds all of them and harvests 9 doses (3 bookleaf, 2 echorush, and 4 byrkeleaf). He stays another day and strips the area further, harvesting another 27 (3d10) doses more...*

QUALITY TABLE		
Roll	Quality	Comment
1 – 10	Poor	20 to 50% less effective
11 – 80	Normal	As stated in effect caption
81 – 90	Good	20 to 50% more effective
91 – 95	Very Good	50 to 100% more effective
96 – 100	Superb	100 to 200% more effective

## HERBAL ANATOMY

The herbs listed afterwards used a standard format described as follows:

**Herb Name:** Name of the herb

**APT:** APT value

**Time:** How long until the herb takes effect.

**Climate/Locality:** climate and location the herb is typically found.

**Find TD:** Wilderness check to find the herb in an uncontrolled setting. Reduce this TD by -25 to raise the same herb in a controlled setting. See **Finding Herbs in the Wild**.

**Use TD:** Botany check required to use the herb.

**Prep:** How an herb is used:

- Apply is typically done raw, via poultice; or herbs are dried/stored and applied to a target. If not done as a First Aid check via the Medical skill then d10 melee rounds is required to apply the herb.
- Brew means it requires a liquid form and must be boiled, steeped or otherwise handled for 2d6 minutes unless dictated otherwise.
- Drink indicates it's a potion like drink, usually made via powders dissolved in liquid prior to use.
- Eat means the herbs are dried or otherwise prepared and then eaten when needed.
- Gas requires the herbs to be prepared and then released and inhaled by the target.
- Insinuate is applied via something able to break the skin or outer covering, such as a blade or needle. Usually only good until it makes contact with a surface.
- Liquid is only good for 1 hour unless otherwise specified but can be put on weapon or in food.
- Powder indicates that the herb is mixed into a drink, food, blown into an opponent's face or other means of administering.



HERB LIST	
Battle Souls	Nohrqualla's Gift
Black Grass	Orgon Hearts
Bookleaf	Pearlion
Corpse Dust	Purple Guggul
Echo Rush	Purstooine Apple
Falohynian Feym	Pyramid Gjina
Fey Dust	Quo's Weed
Fickleheart	Raven Weed
Fire Mushroom	Resonant Tree Pulp
Gayncoer Lenica	Rusnémarc
Gray Box Weed	Seelfi
Hyrkleaf	Sevenherb
Ive's Bosom	Shiverlife
Jaben Rue	Silk Bloom
Jearga's Breath	Soul Feather
Kindelsven	Spiga Cloves
King's Slipper	Sunset Mist
Lady's Milk	Thalmator
Life Fruit	Thunder Eggs
Love Berry	Thanaxrt
Milk Weed	Tiger Ajomodai
Moon berry	Troll Root
Moon Lilly	Tyranchor Ruff
Mordakksthorn	Waletoil
Mosstea	Weeping Bark

### BATTLE SOULS

**APT:** 12                      **Time:** 1 melee round  
**Climate:** any              **Locality:** battlefields  
**Find TD:** 150              **Use TD:** 100  
**Prep:** apply (crush & sprinkle on target)  
**Description:** A low lying flower found growing in old battlefields, usually in clusters.  
**All Use:** If used with a body that has NOT exhausted its ESS it will infuse them with a temporary 100 ESS that lasts 1 hour.

### BLACK GRASS

**APT:** 1                         **Time:** 1 minute  
**Climate:** mild              **Locality:** tall grass  
**Find TD:** 100              **Use TD:** 75  
**Prep:** Eat (chewed raw or dried)  
**Description:** Tall and thick grass with serrated spins that grows in a particular region of the grassy plains north of Azelkha  
**Normal:** None.  
**Hidden:** If used as is and pulled fresh from the ground, Black Grass acts as an Influence when used with spirits, fetishes, or rituals that provides 10 APT but crumbles to dust after being used.  
**Rare:** Allows you to see animate spirits when chewed

but is addictive (50% on first try; +10 each time afterward) and hard on the psyche (30% chance of insanity).

### BOOKLEAF

**APT:** 1                         **Time:** see use  
**Climate:** warm/mild      **Locality:** all but tundra  
**Find TD:** 75                 **Use TD:** 25  
**Prep:** see use  
**Description:** A small plant with toothed, pointed silvery green leaves. Some stems bear small heads of insignificant yellow blooms. It has an astringent minty scent.  
**Normal:** frequently pressed between the pages of books or stored in scrolls to help preserve them and ward away insects. Bookleaf can preserve such things 30% longer when used and provides a fresh sweet odor.  
**Hidden:** bookleaf can be added to ferrous ores when heated to forging temperatures to leach away impurities. It takes 7 plants to treat one ounce of metal but it will clear away d4 x 10% of impurities, turning such into fine ash that flakes away as the metal is worked.  
**Rare:** bookleaf flowers can be made into a paste that can be applied over a one minute period to heal the effects of stings from insects (all kinds). It heals 2d10 HP inflicted from any such sting over a d6 minute period and provides an immediate P/V re-save versus any venom/poison effects at a+20 bonus if applied within 10 minutes of the sting.

### CORPSE DUST

**APT:** 3                         **Time:** immediate  
**Climate:** cool              **Locality:** caverns  
**Find TD:** 75                 **Use TD:** 50  
**Prep:** Apply (paste)  
**Description:** The albino dust cast off from a chalky like low growing plant found in the insides of caves in the Mickleback Mountains of Arduin.  
**Normal:** Mixed with water to make a paste that numbs pain for 2d10 minutes over a 1 ft square area.  
**Hidden/Rare:** None.

### ECHO RUSH

**APT:** 2                         **Time:** immediate  
**Climate:** cool              **Locality:** low/tall grass  
**Find TD:** 100              **Use TD:** 150  
**Prep:** brew (prepared like tea)  
**Description:** A small slow growing plant with white flowers and dark buds. The leaves are harvested and treated like tea.  
**Normal:** If made into a tea and drank it provides +30 to Self Control checks for an hour afterward.  
**Hidden:** The tea has a 10% chance of an effective





### HYRKLEAF

**APT:** 4                      **Time:** see use  
**Climate:** any              **Locality:** any  
**Find TD:** 100              **Use TD:** 50  
**Prep:** Eat  
**Description:** Hyrkleaf is similar in appearance to paprika and just as varied.  
**All Use:** Hyrkleaf grows about anywhere and its leaf can be prepared into a pungent tobacco while the fruit holds enough fluid to hydrate a 20 BODY being all day.

### IVE'S BOSOM

**APT:** 1                      **Time:** 1 minute  
**Climate:** wet              **Locality:** streams, ponds  
**Find TD:** 100              **Use TD:** 125  
**Prep:** apply (poultice)  
**Description:** Springy algae found in freshwater ponds and slow moving streams  
**All Use:** Provides +100% your normal RR for a day.

### JABEN RUE

**APT:** 10                      **Time:** see use  
**Climate:** mild              **Locality:** hillsides/sandy soil  
**Find TD:** 150              **Use TD:** 75  
**Prep:** Drink (tea)  
**Description:** Jabén Rue has a feathery appearance and is green to blue-green in color. The flowers are yellow, with 4-5 petals each.  
**Normal:** Jabén Rue is extremely potent all-purpose cure for disease. Must be digested and takes d4 days to take effect. The herb allows a re-save against any normal disease or disease effects with a +30 bonus and stays in the system for 2d8 days. If taken prior to being diseased it adds +50 to the Disease save.  
**Hidden:** if ingested in a raw form after treatment, it will slowly reverse the effects of stoning on an individual, returning 1 BODY per day to flesh. However, flesh lost due to breakage or other means is not recovered but can be healed by other means.  
**Rare:** proper crafting can render it into a potent blistering agent, forming blistering that causes the Unsettled condition in all beings with less than 7 native DR (thick/callous skin) and 2d6 HP damage.

### JEARGA'S BREATH

**APT:** 5                      **Time:** d6 melee rounds  
**Climate:** hot              **Locality:** mountain, desert, mixed forest  
**Find TD:** 150              **Use TD:** 75  
**Prep:** apply (mixed with water as a paste)  
**Description:** Named for the Zirhaine cultural idiom of "everyman" or Jearga. Refers to the roots of the

low-drought resistant growing plant and specifically the pale milky fluid of its roots.  
**Normal:** Repels insects and smells repellent to all (TD 25 Shock or vomit until removed) but Orcs.  
**Hidden:** Hardens the chitin of Insectoids, adding +2 DR if ingested weekly.  
**Rate:** Gives Phraints +3 CF if prepared, liquefied and ingested daily.

### KINDELSVEN

**APT:** 14                      **Time:** see use  
**Climate:** cold              **Locality:** any  
**Find TD:** 200              **Use TD:** 125  
**Prep:** see use  
**Description:** brilliant blue petals with a deep green crown but otherwise identical to periwinkles.  
**Normal:** when turned into a salve it will heal frostbite within d6 melee rounds, returning blighted flesh back to normal.  
**Hidden:** if used on a one ounce to gallon ratio, it will increase the potency of alcohol by 75%. Lower or higher ratios have no additional effects.  
**Rare:** as a salve it will also heal 2d6+10 HP and d4 BODY of cold, even magikal, psychic, demon, undead or other chill/cold effects per application. Repeated use in a days period has a 5% cumulative per application to cause seizures for d4 minutes followed by death if a TD 75 Shock save is not made.

### KING'S SLIPPER

**APT:** 2                      **Time:** immediate  
**Climate:** warm              **Locality:** any  
**Find TD:** 125              **Use TD:** 25  
**Prep:** apply (crush)  
**Description:** low growing herb similar to basil.  
**Normal:** when crushed it releases a powerful localized fragrance that wakes up any sleeping being immediately (including magically or psychically slept victims). Also allows an immediate re-save against negative emotional statuses such as Dread, Despair and so on.  
**Hidden:** used as a fixative for other herbs to preserve them 60-100% longer than normal.  
**Rare:** if eaten it stirs the psyche, adding +50 to PD and +2 to PR for a daylong period. Use of the herb this way is addictive though, with a 30% chance on each use.







### PURSTOOINE APPLE

**APT:** 4                      **Time:** immediate  
**Climate:** mild              **Locality:** hills/plains  
**Find TD:** 125              **Use TD:** 25

**Prep:** Apply (rub)

**Description:** The "apples" come from tall, earth brown trees that grow a hard, woody fruit, thorns and fragrant flowers.

**All Use:** The flesh of the fruit is used to stop bleeding including bleeding inflicted by critical hits and to disinfect a wound, totally (100%) killing any chance of normal infection or rot. Of course, it does nothing against magical or spiritual rot or infection. All bleeding stops one CF Count after applied but requires a standard first aid to succeed.

### PYRAMID GJINA

**APT:** 3                      **Time:** 1 melee round  
**Climate:** any              **Locality:** any  
**Find TD:** 75              **Use TD:** 25

**Prep:** Eat whole (3-5 leaves)

**Description:** broad and flat dark green leaves that form a coarse flat mat with violet flowers when in season.

**Normal:** acts like an anti-spasmodic when eaten even fully countering magik and/or mental powers that cause ideomotor or spasmodic attacks.

**Hidden:** will counter any inflammation regardless of source but takes 2d4 hours. When eaten by Phraint, it bolsters their internal poisons, doubling the normal potency.

**Rare:** used as a analgesic for Knoblin's that lasts d4+2 hours when applied as a paste to the affected area.

### QUO'S WEED

**APT:** 12                      **Time:** 10 minutes  
**Climate:** mild/warm      **Locality:** any  
**Find TD:** 175              **Use TD:** 25

**Prep:** Eat (chew)

**Description:** low grass that grows in tiny clumps with soft, bowl shaped fuzzy flowers and pitch black seeds.

**All Use:** The weed must be prepared (it's a TD 200 poison if taken raw) over a 2 week period. A favorite of wizards and users of magik, Quo's Weed allows a person to fully regenerate their normal power pool of mana at a rate of 20% per hour. However, an unmodified 5% chance exists per use that it will outright slay the user within the first minute eaten. Even if it doesn't kill you it causes 1-ESS damage when used.

### RAVEN WEED

**APT:** 10                      **Time:** 1 minute

**Climate:** hot/humid      **Locality:** jungle/forest/  
mnt

**Find TD:** 125              **Use TD:** 100

**Prep:** Insinuate/Eat

**Description:** Low grass with fuzzy tips and fluttering, somewhat shiny seeds.

**All Use:** The weed is dangerous only in its raw state and if ingested or gotten into wounds (insinuate) it requires a TD 125 Poison check. Those who fail are paralyzed for 2d12 minutes after one-minute incubation. If cooked or treated, it becomes harmless if vile to taste.

### RESONANT TREE PULP

**APT:** 3                      **Time:** immediate  
**Climate:** cool, mild      **Locality:** freshwater  
shoreline

**Find TD:** 100              **Use TD:** 150

**Prep:** Apply

**Description:** Resonant Trees are a low lying heavily vegetated tree always draped in a tapestry of vines.

**All Use:** Fleishy pulp vibrates to sound and will capture with near perfect accuracy the last sound heard.

### RUSNÉMARC

**APT:** 5                      **Time:** 1 melee round  
**Climate:** cold              **Locality:** moors,  
scrubland

**Find TD:** 100              **Use TD:** 125

**Prep:** apply (poultice)

**Description:** Small bush with pale flowers that bloom only in twilight

**All Use:** If eaten, it boosts a person into a stimulated berserker state for d6 hours. Each use inflicts d4 CON impairment afterwards.

### SEELFI

**APT:** 1                      **Time:** 1 melee round  
**Climate:** any              **Locality:** polluted/  
radiated

**Find TD:** 125              **Use TD:** 25

**Prep:** Eat whole

**Description:** Tall pine found in polluted soils, highly saline or alkaloid soils.

**Normal:** None.

**Hidden:** The resin from the treat can be turned into a stimulant that acts like speed, providing an additional normal action every CF Action Count but at the cost of 1 BODY each CF Action Count from internal damage. A dose lasts d4 minutes with a follow on TD 100 Shock or you are Flattened d10 hours.

**Rare:** None.



### SEVENHERB

**APT:** 33                      **Time:** see use  
**Climate:** dry                **Locality:** dunes, cliffs  
**Find TD:** 75                **Use TD:** 50  
**Prep:** see use

**Description:** Sevenherb is a thorny shrub with simple leaves spear like leaves coated with tiny hairs. The leaves bundle in layers of seven are silvery green inside.

**Normal:** Extremely potent all purpose cure for poison / venom. Must be eaten and takes one minute to take effect. Allows a re-save against any secondary or enduring effects of poison / venom with a +10 bonus. Stays in the system for 12 hours. If taken prior to being poisoned or envenomed it adds +30 to the p/v save.

**Hidden:** Made into oil, it can be applied to protect beings against radiation effects. It requires 1 ounce per 1 BODY but provides 100% protection against radiation.

**Rare:** treated properly, the leafs curl into a hard berry-like ball and can be used as a food, providing a day's total sustenance to a being of 30 BODY per berry.

### SHIVERLIFE

**APT:** 3                         **Time:** immediate  
**Climate:** cool               **Locality:** graves  
**Find TD:** 100                **Use TD:** 25  
**Prep:** Apply (touch)

**Description:** An herb, deeply violet with white hues, that grows rapidly and dies in a fortnight. Only sprouts in the soil where the dead killed by plague are buried.

**All Use:** If touched to the skin of a dying or zero HP being it slays them instantly, sucking their ESS to zero.

### SILK BLOOM

**APT:** 3                         **Time:** 1 minute  
**Climate:** cool/mild        **Locality:** caves/mnt  
**Find TD:** 100                **Use TD:** 25  
**Prep:** Eat

**Description:** Dull gray bloom found in the silk droppings of gray cave spiders.

**All Use:** If eaten it causes death if a TD 150 Shock check is failed. Once survived you are never vulnerable again. Knoblin's are immune to this effect.

### SOUL FEATHER

**APT:** 54                      **Time:** immediate  
**Climate:** anywhere        **Locality:** anywhere  
**Find TD:** 400                **Use TD:** 25  
**Prep:** Apply (touch)

**Description:** these odd things are extremely rare;

occasionally left by some souls as they transform to their final rest.

**All Use:** The Soul Feather can resurrect anyone with Death Breaker if placed against their skin.

### SPIGA CLOVES

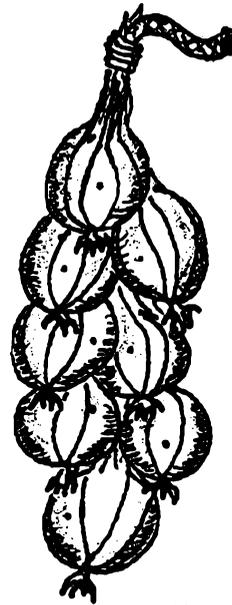
**APT:** 3                         **Time:** see use  
**Climate:** mild, cool        **Locality:** grass, forest  
**Find TD:** 75                **Use TD:** 25  
**Prep:** Drink (drop on tongue)

**Description:** Spiga Cloves are taken from small evergreen trees with large oval leaves and crimson flowers with a long, curling calyx, from which it derives its name.

**Normal:** The source of most Antiemetic drugs in healers kits Spiga Cloves can be used to immediately quell any and all nausea, regardless of source or strength but causes 1-BODY impairment when taken.

**Hidden:** Properly prepared it can clear up skin disorders, including those caused by disease though if the disease is still present the effect returns after d4 days. Takes d4+2 minutes to apply to a 20 BODY area.

**Rare:** when formed into a powerful drink using the cloves as a base, it will instill an internal warmth in any being of 50 BODY or less, keeping them at a balmy warm temperature from the inside even when within the toughest of snowy blizzards. The drink will adjust body temp by 150 degrees to remain warm. Provides 15 DR/MR versus cold, even arcane cold. Lasts for 8 hours but has a 10% unmodified chance per use to inflict 2d10 BODY damage.



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### TIGER AJOMODAI

**APT:** 5                      **Time:** immediate  
**Climate:** dry              **Locality:** arid lands  
**Find TD:** 125              **Use TD:** 25  
**Prep:** Eat

**Description:** The leaves are opposite or sub-opposite, glossy, narrow oblong. The flowers are bright red, with four to five petals. The fruit is between a lemon and a grapefruit in size, with a rounded hexagonal shape, and has thick reddish skin.

**Normal/Rare:** The berry must be eaten raw and requires a TD 75 Shock save to digest it or you regurgitate it up. If you do digest it, the herb will immediately start forcing your body to purge any and all parasites, worms, fungus infections, incubated eggs and other infestations. While purging such items from your system, you are incapacitated, nauseated, vomiting and expelling for d4 hours.

**Hidden:** If rubbed on the skin of a possessed being (takes d6 melee rounds) it causes the possessing entity to make a TD 100 EGO check or be immediately forced out of the being possessed.



### TROLL ROOT

**APT:** 22                      **Time:** 1 melee round  
**Climate:** chill              **Locality:** forests  
**Find TD:** 200              **Use TD:** 75  
**Prep:** Eat (chew; hold in mouth)

**Description:** the root tuber of a trollwort is similar in looks and biology to a cassava.

**All Use:** the root is prepared and dried and activated with saliva and chewing. Its taste is foul and odious, requiring a TD 100 Shock save or its immediately regurgitated. If stomached, it provides 1 HP healing per 5 CF Counts and 1 point of attribute healing per minute as long as chewed. It breaks down and becomes useless after 4d10 minutes.

### TYRANCHOR RUFF

**APT:** 12                      **Time:** immediate  
**Climate:** dry              **Locality:** forests  
**Find TD:** 75              **Use TD:** 25  
**Prep:** Eat (chew; hold in mouth)

**Description:** A low, clumping herb with narrow, needlelike green to grayish leaves that grow in whorls of four on the slender branches.

**All Use:** the leaves are harvested, prepared and stored dried for use. If chewed it provides a mild euphoric effect that lasts d8 hours and adds +10 to all PER checks for one hour. Afterwards, you become dazed and uneasy for d6 minutes (Unsettled) and -20 PER for 2d8 days. If you chew more before or during the withdrawal period, the effects go away. Unfortunately it's addictive, with a 10% cumulative chance of addiction per use.

### WALETOIL

**APT:** 16                      **Time:** 1 melee round  
**Climate:** wet              **Locality:** underground  
**Find TD:** 175              **Use TD:** 75  
**Prep:** eaten (whole)

**Description:** brown mushroom with a small cap and violet veins found growing in undisturbed spots with little airflow.

**Normal:** if ingested raw it causes massive blood clotting and then death within d3 days if a TD 300 p/v save is failed. Those who make the save die in 2d6+2 days.

**Hidden:** turned into a powder and mixed with any alcoholic liquid, Waletoil has a regenerative effect on dwarves, allowing them to heal attribute damage equal to their RR rate for d4 days.

**Rare:** properly treated eating this mushroom provides a boost to speed, adding +5 CF for one hour. However its effects make any blood loss more severe, adding +1HP of damage to any wound taken and add +50% to any HP damage taken from bleeding or blood loss specific effects.

### WEeping BARK

**APT:** 1                      **Time:** immediate  
**Climate:** wet              **Locality:** swamp/marsh  
**Find TD:** 125              **Use TD:** 25  
**Prep:** Drink (tea)

**Description:** Moist, springy bark from a willow tree common to the marshy shores of all the great rivers in Khaas.

**Normal/Rare:** None.

**Hidden:** Soporific if taken as a tea; induces drowsiness in 2 -20 melee round; heavy sleep is difficult to wake from for 2 -8 hours.



**HERBALISM**

**HERBALISM**



# ALCHEMY RECIPES - CHAPTER FIFTEEN



**T**he central theme of alchemy is the pursuit and study of knowledge and application of designs known as recipes. The mixture of elements, the changing of things and the pursuit of the essence of life characterize the Alchemist.

## SKILLS AND THEIR INTERACTION

Some skills play more of a part than others when working with schematics. A constant skill seen throughout the schematics is Manufacture. Other skills are as well. The additional skills that make up the toolkit of a Alchemist are listed below:

- Chemistry
- Ether
- Ointment

- Potion
- Salve
- Solid

## WORKSHOP AND MANUFACTURE

Some alchemical recipes will require a workshop of equivalent TL to the recipe being created. Be sure and be mindful of which do and which don't.

## MORE DETAILS

A recipe defines what is required to learn it and like any design, needs someone with the Manufacture skill to make it. Once you have learned a design, the TD described within a schematic defines what it takes to make it. See the *Manufacture and Design* section for details on how to make recipes.

### OP 1

Acid [A-OP 1]  
 Animal Repellant [A-OP 1]  
 Bang Pellets [A-OP 1]  
 Carbon Black [A-OP 1]  
 Carouser's Brew [A-OP 1]  
 Decayless [A-OP 1]  
 Fire Salts [A-OP 1]  
 Glue Vials [A-OP 1]  
 Go Juice [A-OP 1]  
 Green Rouge [A-OP 1]  
 Insect Repellent [A-OP 1]  
 Itching Mist [A-OP 1]  
 Luminous Chalk [A-OP 1]  
 Nummer [A-OP 1]  
 Owlgaze [A-OP 1]  
 Sleepfast [A-OP 1]  
 Slippery Mist Sphere [A-OP 1]  
 Smoke Pellets [A-OP 1]  
 Bosallian Snow Stone [A-OP 1]  
 Star Droplet Mist [A-OP 1]  
 Stunning Powder [A-OP 1]  
 Water Proofing [A-OP 1]

### OP 2

Acid Grenade [A-OP 2]  
 Breaksnap Pellets [A-OP 2]  
 Deep Black Smoke Pellets [A-OP 2]  
 Dehydrated Rations [A-OP 2]  
 Desiccant Lozenges [A-OP 2]  
 Falling Star Ice [A-OP 2]  
 Fire Retardant Paste [A-OP 2]  
 Flash Pellets [A-OP 2]  
 Freeze Bee Honey [A-OP 2]

Incendiary Paste [A-OP 2]  
 Instant Rope [A-OP 2]  
 Potion of Healing [A-OP 2]  
 Pyrotechnic Powder [A-OP 2]  
 Quick Awake [A-OP 2]  
 Rustless [A-OP 2]  
 Skin Stain [A-OP 2]  
 Stench Bomb [A-OP 2]  
 Stun Mist Sphere [A-OP 2]

### OP 3

Acid Cloud Sphere [A-OP 3]  
 Cold Rub [A-OP 3]  
 Defoliant Powder [A-OP 3]  
 Flash Point Pellets [A-OP 3]  
 Fire Mist Sphere [A-OP 3]  
 Ghoulish Pellets [A-OP 3]  
 Invisible Stain [A-OP 3]  
 Liquid Heat [A-OP 3]  
 Midnkarl Pybra Rub [A-OP 3]  
 Sleeping Mist Sphere [A-OP 3]  
 Super Glue Vials [A-OP 3]  
 Throon Stink [A-OP 3]

### OP 4

Acid Retardant Paste [A-OP 4]  
 Dragon Gut [A-OP 4]  
 Disease Dissaporator [A-OP 4]  
 Jubal's Draught [A-OP 4]  
 Ever Candles [A-OP 4]  
 Gray Mountain Flame [A-OP 4]  
 Meteors [A-OP 4]  
 Potent Potion of Healing [A-OP 4]  
 Snow Snake Breath [A-OP 4]

### OP 5

Dancing Fire Powder [A-OP 5]  
 Mystik Solvent [A-OP 5]  
 Preserved Rations [A-OP 5]  
 Stored Air [A-OP 5]  
 Tangle Death Coils [A-OP 5]

### OP 6

Condensed Water [A-OP 6]  
 Ghost Dust [A-OP 6]  
 Potion of Strength and Power [A-OP 6]  
 Unicorn Draught [A-OP 6]  
 Zhuler [A-OP 6]

### OP 7

Liquid Light [A-OP 7]  
 Liquid Metal [A-OP 7]  
 Ooze Eater [A-OP 7]  
 Sun Bright Salve [A-OP 7]

### OP 8

Regenerator [A-OP 8]  
 Rust Dust [A-OP 8]  
 Vampyrs Tears [A-OP 8]  
 Walking Liquid [A-OP 8]

### OP 9

Blood of the Metamorph [A-OP 9]

### OP 10

Reflector Salve [A-OP 10]

## NAME OF ALCHEMY RECIPE – OP 1

**OP:** Order of Power, it is the approximate "level" of the recipe (level of complexity). **Example:** [A-OP 1].

**Preq:** The prerequisites needed to make the recipe.

**Craft:** The TD skill check needed to make the recipe. Use against "Manufacture" skill. Same as "TD."

**Time:** The time required to make the recipe.

**TL:** Tech Level of the recipe generally. Usually the same as the required workshop level.

**Learn:** Monetary or other cost to learn the recipe. GC is gold crowns, a monetary denomination.

**RC:** Resources required to make the recipe; if tools or workshop requirements exist, it will be noted here.

**Output:** The output characteristics of the recipe. Defines the output or the outcome of the recipe; does not generally provide a reliability check value (REL), but the GM may assign one if he wants. Durability, Reliability or attributes set to a recipe are all Output characteristics and not used for recipes unless the GM

wants this variability factor incorporated within his game. If the GM desires a DUR or REL for a recipe then he will need to create these numbers.

**DUR:** Durability (if GM uses this it could be its ability to remain a cohesive item under certain conditions such as weather, magikal areas, etc).

**REL:** Reliability of a recipe. If GM gives a REL, this check would be made each time the item is used. If it's failed then the recipe fails to work properly (less potent or not all potent) and the REL of the remaining recipe batch lowers by d6 REL unless otherwise defined.

## OP 1

### ACID – OP 1

**Preq:** 12+ MA, Trd Chemistry [Know]

**Craft:** TD 75 **Time:** 1 day **TL:** 2

**Learn:** 255 GC **RC:** 12 GC, TL 2 Workshop

**Output:** 12 – 48 oz of Acid

Create a basic acid from easy-to-prepare naturally caustic ingredients. The acid is strong enough to slowly dissolve organic material at a rate of d10+5 HP per ounce per minute of constant exposure. The acid will last 2d10 minutes without evaporating. Water or milk at a 10 ounce to 1 ounce of acid ratio will dilute it immediately, and it can be countered by a base in equal proportions. Non-organic material will be scarred and scored by the acid.

#### ANIMAL REPELLANT – OP 1

**Preq:** 14+ MA, Trd Ointment [Know]

**Craft:** TD 75 **Time:** 1 hour **TL:** 2

**Learn:** 76 GC **RC:** 1 SP, TL 1 Tools

**Output:** One 12-oz. bottle or container

An ointment that is applied to the body in order to repel animals of 10 BODY or less for 8 hours per application. Animals of larger BODY are unaffected by the ointment. Animals repelled by the ointment will not come within 1 ft of the person but otherwise are unaffected. Animals with a poor sense of smell are not affected. Animals with an acute sense of smell are doubly (20 BODY) affected.

#### BANG PELLETS – OP 1

**Preq:** 10+ MA, Prof Solids [Know]

**Craft:** TD 50 **Time:** 1 hour **TL:** 2

**Learn:** 254 GC **RC:** 5 SP, TL 2 Workshop

**Output:** 10 buckshot sized pellets of hard grey substance that weighs 1/10 ounce each

When struck sharply or stepped on, a pellet will instantly explode with an ear-ringing "BANG!"

#### CARBON BLACK – OP 1

**Preq:** 10+ MA, Prof Powders [Know]

**Craft:** TD 50 **Time:** 1 hour **TL:** 2

**Learn:** 256 GC **RC:** 15 SP, TL 2 Workshop

**Output:** 18 oz of powder set in gum

Known by many names, such as blade black, lamp black or ivory black, Carbon Black is a fine powder set in a neutral gum suspension that allows it to be smeared across surfaces, skin, weapons, armor and so forth. Carbon Black reflects little to no light in the visible spectrums. 18 oz is enough to treat a weapon such as a sword or axe or to coat a shield. It would take 4 times as much to treat a half suit of Chainmail. Carbon Black adheres for 2d10+10 hours then flakes off with use or peels off in strips.

#### CAROUSER'S BREW – OP 1

**Preq:** 10+ MA, Prof Potion [Know]

**Craft:** TD 50 **Time:** 1 hour **TL:** 2

**Learn:** 255 GC **RC:** 12 SP, TL 1 Tools

**Output:** 12 oz vial or bottle

Probably one of the most frequently purchased items

in cities, especially by the elite or courtiers. Carouser's Brew can be taken before, after or during drinking to alleviate the affects of alcohol. If taken before a bout of drinking it quarters the effect of the alcohol ingested over the next 6 hour period. If mixed with alcohol as it is drunk it eliminates the affect of alcohol but must be mixed at a 1-oz to 24 oz of 100-proof alcohol volume. Stronger stuff requires 2-oz to be effective. It also tastes terrible. If taken afterward, it will alleviate the effects of drunkenness or a hangover within 2d10 minutes.

#### DECAYLESS – OP 1

**Preq:** 10+ MA, Prof Solids [Know]

**Craft:** TD 50 **Time:** 1 hour **TL:** 2

**Learn:** 252 GC **RC:** 3 SP, TL 2 Workshop

**Output:** 3-inch coin shaped disc

Decayless do exactly what they sound like and slow down the decay of cloth, silk and other similar material. It also prevents infestations of moths or other insects and lasts for 6 months.

#### FIRE SALTS – OP 1

**Preq:** 14+ MA, Prof Solids [Know]

**Craft:** TD 75 **Time:** 1 day **TL:** 2

**Learn:** 252 GC **RC:** 3 GC, TL 2 Workshop

**Output:** One 6 oz pouch

The small pouch holds various compounds in easily crushed containers. When crushed and shaken vigorously, the salts mix with the compounds to create a sand like substance that will eat through the bag in d4 melee rounds and stay hot enough to start a fire from tinder within 1 melee round; will also burn and blister exposed flesh at the rate of 1 HP per CF Count of exposure. The Fire Salts stay hot for 2d20 melee rounds before becoming inert.

#### GLUE VIALS – OP 1

**Preq:** 12+ MA, Trd Chemistry [Know]

**Craft:** TD 50 (see below) **Time:** 1 hour **TL:** 2

**Learn:** 259 GC **RC:** 10 SP + 1 SP per additional BODY strength of the glue in materials, TL 2 Workshop

**Output:** One 1-oz. glass vial

This semi-liquid, blue-green glue is kept in small, 1 oz. glass vials from which it will pour like cold molasses. Each vial holds enough glue to cover an area 1 ft x 1 ft. The glue sets in 6-10 minutes and will hold creatures of a BODY 10 firmly in place or bond two items together such that it requires a BODY 10 to break them apart. You can add +1 BODY to the strength of the glue by adding +1 SP in material but you can only manufacture glue of BODY strength equal to your Chemistry skill ranks. Each +1 BODY you add also increases the Craft TD by +1 as well.

### GO JUICE – OP 1

**Preq:** 12+ MA, Trd Potion [Know]  
**Craft:** TD 75 **Time:** 1 day **TL:** 2  
**Learn:** 254 GC **RC:** 8 GC, TL 2 Workshop  
**Output:** One 9-oz. glass bottle

Rather unpleasant in aroma and taste, this potion allows the drinker to ignore the effects of fatigue and need for sleep. Go Juice dispels any fatigue condition (natural or otherwise). Go Juice also physically energizes the drinker as if they had just slept for 8-12 hours but provides no corresponding healing or Mana/PSI recovery. Go Juice lasts for 8 hours and imbibing additional Go Juice during this timeframe has no effect. After the 8 hours is up, the after effects kick in, inflicting the Bone Weary status on the drinker until they sleep for 12 hours. Another Go Juice can be taken but each taken after the first has a 33% chance of inflicting d4 random insanities.

### GREEN ROUGE – OP 1

**Preq:** 10+ MA, Trd Ointment [Know]  
**Craft:** TD 75 **Time:** 1 day **TL:** 2  
**Learn:** 258 GC **RC:** 7 SP, TL 2 Workshop  
**Output:** One 8 oz vial

Green Rouge must be sealed in glass and resembles thick, viscous green oil with sediment layer on the bottom. It pours out like honey, dries within minutes and evaporates over an hour period. If rubbed or polished vigorously after drying it comes off in minutes. Used by traders and businessmen everywhere to reveal cracks and surface imperfections in worked goods that otherwise might be indiscernible to the naked eye. In game terms, this adds +50 to any business check made to figure item quality and reduces the error rate of appraisal for value by -20%.

### INSECT REPELLANT – OP 1

**Preq:** 10+ MA, Prof Ointment [Know]  
**Craft:** TD 50 **Time:** 1 hour **TL:** 2  
**Learn:** 76 GC **RC:** 1 SP, TL 1 Tools  
**Output:** One 12-oz. bottle or container

An ointment that is applied to the body in order to repel insects of 10 BODY or less for 8 hours per application. Insects of larger BODY are unaffected. Insects repelled by the ointment will not come within 1 ft of the person but otherwise are unaffected.

### ITCHING MIST – OP 1

**Preq:** 13+ MA, Trd Ether [Know]  
**Craft:** TD 75 **Time:** 1 day **TL:** 2  
**Learn:** 256 GC **RC:** 15 GC, TL 2 Workshop, 4 oz. essence of Urushiol  
**Output:** 12 oz glass sphere

When the 12 oz sphere of fragile glass is broken, it releases a highly irritating cloud after a delay of 1-10 CF counts in a 15 ft diameter cloud. All living, organic creatures it touches will then scratch and itch for 10 minutes. This itch is so severe that those affected will be Staggered for the first minute; then Unsettled at 3 minutes of duration, and finally Shaken afterwards. Creatures with natural DR of 15 or better are unaffected by Itching Mist.

### LUMINOUS CHALK – OP 1

**Preq:** 10+ MA, Prof Solids [Know]  
**Craft:** TD 50 **Time:** 1 hour **TL:** 2  
**Learn:** 256 GC **RC:** 15 SP, TL 2 Workshop  
**Output:** four 6 inch lengths of chalk of one color  
Luminous Chalk can be made of any color and acts like normal chalk except for its minor phosphorescent properties. The glow provided lasts for as long as the chalk persists and can be seen easily within 5 to 10 ft by normal vision. Depending on the coloring utilized, the chalk and any marks made by it can be seen with normal vision or only in the spectrums of visions provided by night eyes, Elf Sight, Dwarf Sight and so on. If chalk of this nature is desired, it must be specified during creation.

### NUMMER – OP 1

**Preq:** 10+ MA, Prof Powders [Know]  
**Craft:** TD 50 **Time:** 1 hour **TL:** 2  
**Learn:** 255 GC **RC:** 11 SP, TL 2 Workshop, a bundle of Nunjin root  
**Output:** 20 oz powder  
Nummer is a chalk like powder that desensitizes the skin of humanoid creatures when applied. Besides the obvious medical uses for the powder, Nummer breaks down various oils into harmless components if mixed on an ounce to ounce ratio.

### OWLGAZE – OP 1

**Preq:** 10+ MA, Prof Potion [Know]  
**Craft:** TD 50 **Time:** 1 hour **TL:** 2  
**Learn:** 254 GC **RC:** 10 SP, TL 2 Workshop  
**Output:** 12 ounce potion  
The potion allows one to see clearly at night but without color for 8 hours.

### SLEEP FAST – OP 1

**Preq:** 12+ MA, Trd Potion [Know]  
**Craft:** TD 75 **Time:** 1 day **TL:** 2  
**Learn:** 252 GC **RC:** 1.5 GC, TL 2 Workshop  
**Output:** One 6-oz. glass vial  
Odorless, tasteless liquid that resembles water unless tinged with color or taste. If imbibed, Sleep Fast will cause any humanoid creature of 55 BODY or less to drop into a deep, comatose like sleep within one

minute if they fail a TD 150 CON check. An affected creature will sleep for 11-22 hours unless forcibly awakened; they will be Bone Weary for d10 minutes and then Staggered until they rest again and sleep of the effects of the potion.

#### SLIPPERY MIST SPHERE – OP 1

**Preq:** 13+ MA, Trd Ether [Know]  
**Craft:** TD 75 **Time:** 1 day **TL:** 2  
**Learn:** 305 GC **RC:** 140 GC, TL 2 Workshop  
**Output:** one 6-inch, 2lb glass sphere of silvery mist  
One sphere will cover a d10 +10 ft core area with a silvery liquid (no splash). The liquid creates a zero-coefficient area that causes total slipperiness. It's impossible to keep your feet or touch the surface of this area in any way. The liquid will remain potent for 21-40 melee rounds.

#### SMOKE PELLETS – OP 1

**Preq:** 10+ MA, Prof Solids [Know], Prof Powders [Know]  
**Craft:** TD 50 **Time:** 1 hour **TL:** 2  
**Learn:** 254 GC **RC:** 10 SP, TL 2 Workshop  
**Output:** 1 hard, marble-sized, 1 oz, black pellet  
When struck sharply, the pellet will instantly burst into a 30 ft diameter cloud of opaque black smoke (100% Concealment) that lasts d10 melee rounds. The "smoke" is actually a dense powder and will streak clothes and surfaces with a black soot.

#### BOSSALIAN SNOW STONE – OP 1

**Preq:** 12+ MA, Trd Chemistry [Know]  
**Craft:** TD 75 **Time:** 1 hour **TL:** 2  
**Learn:** 251 GC **RC:** 1 GC, TL 2 Workshop  
**Output:** One 1-oz. glass vial  
Deep blue crystal usually shaped like an orb (alchemist chooses the shape) approximately 1-inch diameter. The snow stone is cool to the touch when outside of liquid but if fully immersed in a fluid, becomes cold as the snow that decorates the Bossalian mountain heights and remains that way until removed from the liquid. Why note cold enough to inflict HP damage immediately, sustained contact with an immersed snow stone will inflict 1 HP damage for every minute maintained.

#### STAR DROPLET MIST – OP 1

**Preq:** 14+ MA, Trd Ether [Know]  
**Craft:** TD 75 **Time:** 1 day **TL:** 2  
**Learn:** 255 GC **RC:** 12 GC, TL 2 Workshop, 4 oz. essence of light  
**Output:** 10 oz glass sphere  
When the 10 oz glass sphere is broken, it releases a wet clinging mist filled with moving particles of light. The particles can be of any color (defined when

made) and the mist provides Partial Concealment to all covered by it. The star droplets are harmless but distracting, with a -10 penalty to all skill checks by individuals in the mist or within 15 ft of the mist.

#### STUNNING POWDER – OP 1

**Preq:** 12+ MA, Prof Powders [Know]  
**Craft:** TD 75 **Time:** 1 day **TL:** 2  
**Learn:** 252 GC **RC:** 3 GC, TL 2 Workshop, 1 bundle Nunjin Roots, 1 oz. Caldooeae dust  
**Output:** 12 oz of stunning powder  
Stunning powder is used in 3 oz pinches and will affect a living being of 50 BODY or less if inhaled. Using more than 3 oz. will not increase the effect of the powder in any way. When inhaled, Stunning Powder will Flatten a living being for one minute unless a TD 150 Shock Save is made; then it only leaves them in a Shaken state for d6 melee rounds.

#### WATER PROOFING – OP 1

**Preq:** 12+ MA, Trd Ointment [Know]  
**Craft:** TD 75 **Time:** 1 hour **TL:** 1  
**Learn:** 134 GC **RC:** 22 CP, TL 1 Workshop  
**Output:** One gallon

Each gallon of this musty smelling but clear liquid will totally waterproof an overcoat, a shirt and pants, a blanket, or other such amount of material. This is done by soaking the garment in the liquid, then letting it dry for 10-15 hours. Thereafter the material will shed water and other such non-caustic liquid for 11-15 months of normal usage.

#### ARDUIN LEGENDS: DEADHUNTERS

An organization of adventurers that are dedicated to plumbing the depths of Skull Tower. Their home base is in the town of Red House and they own several large fortified manors outside the town near Grave Grove Forest. They train their new members in the same wood and have earned the thanks and trust of the townspeople by policing the shambling undead and mindless spirits that issue forth from the forest.

## OP 2

### ACID GRENADE – OP 2

**Preq:** 15+ MA, Trd Chemistry [Know], Acid [recipe]

**Craft:** TD 100 **Time:** 1 day **TL:** 2

**Learn:** 270 GC **RC:** 25 GC, TL 2 Workshop

**Output:** One 2 lb ceramic sphere

When thrown forcefully it will shatter, covering a core area of d10+10 ft diameter area with an acid equal in strength to 2d10+10 HP damage. It has a splash radius of 10 ft for d10 HP damage.

### BREAK SNAP PELLETS – OP 2

**Preq:** 18+ MA, Trd Solids [Know], Trd Explosives [Know]

**Craft:** TD 100 **Time:** 2 days **TL:** 2

**Learn:** 281 GC **RC:** 15 SP, TL 2 Workshop

**Output:** 1 hard, 3-inch, 9 oz, black pellet

When struck sharply, stepped on or thrown, these pellets explode forcefully, filling a 10 ft core area with small pieces of jagged shrapnel. While loud and convincing, the damage is low, inflicting d10+2 HP to everyone in the area of effect. The shrapnel is actually a dense crystal that will decompose into white dust over a 5 minute period once released.

### DEEP BLACK SMOKE PELLETS – OP 2

**Preq:** 16+ MA, Trd Solids [Know], Trd Powders [Know]

**Craft:** TD 75 **Time:** 2 hours **TL:** 2

**Learn:** 262 GC **RC:** 15 SP, TL 2 Workshop

**Output:** 1 hard, marble-sized, 3 oz, black pellet

When struck sharply, the pellet will instantly burst into a 60 ft diameter cloud of opaque black smoke (100% Concealment) that lasts 2d10 melee rounds. The "smoke" is actually a dense powder, and will stain clothes and surfaces with a black soot.

### DEHYDRATED RATIONS – OP 2

**Preq:** 16+ MA, Exp Chemistry [Know]

**Craft:** TD 100 **Time:** 1 day **TL:** 3

**Learn:** 377 GC **RC:** 2 GC, TL 3 Workshop

**Output:** Treat 2 lbs of raw food

Dehydrate and otherwise cure food for long term storage. Food treated in this manner is considered only one-quarter its normal weight and half the previous size. Requires liquid to consume, usually 8 oz of fluid per lb.

### DESICCANT LOZENGES – OP 2

**Preq:** 18+ MA, Trd Solids [Know], Trd Powders [Know]

**Craft:** TD 100 **Time:** 1 day **TL:** 3

**Learn:** 382 GC **RC:** 9 GC, TL 3 Workshop

**Output:** 1 hard, 4-inch, 12 oz, gold lozenge

When placed in fluid of any kind, the chemicals of lozenge froth and bubble and then rapidly dry, reducing 1 gallon of fluid into a thick dry powdery residue within d4 melee rounds. If used on beings that consist of fluid or primarily of fluid, the lozenges have a caustic effect, inflicting d10+5 BODY damage to such beings every CF Count for d10 CF Counts. If ingested the lozenges are very toxic, requiring an immediate TD 150 Shock check or death within d6 minutes.

### FALLING STAR ICE – OP 2

**Preq:** 16+ MA, Trd Chemistry [Know], Prof Solids [Know]

**Craft:** TD 100 **Time:** 1 day **TL:** 4

**Learn:** 501 GC **RC:** 1 SP, TL 4 Workshop, quarter pound Falling Star Alabaster

**Output:** one inch diameter, half inch thick chalky white tablet

When dropped into a gallon of water (doesn't work with nay other liquid), will froth and foam for one minute, totally purifying the water. This does not neutralize poisons or remove toxins; it just cleans up muddy or otherwise foul water.

### FIRE RETARDANT PASTE – OP 2

**Preq:** 14+ MA, Trd Ointment [Know], Prof Chemistry [Know]

**Craft:** TD 75 **Time:** 1 day **TL:** 2

**Learn:** 263 GC **RC:** 16 SP, TL 2 Workshop, 1 oz. Fire Mushroom

**Output:** One 12-oz. mud colored paste in glass container

Each 12 oz. of this mud-colored paste will cover an area 10 ft square and render that area 100% fire proof (up to a fire potency of 33 HP in value). If stored in anything else (and no one knows why), it will go bad in one day, becoming totally ineffective. Only the area the paste covers is fire retardant, and only for one usage. The heat turns it hard and brittle, thereafter flaking and crumbling away. And yes, you can layer it to get greater effectiveness, though you must allow each successive layer 15 minutes to set before you apply the next. Once applied, it lasts indefinitely, subject only to the aforementioned flaking after heat, or abrasion (as might be suffered by a shield in combat). The paste can be applied to living creatures but requires 12 ounces per 20 BODY. The paste can be layered but is toxic to living beings in high quantities: more than 12 ounces per 5 BODY of a creature requires an immediate TD 150 Shock or you go into a coma and die.

### FLASH PELLETS – OP 2

**Preq:** 16+ MA, Trd Solids [Know], Prof Chemistry [Know]

**Craft:** TD 100 **Time:** 2 hours **TL:** 2

**Learn:** 257 GC **RC:** 8 SP, TL 2 Workshop

**Output:** 1 hard, marble-sized, 3 oz, purple pellet

When struck sharply it will explode into a d10+10 ft sphere of intense white light lasting but 1 CF Count. Anyone inside that area, facing its core, has a 65% chance of being flash-blinded for 6-10 melee rounds. Anyone inside that area but not looking directly at the flash core only has a 20% chance of being so affected. All others who are outside of its flash radius, but within 30 ft of the core, have a 10% of being flash-blinded for 6-10 CF counts if they were looking at the core. Nobody else is affected.

### FREEZE BEE HONEY – OP 2

**Preq:** 16+ MA, Exp Chemistry [Know]

**Craft:** TD 100 **Time:** 5 days **TL:** 3

**Learn:** 401 GC **RC:** 33 GC, TL 3 Workshop, 1 Freeze Bee corpse, 4 bundles of Evelaidence roots

**Output:** 18 oz of viscous mercury like fluid, usually stored in glass bottles

This viscous fluid instantly becomes bitterly cold when exposed to air, freezing instantly. It will turn an area of liquid or water 10' square into ice or smother a fire of equal size. If used upon a creature it inflicts d10+15 HP damage on touch and d6 HP more for d8 CF Counts unless removed earlier.

### INCENDIARY PASTE – OP 2

**Preq:** 14+ MA, Trd Ointment [Know], Prof Chemistry [Know]

**Craft:** TD 75 **Time:** 1 day **TL:** 3

**Learn:** 383 GC **RC:** 10 SP, 1 ounce Fire Mushroom, TL 3 Workshop

**Output:** One 4-ounce container

This yellowish paste will cover an area 1 ft square, and burns for 1 melee round while giving off a dense whitish smoke and causing d4+6 HP of fire damage the surface covered and anything touching it. The smoke cloud is enough to reduce a 10 ft cubic area to a 1 ft to 3 ft visibility for 6-10 melee rounds. They are carried in tin containers and must be lit by match, torch, or other similar means. You can increase the damage done by d4+1 for every 5 Manufacture skill ranks but it drives the cost, difficulty and time up as well, adding +10 SP in materials, +15 to the TD and +1 day to create it.

### INSTANT ROPE – OP 2

**Preq:** 14+ MA, Trd Solids [Know], Prof Chemistry [Know]

**Craft:** TD 75 **Time:** 1 hour **TL:** 3

**Learn:** 380 GC **RC:** 6 SP, TL 3 Workshop

**Output:** 1 waxed canvas tube 8 inches long and 3 inches thick; 7 ounces of material

When it is squeezed from this tube it forms a 1 inch diameter rope of paste up to 20 ft long per tube. This paste will turn black and then harden in 3 minutes into a tough fibrous rope that will hold up to 500 lbs of weight. It takes 70 BODY or higher to break it. The rope will last for one hour, and then begin to break down into a grayish dust over a 20 minute period. The rope is not quite as flexible as real rope, but it is 100% fire resistant, though intense heat cuts its life and strength by half.

### POTION OF HEALING – OP 2

**Preq:** 16+ MA, Trd Potion [Know], Trd Chemistry [Know]

**Craft:** TD 100 **Time:** 8 days **TL:** 3

**Learn:** 487 GC **RC:** 144 GC, TL 3 Workshop

**Output:** 24 ounce vial of lumpy vermilion liquid with golden flecks

The potion, when imbibed, will heal all wounds not of a critical nature. While it supposedly works for all known living things, it will not regenerate lost tissue, replace ruined eyes, or reattach limbs that have been severed. Scarring is massive but at least you'll still be alive. It heals at a rate of 5 HP per melee round to a maximum of 40 HP worth per 6 ounce dose taken.

### PYROTECHNIC POWDER – OP 2

**Preq:** 18+ MA, Trd Powders [Know], Trd Chemistry [Know]

**Craft:** TD 100 **Time:** 2 days **TL:** 3

**Learn:** 389 GC **RC:** 17 GC, TL 3 Workshop

**Output:** 12 ounces of brown powder

This stuff is a hybrid between Bang Pellets and Flash Pellets but in a powder medium. It takes 12 ounces to cover a 5 foot by 5 foot area and the powder will react to anything that weighs one pound or more and comes within physical contact of the powder. This amount of weight or more causes the powder to react suddenly and violently, creating a loud retort and a small flash of light.

### QUICK AWAKE – OP 2

**Preq:** 14+ MA, Trd Ether [Know], Prof Potion [Know]

**Craft:** TD 75 **Time:** 1 day **TL:** 2

**Learn:** 252 GC **RC:** 2 GC, TL 2 Workshop

**Output:** One 6-oz. glass vial

The scent of this clear liquid will awaken a sleeping person instantly, to full readiness. It only affects sleep conditions but will break any form of sleep, be it magical, psychic or otherwise.

### RUSTLESS – OP 2

**Preq:** 18+ MA, Trd Ointment [Know], Trd Chemistry [Know]

**Craft:** TD 100 **Time:** 1 day **TL:** 3

**Learn:** 385 GC **RC:** 12 GC, TL 3 Workshop

**Output:** One 18 oz. blue-green waxy block

Valued by traders, artisans, works, adventures and anyone else who spends time out in the elements, Rustless seals the surface of metal objects and safes it against the ravage of rust and use. A single block is enough to protect a full suit of plate, a small plow or similar sized objects. Each application protects the metal for one month from rust and maintains a constant oiled state for one week.

### SKIN STAIN – OP 2

**Preq:** 16+ MA, Trd Salve [Know], Trd Chemistry [Know]

**Craft:** TD 100 **Time:** 2 days **TL:** 3

**Learn:** 378 GC **RC:** 6 GC, TL 3 Workshop

**Output:** One 18 oz. container with a waxy substance of the hue chosen at creation

This mixture will alter the skin tone of a living being to the color of the skin stain. It takes 9 ounces of salve for every 20 BODY of a creature to get enough coverage. It takes 2 minutes to apply and work in the salve. The skin stain lasts for 25 hours. If less salve is used than required, the effect is lighter or negligible depending on how little is applied. At least half as much of the salve required must be used or the salve does not work.

### STENCH BOMB – OP 2

**Preq:** 14+ MA, Trd Ether [Know], Prof Potion [Know]

**Craft:** TD 75 **Time:** 1 day **TL:** 2

**Learn:** 285 GC **RC:** 45 GC, TL 2 Workshop, 4 oz. essence of skunk

**Output:** 2 lb ceramic grenade

When broken, Stench Bombs open a brownish-grey cloud of essence of skunk billows out (1-6 CF counts later) into a 20 ft diameter cloud. The cloud will last 6-10 melee rounds and all living beings inside it up to 45 BODY are immediately convulsed in agonizing retching spasms, and are totally unable to function in any manner for 1-5 minutes thereafter. Creatures of 46 to 70 BODY are Nauseated for 1D10+10 melee rounds. Creatures of 71 BODY or higher discomfited and gagging (no penalty) for 1-5 melee rounds, to a total of 450 BODY in creatures.

### STUN MIST SPHERE – OP 2

**Preq:** 16+ MA, Trd Ether [Know], Trd Potion [Know]

**Craft:** TD 100 **Time:** 1 day **TL:** 2

**Learn:** 285 GC **RC:** 45 GC, TL 2 Workshop, 4 ounces essence of MaynSang

**Output:** 2 inch ceramic grenade that weighs 15 ounces

This 10 ft cloud of bright metallic blue mist will stun for 6-10 melee rounds all living organic creatures of cumulative 60 BODY or less. The mist will last but one melee round and will affect but one victim.

### OP 3

#### ACID CLOUD SPHERE – OP 3

**Preq:** 15+ MA, Exp Chemistry [Know], Acid Grenade [recipe]

**Craft:** TD 100 **Time:** 2 days **TL:** 3

**Learn:** 428 GC **RC:** 45 GC, TL 3 Workshop

**Output:** single 4 inch diameter, 12 oz sphere of fragile glass.

If broken, it releases a cloud of acid after a delay of 1-10 CF counts in a 15 ft diameter cloud of yellow mist. This mist will persist for d6 melee rounds causing an initial 5d8+10 HP of acid burn to all it touches (200 HP maximum). This decreases by d8 +2 potency each melee round it lasts beyond the first. Any BODY 25 or smaller creature inhaling a lungful of this mist must make a TD 200 Shock save or die in 11-20 melee rounds. Those who don't die after inhalation take 2d4 CON damage immediately and suffer Nausea for a d4 days. Larger creatures must make the TD 200 Shock save or suffer Nausea for 2d4 hours.

#### COLD RUB – OP 3

**Preq:** 18+ MA, Exp Salve [Know], Trd Chemistry [Know]

**Craft:** TD 100 **Time:** 3 days **TL:** 3

**Learn:** 420 GC **RC:** 38 GC, TL 3 Workshop

**Output:** One 18 oz. container

The salve can be applied to the skin of any living being and is absorbed into the skin. It takes 3 ounces of salve for every 20 BODY of a creature to get enough coverage. It takes 2 minutes to apply and work in the salve. The rub lasts for one week or until used up. The rub will absorb 20 HP of cold damage, ignoring the effects of cold on the protected being's body. Multiple layers of this rub can be applied. However the salve becomes toxic if more than 3 ounces per 10 BODY of the person is applied. The toxicity inflicts d3 CON damage every day until the salve wears off (takes a week).

### DEFOLIANT POWDER – OP 3

**Preq:** 18+ MA, Exp Powders [Know], Trd Chemistry [Know]

**Craft:** TD 100 **Time:** 2 days **TL:** 3

**Learn:** 392 GC **RC:** 14 SP, TL 3 Workshop

**Output:** 48 ounces of indigo-black powder

The powder is clumpy and smells of rot and decay. The powder is harmless to non-plant life but will kill plants if sprinkled upon within a day. You can treat a 5 foot by 5 foot area in a minute with 12 ounces of powder. The defoliating effect is sustained for 2d4 weeks before new growth can begin. An equivalent amount of powder used on a plant-based life form will inflict d10+5 HP damage. If the powder is not washed or scraped off within the hour, the amount of HP inflicted will not heal.

### FLASH POINT PELLETS – OP 3

**Preq:** 16+ MA, Exp Solids [Know], Trd Chemistry [Know]

**Craft:** TD 125 **Time:** 1 day **TL:** 3

**Learn:** 395 GC **RC:** 17 SP, TL 3 Workshop

**Output:** 1 hard, marble-sized, 1 oz, purple pellet

When struck sharply it will explode into a d10+20 ft sphere of intense white light lasting but 1 CF count. Anyone inside that area, facing its core, has a 90% chance of being flash-blinded for d10+10 melee rounds. Anyone inside that area but not looking at the flash core only has a 40% chance of being so affected. All others who are outside the flash radius, but within 30 ft of the core, have a 20% chance of being flash-blinded for d10+10 CF counts if they were looking at the core. Nobody else is affected.

### FIRE MIST SPHERE – OP 3

**Preq:** 20+ MA, Exp Chemistry [Know], Trd Ether [Know], Incendiary Paste [recipe]

**Craft:** TD 125 **Time:** 7 days **TL:** 3

**Learn:** 698 GC **RC:** 277 GC, TL 3 Workshop

**Output:** Each use creates three 3 lb, 8 inch diameter brass spheres

The sphere has a screw plug which is taken out to let the scarlet mist escape. The mist seeps out rapidly, taking d6+6 CF counts to fill a 20 ft diameter area. This mist will hang in suspension in the air for d10+10 melee rounds like a vermilion fog, providing everyone within it with Partial Concealment. If any open source of flame touches it (a torch, vented lantern, etc.), it will ignite in a fiery blast of 2d20+20 HP of damage much like a "Flash Point" spell. If it ignites, the mist is consumed by the blast. Otherwise it dissipates harmlessly.

### GHOUL PELLETS – OP 3

**Preq:** 18+ MA, Trd Solids [Know], Trd Powders [Know], Trd Chemistry [Know]

**Craft:** TD 100 **Time:** 1 day **TL:** 3

**Learn:** 386 GC **RC:** 9 GC, TL 3 Workshop

**Output:** 1 hard, marble-sized, 1 oz, white pellet

When struck sharply, the pellet will instantly burst into a 10 ft diameter cloud of opaque white smoke (100% Concealment) that lasts d10 melee rounds. The "smoke" is actually a dense powder and will stain and streak clothes and surfaces with a white soot. Any living being within the cloud of 20 BODY or less is immediately paralyzed. Larger beings must make a TD 125 Shock save or also be paralyzed. The paralysis lasts d10 minutes.

### INVISIBLE STAIN – OP 3

**Preq:** 18+ MA, Exp Powders [Know], Trd Chemistry [Know]

**Craft:** TD 100 **Time:** 2 days **TL:** 3

**Learn:** 514 GC **RC:** 119 SP, TL 3 Workshop

**Output:** 48 ounces of odorless and colorless powder

Also known as Thief's Surprise, Burgler's Bane and other names. The powder is colorless and hard to see but clumps into one inch aqua blue nuggets when submerged in water. Dry it breaks back down into a near invisible powder. The powder is harmless but leaves an indigo stain when it comes in contact with skin that lasts for 5 days. You can treat a 1 foot by 1 foot area in a minute with 1 ounce of powder. The effect lasts 2d4 weeks before the powder becomes inert. Due to its translucence, the powder is incredibly hard to spot (TD 250 PER or TD 200 Recon check to notice)

### LIQUID HEAT – OP 3

**Preq:** 18+ MA, Exp Potion [Know], Exp Chemistry [Know]

**Craft:** TD 50 **Time:** 1 hour **TL:** 3

**Learn:** 396 GC **RC:** 18 GC, 6 oz Fire Mushroom, 17 Sendenia Shoots, TL 3 Workshop

**Output:** One 8-oz. bottle or container

The liquid within resembles mercury but is scentless. When ingested, a wave of heat flows through the body, warming from the inside. Liquid Heat allows a naked creature of 55 BODY or less to stand comfortably in a raging blizzard and suffer no ill effects from the chill temperature. It also provides 15 DR versus cold damage of any source. Liquid Heat lasts for 6 hours when ingested and is deadly toxic (Shock TD 200 or die) if ingested by Phraint, those of Faerie heritage (any), or Knobblins.

### MIDNKARL PYBRA RUB – OP 3

**Preq:** 18+ MA, Exp Salve [Know], Trd Chemistry [Know]

**Craft:** TD 100 **Time:** 5 days **TL:** 3

**Learn:** 634 GC **RC:** 222 GC, TL 3 Workshop, 3 Midnkarl Pybra glands

**Output:** One 18 oz. container with a white-gold wax. The salve can be applied to the skin of any living being and is absorbed into the skin. It takes 3 ounces of salve for every 20 BODY of a creature to get enough coverage. It takes 2 minutes to apply and work in the salve. The rub lasts for one week or until used up. The rub will absorb 25 HP of electrical damage, allowing the electricity to pass harmless through the protected being's body. Multiple layers of this rub can be applied. However the salve becomes toxic if more than 3 ounces per 10 BODY of the person is applied. The toxicity inflicts d3 CON damage (no save) every day until the salve wears off (takes a week).

### SLEEPING MIST SPHERE – OP 3

**Preq:** 20+ MA, Exp Chemistry [Know], Trd Ether [Know], Sleep Fast [recipe]

**Craft:** TD 125 **Time:** 7 days **TL:** 3

**Learn:** 583 GC **RC:** 178 GC, TL 3 Workshop

**Output:** Each use creates a three 1 lb, 5-inch diameter glass spheres

When broken open, the sphere will emit a 20 ft diameter cloud of violet mist (over 5-10 CF counts) that then dissipates in two melee rounds. All living beings up to 55-BODY (to 300 BODY total) that inhale these fumes must make a TD 300 P/V save or fall asleep for d100+20 minutes. If a save is successfully made, the victim is still woozy for d20 melee rounds and is Shaken.

### SUPER GLUE VIALS – OP 3

**Preq:** 18+ MA, Exp Chemistry [Know], Glue Vials [recipe]

**Craft:** TD 100 (see below) **Time:** 1 day **TL:** 3

**Learn:** 381 GC **RC:** 5 GC + 1 GC per additional BODY strength of the glue in materials, TL 3 Workshop

**Output:** One 1-oz. glass vial

This semi-liquid, purple glue is kept in small, 1 oz. glass vials from which it will pour like cold molasses. Each vial holds enough glue to cover an area 1 ft x 1 ft. The glue sets in 3 minutes and will hold creatures up to a BODY 50 firmly in place or bond two items together such that it requires a BODY 50 to break them apart. You can add +1 BODY to the strength of the glue by adding +1 GC in material but you can only manufacture glue of BODY strength equal to

your Chemistry skill ranks. Each +1 BODY you add also increases the Craft TD by +1 as well.

### THROON STINK – OP 3

**Preq:** 18+ MA, Exp Potion [Know], Trd Ether [Know]

**Craft:** TD 100 **Time:** 7 days **TL:** 3

**Learn:** 378 GC **RC:** 2 GC, TL 3 Workshop

**Output:** Each use creates a single 18 ounce vial

An odorless liquid in its stable form, Throon Stink gains its potency once imbibed. It takes one minute to take effect and then perverts the imbibing being's scent producing organs to produce an understated by strong scent that is considered unpleasant to all but Orcs, Goblins and Throon! The scent is undetectable by the imbiber even if the reactions are not! Said has a -50 penalty to all Interpersonal skill checks and +5 to all Fumble chances with Interpersonal skills as well. It wears off in d8 hours.



### OP 4

#### ACID RETARDANT PASTE – OP 4

**Preq:** 20+ MA, Exp Ointment [Know], Exp Chemistry [Know]

**Craft:** TD 150 **Time:** 1 day **TL:** 4

**Learn:** 684 GC **RC:** 118 GC, TL 4 Workshop

**Output:** One 24-oz. aquamarine paste in glass container

Each 12 oz. of this paste will cover an area 10 ft square and render that area 100% acid proof (up to a acid potency of 44 HP in value). Only the area the paste covers is acid retardant, and only for one usage. Any acid causes it to foam and bubble and then flake away. And yes, you can layer it to get greater effectiveness, though you must allow each successive layer 15 minutes to set before you apply the next. Once applied, it lasts indefinitely, subject only to the aforementioned foaming effect after acid is applied, or abrasion (as might be suffered by a shield in combat). The paste can be applied to living creatures but requires 12 ounces per 20 BODY. The paste can be layered but is toxic to living beings in high quantities: more than 12 ounces per 10 BODY of a creature requires an immediate TD 200 Shock or you die, eaten from inside out by the caustic chemicals.

#### DRAGON GUT – OP 4

**Preq:** 18+ MA, Exp Solids [Know], Trd Chemistry [Know], Instant Rope [recipe]

**Craft:** TD 150 **Time:** 3 hours **TL:** 3

**Learn:** 399 GC **RC:** 15 GC, TL 3 Workshop

**Output:** 1 waxed canvas tube 8 inches long and 3 inches thick; 7 ounces of material

When it is squeezed from this tube it forms a 1 inch diameter rope of paste up to 20 ft long per tube. This paste will turn black and then harden in 3 minutes into a tough fibrous rope that has the look, feel, and consistency of steel cable! It will hold up to 3000 lbs and takes 150 BODY or higher to break it. The rope will last for 10 hours then begin to break down into a grayish dust over a one hour period. The rope acts like real rope, but it is 100% fire resistant, though intense heat cuts its life and strength by half.

#### DISEASE DISSIPATER – OP 4

**Preq:** 20+ MA, Exp Potion [Know], Exp Chemistry [Know]

**Craft:** TD 150 **Time:** 9 days **TL:** 4

**Learn:** 792 GC **RC:** 188 GC, TL 4 Workshop

**Output:** Each use creates a 8 ounce vial

This potion has a 91-100% chance of curing any normal disease in humanoids and a 31-50% chance of curing them in non-humanoids. Diseases from other than ordinary sources, such as magikal curses, arcane afflictions and such are unaffected by this potion. If the disease is not cured the potion poisons you instead, inflict 10d8 HP damage over a 10 hour period (d8 per hour).

#### JUBAL'S DRAUGHT – OP 4

**Preq:** 20+ MA, Exp Potion [Know], Trd Chemistry [Know], Sleep Fast [recipe]

**Craft:** TD 150 **Time:** 9 days **TL:** 3

**Learn:** 576 GC **RC:** 129 GC, TL 3 Workshop

**Output:** Each use creates a 20 ounce vial

The draught requires only a single ounce to work, causing the drinker to make a TD 200 Shock Save (if they resist) or fall asleep immediately. The sleep will be untroubled and dreamless, providing complete protection against any form of nightmare or dream attack. The imbibor will sleep 12 hours and cannot be awakened by any force unless the act inflicts at least 1 HP damage.

#### EVER CANDLES – OP 4

**Preq:** 18+ MA, Exp Solids [Know], Exp Chemistry [Know]

**Craft:** TD 100 **Time:** 1 hour **TL:** 3

**Learn:** 399 GC **RC:** 15 SP, TL 3 Workshop

**Output:** Each use creates three candles

These golden sticks are 3 inches in diameter and one-half inch long for every hour of burn time they have. You can have one hour of burn time for every 5 skill ranks in Solids [Know]. When lit, the candles burn without smoke or dripping, will cast light equivalent to a torch, and will not go out in subjected to wetness even if totally immersed in water. Their touch (the golden flame) does 1 HP of burn damage and ignites flammables equal to a torch. While burning, it smells strongly of licorice. Each candle inch weighs 1 oz and burns for 1 hour per half-inch.

#### GRAY MOUNTAIN FLAME – OP 4

**Preq:** 18+ MA, Exp Chemistry [Know], Incendiary Paste [recipe]

**Craft:** TD 125 **Time:** 2 days **TL:** 3

**Learn:** 391 GC **RC:** 10 GC, TL 3 Workshop

**Output:** 16 ounce metal vial filled with thick, red, almost jell-like fluid

The fluid is reactive with air and ignites after one melee round of exposure. Gray Mountain Flame is typically poured upon a surface, a weapon, into bowl and so forth; its elements break apart so that it creates a crust like seal against whatever it is poured upon and ignites into a smokeless flame. The flames will ignite anything flammable on touch and inflict 2d8 HP damage. The flames cannot be doused by water, fluids or a lack of air. Once ignited they burn for d4+6 minutes. The seal created protects the surface of whatever its poured upon from the heat it produces. This seal works best with metal (any), poorly with wood, causing damage to the wood after d4 minutes; it protects flesh but is highly toxic, requiring a TD 150 P/V Save every melee round or it inflicts 2 points of CON damage.

#### METEORS – OP 4

**Preq:** 20+ MA, Exp Solids [Know], Exp Chemistry [Know]

**Craft:** TD 150 **Time:** 1 hour **TL:** 4

**Learn:** 414 GC **RC:** 25 SP, TL 3 Workshop

**Output:** 1 hard, marble-sized, 3 oz, purple pellet

Each use creates a hard, marble-sized, 3 oz, purple pellet. When struck sharply it detonates like a combination Flash Point Pellets and Deep Black Smoke Pellets.

#### POTENT POTION OF HEALING – OP 4

**Preq:** 20+ MA, Exp Potion [Know], Exp Chemistry [Know]

**Craft:** TD 125 **Time:** 8 days **TL:** 3

**Learn:** 732 GC **RC:** 230 GC, TL 3 Workshop

**Output:** 24 ounce vial of lumpy vermilion liquid with golden flecks

The potion, when imbibed, will heal all wounds of a critical nature or less, regardless of kind or severity. While it works for all known living things, it will not regenerate lost tissue, replace ruined eyes and so on. It will seal off severed arteries and reattach limbs (if pressed together) that have been severed. Scarring is massive but at least you'll still be alive. It heals at a rate of 18 HP per melee round to a maximum of 54 HP worth per 6 ounce dose taken.

#### SNOW SNAKE BREATH – OP 4

**Preq:** 20+ MA, Spec Chemistry [Know]

**Craft:** TD 125 **Time:** 10 days **TL:** 4

**Learn:** 707 GC **RC:** 133 GC, TL 4 Workshop, 20 ounces of Snow Snake blood

**Output:** 18 oz of viscous mercury like fluid, usually stored in double chambered glass bottles

The viscous fluids in the bottles are inert unless mixed then they become intensely cold, freezing instantly. It will turn an area of liquid or water 30 ft square into ice or smother a fire of equal size. If used upon a creature it inflicts 2d10+15 HP damage on touch and d6+5 HP more for d8 melee rounds unless removed earlier.

#### OP 5

#### DANCING FIRE POWDER – OP 5

**Preq:** 22+ MA, Spec Chemistry [Know], Spec Powder [Know], Incendiary Paste [recipe]

**Craft:** TD 175 **Time:** 7 days **TL:** 4

**Learn:** 1,081 GC **RC:** 299 GC, TL 4 Workshop

**Output:** Creates a 20 ounce airtight container

The container uses a plug or cap to release the powder. Once exposed to air, the powder ignites and jumps randomly, scorching the air with dancing arcs of blue flame. The powder will jump and dance in a 10 ft deep area by 20 foot wide arc, burning anything in the area for 2d10+20 HP damage. The powders will then dance and jump randomly to another 10 foot deep and 20 foot wide area for another d4 melee rounds before dissipating.

#### MYSTIK SOLVENT – OP 5

**Preq:** 22+ MA, Spec Chemistry [Know], Dark Alchemy [Alchemist]

**Craft:** TD 125 **Time:** 2 days **TL:** 4

**Learn:** 516 GC **RC:** 8 GC, TL 4 Workshop, + 1 Mana investment per batch

This oily amber liquid is produced in 1 oz batches and is always kept in silver containers. The product spoils within one minute after removed from the silver, unless applied. This liquid has a 90% chance of unsticking any stuck object that is gummed up by rust, dirt and grime, dried grease or oil, or even by the glue vial recipe. This liquid is not flammable, but is fairly slippery, like most oils; each oz will cover an area some 4 inch square.

#### PRESERVED RATIONS – OP 5

**Preq:** 20+ MA, Spec Chemistry [Know], Trd Solid [Know]

**Craft:** TD 150 **Time:** 2 days **TL:** 4

**Learn:** 528 GC **RC:** 14 GC, TL 4 Workshop

**Output:** Treat 2 lbs of raw food

Dehydrate and otherwise cure food for long term storage. Food treated in this manner is considered only one-eighth its normal weight and quarter the previous size. Requires liquid to consume, usually 8 oz of fluid per lb; preserved food will last 20 times the normal amount of time before spoiling.

#### STORED AIR – OP 5

**Preq:** 21+ MA, Spec Potion [Know], Exp Chemistry [Know], Trd Ether [Know]

**Craft:** TD 150 **Time:** 9 days **TL:** 4

**Learn:** 572 GC **RC:** 37 GC, TL 4 Workshop

**Output:** Each use creates a 20 ounce bottle

The white wine like liquid allows the drinker to ignore the need to breathe for d4+2 hours, providing a constant supply of air to suit any needs. It does not, however, provide any ability to ignore pressure, the rigors of space or other challenges.

#### TANGLE DEATH COILS – OP 5

**Preq:** 22+ MA, Spec Solid [Know], Exp Potion [Know], Dragon Gut [recipe]

**Craft:** TD 175 **Time:** 22 days **TL:** 4

**Learn:** 1,342 GC **RC:** 434 GC, TL 4 Workshop

**Output:** One 10-ounce, 1-inch diameter black sphere

When struck sharply or stepped on, it explodes and covers a 15 foot area with snapping, constricting coils that resembles Dragon Gut but serrated. The coils inflict 2d8+12 HP damage to anything in this area and last for 2d10 melee rounds.

## OP 6

### CONDENSED WATER – OP 6

**Preq:** 24+ MA, Expert Powder [Know], Expert Ether [Know], Trd Potion [Know]

**Craft:** TD 150 **Time:** 9 hours **TL:** 4

**Learn:** 510 GC **RC:** 4 GC, TL 4 Workshop

**Output:** 12 ounces of very fine alabaster crystals

A single ounce, mixed with an equal amount of water will foam and bubble over a minutes time, expanding into a gallon of potable water.

### GHOST DUST – OP 6

**Preq:** 24+ MA, Expert Powder [Know], Spec Ointment [Know], Prima Materia [Alchemist]

**Craft:** TD 200 **Time:** 36 days **TL:** 4

**Learn:** 2,826 GC **RC:** 999 GC, TL 4 Workshop

**Output:** 32 ounces of rainbow hued powder

This dust can be used to coat any physical object or person and render it invisible to the senses of spiritual beings. It requires 8 ounces of powder to cover a 5 ft area or a being of 20 BODY or less. The powder binds to the surface of anything its sprinkled upon and lasts for a full day, withstanding even heavy activity that might otherwise rub it off.

### POTION OF STRENGTH AND POWER – OP 6

**Preq:** 22+ MA, Expert Potion [Know], Spec Chemistry [Know], Syncretism [Alchemist]

**Craft:** TD 150 **Time:** 12 hours **TL:** 4

**Learn:** 566 GC **RC:** 28 GC, TL 4 Workshop, and 12-Mana

**Output:** One 18 ounce bottle

This one pint, vile-smelling, horrid tasting, black liquid will give any human or humanoid with at least one-quarter human blood d6+24 extra BODY and d6+14 extra CON for 25 hours per dose taken, providing he can keep it down, which requires a TD 75 Shock Save or he pukes it back up! For each dose taken in the course of a user's life, a cumulative 1% chance of instant death due to systemic shock.

### UNICORN DRAUGHT – OP 6

**Preq:** 22+ MA, Spec Ether [Know], Spec Potion [Know], Dark Alchemy [Alchemist]

**Craft:** TD 200 **Time:** 22 days **TL:** 4

**Learn:** 1,462 GC **RC:** 413 GC, TL 4 Workshop

**Output:** 20 ounces of clear fluid in a pure crystal bottle

Known also as Goddess Tears, this draught is a remedy kept close at hand by many adventurers. Unicorn Draught can purify any liquid, rendering clean any form of disease, poison, spores, parasites, impurities or deposits. The liquid on its own is tasteless, odorless and is akin to water. It mixes

without sullyng the taste of any fluid. As a note, Unicorn Draught is deadly if imbibed or poured into wounds in its pure state, requiring a TD 250 Shock Save or death ensues within one melee round.

## ZHULER – OP 6

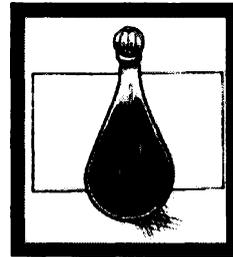
**Preq:** 22+ MA, Expert Ointment [Know], Expert Potion [Know]

**Craft:** TD 225 **Time:** 43 days **TL:** 5

**Learn:** 1,226 GC **RC:** 258 GC, TL 5 Workshop

**Output:** 12 ounces of sticky, lime green wax in well insulated paper tubes

Zhuler was originally born in the sticky wax like byproduct that the hobbits in Pearl House found on the bottom of the oldest vats used for brewing Rumble Tummy's Ale. They called it vat butter and used it to grease things. Over time and invention, Zhular morphed into something more akin to nitroglycerin. Zhuler is very sensitive to impact and will explode if tapped, stepped on or upon impact. It inflicts 4d10+20 HP and d10+10 BODY to every being within a 20 ft radius of its impact point. It actually inflicts 2d10+60 BODY damage and double this amount to anything it actually impacts! Zhuler reacts poorly to other materials and is always packed in paper and beeswax, the two components it tolerates with degradation. Zhuler has a shelf life of d4 months before it becomes useless goop.



## OP 7

### LIQUID LIGHT – OP 7

**Preq:** 25+ MA, Expert Ether [Know], Expert Chemistry [Know], Sacred Craft [Alchemist]

**Craft:** TD 200 **Time:** 1 day **TL:** 4

**Learn:** 620 GC **RC:** 44 GC, TL 4 Workshop + a 30 Mana investment

**Output:** One pure crystal bottle full of light

Literally light in a bottle; acts in all ways like full noon and real daylight to creatures. The light will cover an area 120 feet wide for an hour or until the stopper is returned to the bottle. The bottle only has one use, no matter how long the light shines, whether it be 1 melee round of 59 minutes.

### LIQUID METAL – OP 7

**Preq:** 26+ MA, Expert Potion [Know], Expert Chemistry [Know], Expert Solid [Know]

**Craft:** TD 200 **Time:** 13 days **TL:** 5

**Learn:** 3,160 GC **RC:** 933 GC, TL 5 Workshop

**Output:** 20 ounces of thick, mercury like fluid, gun metal gray in hue

Equally know as Water Steel, this stuff comes in treated copper boxes. It stays fluid inside its case but dries rapidly outside, hardening into the equivalent of high grade steel over 2d4 minutes. If poured without direction it spreads rapidly, covering whatever it is poured on in a thin metal foil and then hardens. If poured into a mold or onto crafted steel items, it will fill breaks, chips, holes, marks and so forth but must be handled properly to keep the liquid metal. This handling requires an hour of turning, adjusting and nudging the liquid metal to get it into each break, notch, chip and so forth. This process essentially fully repairs the object back to its original durability.

### OOZE EATER – OP 7

**Preq:** 25+ MA, Expert Powder [Know], Expert Ether [Know], Expert Potion [Know]

**Craft:** TD 200 **Time:** 22 days **TL:** 5

**Learn:** 960 GC **RC:** 123 GC, TL 5 Workshop, 12 bundles of Sendenia Shoots

**Output:** 18 ounces of fine ashen powder

The powder reacts strongly to oozes, slimes and molds of all kinds, acting as a powerful desiccant that withers any of the mentioned into dust. It takes at least 3 ounces to have any effect on a 5 ft area or less (but more powder does not add to the effect). Said creatures lose 10 BODY on the first melee round and d10 more BODY per melee round thereafter. This BODY loss is non-regenerating and not subject to the normal rules for division or for spore explosion as noted for slimes, oozes and mold. The powder will stay in effect for 2d10 melee rounds before loses its potency. The powder is totally harmless to other beings.

### SUN BRIGHT SALVE – OP 7

**Preq:** 24+ MA, Expert Salve [Know], Expert Potion [Know], Mystik Alchemy [Alchemist]

**Craft:** TD 225 **Time:** 12 hours **TL:** 5

**Learn:** 775 GC **RC:** 55 GC, TL 5 Workshop

**Output:** 12 ounces of clear rose colored salve

Sun Bright is a clear, rose-smelling salve that is applied directly onto the eyes. Once done, the eyes in question cannot be flash-blinded or caused discomfort by any bright or intense light. In fact you could look directly at the sun with no problems. One ounce will give two human-sized eyes 25 hours of

such protection. If stored in airtight copper containers, it has a shelf-life of 200 days.



### OP 8

### REGENERATOR – OP 8

**Preq:** 28+ MA, Gen Potion [Know], Expert Chemistry [Know], Sacred Craft [Alchemist]

**Craft:** TD 225 **Time:** 15 days **TL:** 5

**Learn:** 3,723 GC **RC:** 998 GC, TL 5 Workshop

**Output:** 18 ounces of pale fluid

This pale liquid is similar to wine but quite aromatic with a texture similar to thick, dark beer. When imbibed it causes all missing flesh, limbs, or other organs (from toes to eyes) to begin to regenerate/regrow. It will do so at a rate of 1 BODY per hour until all has been re-grown or it's 45 BODY per dose limit has been reached. Yes, it re-grows such large limbs as entire arms/hands/legs/feet. Bone, blood vessels, nerves and all are reconnected properly and fully functional. Its sole drawback (besides taste!) is that it cannot regrow anything lost more than 6 hours prior to drinking it. So it must be used relatively soon after such a loss. Note also that it heals the equivalent HP damage as well, healing any life threatening conditions immediately, enough to bring a person to zero HP and then 10 HP per 1 BODY regenerated. Its shelf life is up to 60 years if properly stored and proper storage is in a blue (only) basalt-carved jar, sealed/shut up (airtight) by beeswax. Any other method of storage will result in it going bad in very short order.

### RUST DUST – OP 8

**Preq:** 28+ MA, Gen Powder [Know], Expert Chemistry [Know], Materia Prima [Alchemist]

**Craft:** TD 200 **Time:** 8 days **TL:** 5

**Learn:** 684 GC **RC:** 19 GC, TL 5 Workshop

**Output:** 12 ounces of rust red flakes

It takes 12 ounces to cover a 5 foot by 5 foot area and the powder will react to any form of metal normally subject to rust or oxidation. The powder will corrode and break down all ferrous materials in this area in a minute, regardless of size. Some metals can resist or have a chance of resisting this effect.

### VAMPYRS TEARS – OP 8

**Preq:** 28+ MA, Gen Potion [Know], Expert Chemistry [Know], Sacred Craft [Alchemist]

**Craft:** TD 200      **Time:** 8 days      **TL:** 5

**Learn:** 747 GC    **RC:** 39 GC, TL 5 Workshop, 12 ounces Vampyr Dust

**Output:** One 20 ounce potion

The potion is a scarlet, oily and viscous liquid that allows its drinker to become gaseous for a period of exactly one hour per 5 oz dose. While gaseous, all mental faculties are retained and movement up to 90 ft per CF Action Count is possible.

### WALKING LIQUID – OP 8

**Preq:** 28+ MA, Gen Chemistry [Know], Expert Ointment [Know], Materia Prima [Alchemist]

**Craft:** TD 200      **Time:** 8 days      **TL:** 5

**Learn:** 691 GC    **RC:** 21 GC, TL 5 Workshop

**Output:** 20 ounces of amber liquid

This viscous amber liquid can be painted onto any non-living substance and it will render that surface impervious to slippage of any means. Each application lasts 25 hours under normal wear conditions. Each use of the recipe creates an amount sufficient to cover one pair of human-sized boots. (Same recipe) There is an opposite of this substance which, after a set delay period (alchemist's choice), will cause the surface so treated to act as if it were coated by the slippery field (zero co-efficient).

### OP 9

### BLOOD OF THE METAMORPH – OP 9

**Preq:** 30+ MA, Leg Potion [Know], Expert Chemistry [Know], Mystik Alchemy [Alchemist]

**Craft:** TD 250      **Time:** 17 days      **TL:** 5

**Learn:** 922 GC    **RC:** 85 GC, TL 5 Workshop

**Output:** 12 ounce potion

This silvery liquid will grant its drinker the ability to shape change into any one kind of creature and back again at will over a 5 hour period. Each batch created of the liquid is keyed for a particular species and each use creates a single potion. The potion must be stored in containers of pure gold, and has a shelf life of 13 days. If kept in any other material it will spoil immediately!

### OP 10

### REFLECTOR SALVE – OP 10

**Preq:** 32+ MA, Leg Salve [Know], Leg Potion [Know], Mystik Alchemy [Alchemist]

**Craft:** TD 250      **Time:** 33 days      **TL:** 5

**Learn:** 839 GC    **RC:** 55 GC, TL 5 Workshop

**Output:** see below

This golden yellow, mint-smelling salve creates enough to thinly coat a 25 BODY or smaller being and will last 13 hours if not rubbed off. Only one dose is created per use of the recipe. It provides a 300 MD and 50 MR against any sort of magik and if the magik fails to beat the MD or pierce the MR it reflects the spell right back towards its source. Stored in iron, this stuff has an indefinite shelf life.



# SPIRITS & ANIMATE POWER

## - CHAPTER SIXTEEN



**T**he world is alive all around us: giving birth, living and dying all unseen to the naked eye. Life is spun in the winds, in the twist of trees and in the dark richness of earth. Animals sense it; binding their lives to its unending circle. The elements dance to the tune of

its strings and spirits sing hidden accompaniment. This dream, this beat of life, is all around us and lies in such things like the beast in the field or the creeping vine. Yet, we stumble so blithely and blindly unaware of its spirits, and animate powers.



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## ANIMATE POWERS

Animate powers reside in all things. Many, such as the energy that resides in a stone, are mindless and spare no attention to the world around them other than to play their part in the greater whole. Still, while unintelligent and inattentive, the entities of animate power do remember. They live the dream laid out for them and in that living, remember. The waterfall remembers the waters that feed it, their origins and journeys as well as its path across the land and all things in its waters. The stone, tossed and shaped in the river that feeds the waterfall, remembers each wave that shaped it, even if subtly and knows its original shape and each change it overtook on the path to its current one.

Animate powers in this form are vague and without identity beyond the small things that define them. As such, they have no identities and are more a part of a greater range of animate power than an individual. Such ranges are known as *Syzygy*. A *Syzygy* is a sphere of influence that forms out of a representation of the world, such as a force of nature, a wandering path in the mountains, a gently moving stream or a powerful thunderhead of clouds. Thus, if our rock was taken from the river bed and tossed upon a road, it would be lost from the *Syzygy* of the river and joined to the *Syzygy* of the road. *Syzygies* are frequently part of an even greater *Syzygy*, known as an *Egregore*. Any *Syzygy* that encompasses two or more other *Syzygies* is automatically considered an *Egregore*. A forest, for example, encompasses rivers, streams, waterfalls, trees, wind, earth, the dead spirits of those in the ground, animal paths and more within its *Syzygies*. The *Egregore* of a forest, if aroused, could be terrible or wondrous.

### UNDERSTANDING SYZYGIES AND EGREGORES

*Syzygies* and *Egregores* share some traits in common. Where an animate power singly is unintelligent and mindless, a *Syzygy* or *Egregore* has awareness. The awareness knows no time, no distance, and no feelings. It just is and knows all things that have transpired within it. An *Egregore* of a forest knows all that happens within its verdure, all at once, without regard for distance or the varied amount of input. The *Syzygy* of wind that howls through a mountain pass knows only of its path and the mountain path knows only the feet that have trodden it, the movement of animals, elements and the world. *Syzygies* and *Egregores* can blend and taken form quickly or slowly over time. A fire set in a dry wood will quickly grow from an animate power of flame to a *Syzygy* and then a *Egregore* in short time, even growing as powerful or more so than the wood

*Egregore* it consumes. Yet, even for all its power and awareness during the time it survives, it will know only those things it has experienced since its creation and when it dies it will be gone.

*Syzygies* and *Egregores* both have awareness as mentioned above. However, this awareness does not mean it recognizes or cares what a person might deem as important. It has no care to record time or count the numbers of beasts or animals. Its next to impossible to speak to animate powers lower than a *Syzygy* or *Egregore*. Such things care little for beings like man or Elf and should you even get the attention of an animate power, you are less likely to keep it for more than a second. *Syzygies* and *Egregores*, however, exercise their awareness more fluidly.

However, they are still unlike us. Animate powers are wild and willful, capricious and unpredictable as the elements that comprise their whole. The measure of their will and awareness is in no way like our own and they follow the desires of their creation. The wind will blow; the rain wet, fire burn, stones stand and earth give birth to green gold. They do as they will and take unkindly to meddling with their world and its movement.

Life for them moves unseen and unfelt. Animate powers, even aware ones, care little for the interruption of their lives and when they act, tend to act in ways unseen or unfelt. A benevolent stream might guide a boat to shore with its currents but is highly likely to form a watery hand and pick it up and place it on the same shore. A lost traveler stumbling upon a path would find himself waiting a long time if he beseeched the spirit of the road to guide him to safety and then sat waiting for it to happen. Better for the traveler to begin walking to let the road guide him to a destination than sit and wait for life to revolve around him.

Spirits speak in a tongue written of their parts. A forest does not speak in Arduinian, Elven or any such form. They speak through the medium of their composition. The wind might whistle and whisper, a forest might murmur speech through the creak of the trees, the rustle of boughs and the sounds of animals in the brush.

They also act only within the realm of their dominion. A forest, if roused might rip up trees to send them marching to crush an army but will not depart from its realm. A *Syzygy* born out of the junction of streams might reroute their paths, rise up and drown someone or guide fish away from a fisherman's lure. Regardless, all are bound to the realm of their *Egregore*.

Lastly, they are wise in their dominion and components. Animate powers are fully



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knowledgeable in the areas of their dominion or in things that relate to their components. An animate power of candle flame knows all there is to know about flame but is limited to what a candle flame knows; such knowledge differs from the raging Syzygy of a flambeau or the Egregore of forest fire.

### DEMIURGES

Demiurges are representations of elemental forces, alive and sentient. Unlike a Syzygy or Egregore, Demiurges are spiritual and elemental, aware and intelligent. They represent concepts of nature given animate power and act with a vast energy that is unlike normal animate powers. The common demiurges are Air, Earth, Fire, Mist, Wood, Storm, Water and Metal. Demiurge respect few things, rarer still the living beings that infest the world. A Demiurge, when met, will resemble the element it represents. Unlike a true elemental it has no automatic dominion over the element it represents but still can be a terrible foe or wondrous ally. As a cross between the spiritual world and the elemental, Demiurges can speak and interact with both.

### SPIRITS

The spirit of something formerly living that has been prevented in some way from continuing on its path of destiny. The path of destiny is as varied a concept as the types of spirits. The path of destiny for one could be an afterlife with their deity, dissolution into nothingness after death, reincarnation on a karmic path or myriad other destinies. Spirits are the souls of living beings, or in some cases, even animate powers that have taken identity or wandered from their native dominion. When taken from their path, spirits linger and lose sight of their way. An example is the spirit of your ancestor, who might elect not to carry on to an afterlife in order to care for his descendants. Another is the ghost of a murdered child, who cannot carry on due to the anger, grief or emotions that tie it to its death; or even a stream that has gained sentience. Spirits tend to be intelligent, communicative, and very dangerous, acting in ways seemingly bizarre to the living.

### COMMON SPIRITS

While a dizzying amount of spirits exist, the following three are among the more known.

### NAMED SPIRITS

A spirit with a powerful identity, which seeks to interact and mold the world as it did when it lived. Such spirits are exceedingly dangerous and hunger, in one way or another, to interact with the living. Spirits live in memories, as much as they can retain and warp

and change the world to reflect what their reality was when they lived. They also tend to live out the past, repeating it over and over again. The Haunted Fields of the Slain in the Whisper Trees are a famous example in Arduin. There, ancient soldiers plot and war, repeating the battles and wars that doomed their spirits in the hoary past.

### ANCESTRAL SPIRITS

These spirits are related to you in some fashion, either directly or indirectly through symbolism or culture. Unlike most spirits, the motivations of Ancestral Spirits tend to be the only binding that keeps them interacting with the world. A spirit of a murdered man, materializing in the world to manifest his emotions over his murder cannot sever the ties that bind him to the world alone. He is bound until what keeps him here is fulfilled or he is destroyed. Ancestral Spirits generally elect to stay attached to the world and can sever that tie by choice.

### MANA SPIRITS

Mana Spirits are a unique form of animate power that lacks intelligence or intuition. Such spirits are manifestations of great emotion, arcane confluence, nexus activity, the pathos of highly powerful beings, or just the echo or embodiment of something past. They are powerful but equally unstable and difficult.

### KNOWLEDGE SPIRITS

A Knowledge Spirit is a living force, sentient and intelligent. Formerly a Syzygy or Egregore, it has severed its ties to its previous dominion in return for singular pursuit of some specific form of information. Such beings are very dangerous, very difficult at times and always single-minded in pursuit of their learning.

### WISDOM SPIRITS

A Wisdom Spirit is an animate embodiment of perception in some form. They are the manifestations of some great act that birthed them are the stable and the most approachable of spirits.

### UNDEAD

Such things are created when a spirit, or in some cases, an animate power, is bound or distilled into the corporeal form of previously living being. If the spirit is that of a previously living being itself, the bondage to a rotting corpse or dried bones usually results quickness in madness and then utter destruction of sanity and sentience. But not all such bindings are involuntary or bondage to the spirit. A powerful mage, seeking to live beyond the shackles of death's grip may seek out ways to bind his soul to his dying corpse, forming a lich. Some spirits may learn to feast



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on others for essence to survive, spawning vampyr. In even others, a spirit may invest a part of itself into a body for any number of reasons, animating it to do what it will. The Egregore of an ocean might animate the corpses of the drowned dead to speak to the living, for instance.

### PROFESSIONAL VIEWPOINTS

Medicine Men, Herbalists, Alchemists and all those who manufacture or make things spend time pondering upon the wonders of the animate strength found within all things. Medicine Men define it with symbology and rituals, giving significance and due directly to the spirit or animate power within. Herbalists feel the life throb of the herbs they work and use its animate power as well but see it different, as a natural expression of physical life. Alchemists know the elements and their part in the chain of life, dividing all things into their components and base elements, seeing little as more than compositions of such things. Even those who craft and make know the strength within their creations though they see it not as any of the preceding do. They know the strength of the blade that comes from the metals of

the earth, tempered with water, oils, stone and the hard hammer; or perhaps from the fruit of the world, in wood, stone or living vine, changing its normal course into a different path.

### USE OF ANIMATE POWERS

While the below laws mainly concern the Alchemist, Herbalist, and Medicine Man professions and paths, the below apply when using APT, regardless of how you apply it in creating objects.

- **Law of Change.** When you change the nature of an animate power you alter its potential. For changes caused as a result of the Manufacture or Mechanic skills, see its description of the Design and Manufacture section for details. For changes otherwise, such as changing a grizzly bear into a puppy or turning part of its body to stone, the potential of the being is preserved without loss, versus the great losses to potential taken when something is manufactured.
- **Law of Similarity.** Alike things do not compound with one another unless their addition creates a Syzygy or Egregore. A blade of grass contains very little potential. If you add 9 more blades of grass the 10 blades of grass still only provide the same potential. The collective blades of grass found in a meadow, however, would provide more, since their collective mass forms a Syzygy in the birth of the meadow. The same goes for a rock; it provides a small amount of potential. A collection of rocks provides no more either. Turn the rocks into a wall or a sculpture and the potential they give increases.
- **Law of Uniqueness.** A rare and unique thing holds great power. Uniqueness is defined as from within the world that contains it. The more individual something is, the more powerful it becomes. A stone fallen from the reaches of space to Khaas is by definition of more potential power than a common stone from a road.
- **Law of Measure.** All things are represented by certain basic units, such as a blade of grass, a pinch of salt, a handful or dirt or a wick of flame.
- **Law of Organization.** How different or how much the same the elements containing the potential are arranged is meaningless until the organization creates a Syzygy or Egregore. Holding a pinch of saltpeter, sugar and sulfur in your hand provides no gain in power from organization. Blend the three into 1 and the resultant organization creates an Syzygy with more power than the individual parts.
- **Law of Symbolism.** One thing can represent

### ARDUIN LEGENDS: BALEWYRD PITH

An oddly beautiful place, set somewhere in the starry expanse of space beyond the atmosphere of the planet of Khaas. Some say it is another world, others a fragment of Khaas and even others some strange juxtapose to Khaas. For those who can make it there it can enhance their arcane powers beyond belief, open the doors to the face of the divine or reveal the great secrets of the Multiverse.

Of course, its path is strewn with the spirits of those who have failed to find it. The only one gate (nexus) to have ever been said to reach this place is in the deeps of Star Core. Some say a Star Dragons lies in wait, dreaming of its starry empire it left behind. Others a Horror Storm that winds about the nexus, filled with Wendigo minions.



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another or a greater whole, such as water droplets for the element of water or of a storm

### SPIRITUAL POWERS

Spirits have the ability to affect the world in different ways. Spirits are interacted with via the Gnosis skill and Ceremonial Magik. When called upon, below represents the general abilities of animate powers, Syzygies and Egregores. Unique spirits, demiurges and named spirits are handled individually.

- **Service.** When called upon to serve they will act within their province.
- **Information.** An animate power can answer simple questions using a Yes or No format. It cannot give information it does not know. An Syzygy can speak to more difficult information with a subjective look. A stream asked whether the water was deep would express its depth somehow. An Egregore can speak to much more difficulty ranges of information and provide subjective, hidden or even obscured information within its province.
- **Protection.** Invoke a spirit to protect you from its province. A stream can keep you from getting wet or drowning. A forest Syzygy could lead you to safety while a wind spirit could keep you safe and untouched in a storm. A spirit can only provide protection equal to its APT. An animate power of earth cannot protect you against an Earth Elemental or an avalanche.
- **Harm.** An animate power, when aroused can harm as easily as it can help. A spirit of the wind might blow you off a bridge or throw a large rock. An earth spirit might suck you into ground or crumble the rocks you are climbing on to send you to your doom

### INTERACT WITH SPIRITS

A person with the Gnosis skill can contact spirits and befriend or ally them. The process of doing this is very simple.

- You must find the spirit and speak to it. If the spirit is not in the real world then you must use a spirit avatar to interact with it in the spirit realm or force it to the real world.
- You then try to persuade the spirit to be an ally, decided by a simple opposed Gnosis skill or roleplayed as seen fit by the GM. If the spirit has agreed to the deal you make, you expend 1 APT for every 10 APT of the spirit, adding the "gift" to the spirit's APT total. This APT does not return until you release the spirit.
- Once allied, a spirit can provide several benefits. All spirits, regardless of type can be used to

provide an amount of mana equal to their APT daily. They can also be told to engage in spirit combat with another spirit.

A spirit controlled in this nature is not compelled more beyond what is spelled out in the deal made between you and it. If the deal is violated, it is null and void. Most spirits will only remain controlled for a limited period of time or for a limited type of service, depending on the spirit involved. A spirit trapped in an endless length of service is resentful and will rebel when possible from the imposed slavery.

### MEDICINE MEN FETISHES

Medicine Men create fetishes with the manufacture skill but unlike the normal manufacture process, the Medicine Man does not refine the components used but instead crafts them in their native form into greater things primarily using the laws of Symbolism, Organization, Measure and Uniqueness. A fetish can hold the power of any Ceremonial Magik, using the potential within its making as the power for the ritual. However, once used a fetish drains the potential within equal to the drain of the ritual. When all its potential is used up the fetish becomes useless or is destroyed.



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# FETISHES - CHAPTER SEVENTEEN



FETISHES

FETISHES



**M**uch was said about spirits in the preceding section. The fetish borrows some of a spirit's power and conveys it upon the user of the fetish.

### FETISH CREATION

Much of how a fetish is constructed was covered in the *Design and Manufacture* section (chapter 12, but starting on page 533). However, a key ingredient to a fetish is the spirit or spirits that will dwell within, either in part as a portion of their power or entirely.

The Gnosis skill in the *Skills* section provides numerous paths to invoke, entreat, and eventually form a pact with spirits.

### FETISH USAGE

It's common for a fetish to drain APT from its user/wearer in order to power the fetish. This simulates the spirit or portion of the spirit's power within the fetish drawing on a being's life essence to power it. Equally as common are fetishes that have a set amount of APT stored within. Once this value is used up, the fetish becomes useless, its power exhausted.

### FETISH AFFINITY

Since a fetish embodies some part of a spirit or a spirit, they can and often do form an affinity for a specific person, racial type or culture. Some can even become jealous, capricious or even dangerous if not

used properly, often enough or just replaced within something else. Ancestral spirits within ancestral items are notorious for this kind of problem.

Another part of fetish affinity is they may be crafted for a single person. Such fetishes are not usable by any other being.

### OTHER DETAILS

Some fetishes require a spirit be willing in order to create the item. The GM is the ultimate arbitrator on whether a spirit is willing or not.

When a fetish requires things with great importance to your character, the GM is the final authority on how much something means to you. He or she should base the decision on your character's history and game play. If neither one backs up what you proclaim you may find the GM disagreeing with your assessment of worth.

When a spirit requires something pleasing to it, such as the Spirit of Anger for a Medicine Bundle of Raging Fury, the items given must fit with the spirit's outlook. A bundle of high APT leaves and stones will not work, regardless of their power.

### FETISH ANATOMY

#### NAME OF FETISH – OP 1

OP: Order of Power, it is the approximate "level" of the Fetish (level of complexity).

#### OP 1

Beads of Sustaining [F-OP 1]  
Beaded Blanket of Repose [F-OP 1]  
Dream Weird [F-OP 1]  
Eyes in the Dark [F-OP 1]  
Lying Tongue [F-OP 1]  
Medicine Bundle of Healing [F-OP 1]  
Quest Gift [F-OP 1]  
Valor of the Majestic Beast [F-OP 1]  
War Beads of Enijul [F-OP 1]

#### OP 2

Blooded Fox Flees Quickly [F-OP 2]  
Charm of Fleetness [F-OP 2]  
Coy Vixen [F-OP 2]  
Fear Breaker [F-OP 2]  
Gift of the Hills [F-OP 2]  
Guardian Mother [F-OP 2]  
Hair Charm of Protection [F-OP 2]  
Medicine Bundle of Journeying [F-OP 2]  
Necklace of Oaths [F-OP 2]

#### OP 3

Ancestral Armor [F-OP 3]  
Ancestral Mark [F-OP 3]  
Blood of Darkness [F-OP 3]  
Breath of Water [F-OP 3]  
Charm of Days [F-OP 3]  
Life Mender Pouch [F-OP 3]  
Spirit Chain [F-OP 3]  
Spirit Drum [F-OP 3]

#### OP 4

Ancestral Guide [F-OP 4]  
Anchor of the World [F-OP 4]  
Charm of Arrow Storing [F-OP 4]  
Mandala of Focus [F-OP 4]  
Medicine Bundle of Protection [F-OP 4]  
Medicine Bundle of Raging Fury [F-OP 4]  
Spirit Shackles [F-OP 4]

#### OP 5

Brother of the Wind [F-OP 5]  
Charm of Kther [F-OP 5]  
Charm of Wound Storing [F-OP 5]

Medicine Bag [F-OP 5]  
River of Secrets [F-OP 5]  
Spirit Mask [F-OP 5]

#### OP 6

Ghost Shirt [F-OP 6]  
Questor's Shirt [F-OP 6]  
Spirit Bag [F-OP 6]  
Spirit Shield [F-OP 6]  
Talisman of Life Storing [F-OP 6]

#### OP 7

Medicine Pouch [F-OP 7]  
Skin of the Beast [F-OP 7]

#### OP 8

Soul Shield [F-OP 8]

#### OP 9

Spirit Pouch [F-OP 9]

#### OP 10

Sacred Mandala [F-OP 10]



**Preq:** The prerequisites needed to make the Fetish.  
**Craft:** The TD skill check needed to make the Fetish. Use against "Manufacture" skill. Same as "TD." Sometimes Gnosis skill may be involved.  
**Time:** The time required to make the Fetish.  
**TL:** Tech Level of the Fetish generally.  
**Learn:** If used, a monetary or other cost to learn the Fetish. GC is gold crowns, a monetary denomination. Typically not used in a Fetish. N/A is not applicable. "Learn" is here for completeness.

**RC:** Resources required to make the Fetish; if tools or workshop requirements exist, it will be noted here.

**Output:** The output characteristics of the Fetish. Defines the output or the outcome of the Fetish; does not generally provide a reliability check value (REL), but the GM may assign one if he wants. Durability, Reliability or attributes set to a Fetish are all Output characteristics and not used for a Fetish unless the GM wants this variability factor incorporated within his game. If the GM desires a DUR or REL for a Fetish then he will need to create these numbers.

**DUR:** Durability (if GM uses this it could be its ability to remain a cohesive item under certain conditions such as weather, magikal areas, unwillingness of a tied spirit, etc).

**REL:** Reliability of a Fetish. If GM gives a REL, this check would be made each time the item is used. If it's failed then the Fetish fails to work properly (less potent or not all potent) and the REL of the remaining Fetish may or may not lower by d6 REL unless otherwise defined because there are spirits involved with the Fetish and spirits can be a fickle bunch.

[F-OP 6]: [F] means it is a Fetish]

[F-OP 6]: [-OP 6] means it is Order of Power level 6



### OP 1

#### BEADS OF SUSTAINING – OP 1

**Preq:** 12+ APT, Trd Ceremony  
**Craft:** TD 35      **Time:** 5 days      **TL:** 1  
**Learn:** N/A      **RC:** 12 APT, 6 Mana

The fetish is a necklace of beads that will allow you to forgo food, water, and sleep. Each day, full or partial, consumes d4 APT, and when its APT reaches zero, it turns to dust. The beads must be worn and touching the bearer's body to function.

#### BEADED BLANKET OF REPOSE – OP 1

**Preq:** 11+ APT, Trd Ceremony  
**Craft:** TD 25      **Time:** 3 days      **TL:** 1  
**Learn:** N/A      **RC:** 5 APT, 3 Mana  
 Any previously living being you drape this blanket over will not rise (for any reason) as one of the undead as long as the blanket is in place.

#### DREAM WEIRD – OP 1

**Preq:** 11+ APT, Trd Ceremony  
**Craft:** TD 25      **Time:** 3 days      **TL:** 1  
**Learn:** N/A      **RC:** 5 APT, 3 Mana  
 The Dream Weird protects the wearer while dreaming, adding +30 to their PD while in a dream state. It provides the same benefit against spirits or animate powers, but disintegrates after 1 minute of protection against spiritual attacks.

#### EYES IN THE DARK – OP 1

**Preq:** 12+ APT, Trd Gnosis  
**Craft:** TD 25      **Time:** 3 days      **TL:** 1  
**Learn:** N/A      **RC:** 5 APT, 3 Mana  
 The fetish calls upon a little of the animate power of darkness, allowing its wearer to see at night or in complete darkness like normal vision. The Eyes in the Dark fetish requires 1 APT daily from its bearer (counted as APT impairment).

#### LYING TONGUE – OP 1

**Preq:** 11+ APT, Trd Ceremony  
**Craft:** TD 25      **Time:** 3 days      **TL:** 1  
**Learn:** N/A      **RC:** 5 APT, 3 Mana, 1 Trickster spirit of 5+ APT  
 The Lying Tongue fetish strengthens the lies and the ability to lie of the bearer. It always resembles the Trickster spirit that powers it in some way, and must be handled (takes a quickened action) to lend its power. It adds +10 to all rolls to con, bilk, lie, or deceive others. A Lying Tongue is never attuned to a single person. However, to use the fetish, a person must give up 1 APT (as impairment) to the Trickster spirit each day.

#### MEDICINE BUNDLE OF HEALING – OP 1

**Preq:** 13+ APT, Trd Gnosis  
**Craft:** TD 50      **Time:** 4 days      **TL:** 1  
**Learn:** N/A      **RC:** 12 APT, 3 Mana, 1 animate power or spirit (any life, nature, or healing) of 5+ APT  
 The fetish calls upon a little of the spirit or animate power that dwells within the medicine bundle, allowing its wearer to heal as if they had Rested Healing (see *Adventuring* section on *Healing*). The fetish requires 1 APT daily from its bearer (counted as APT impairment).



## QUEST GIFT – OP 1

**Preq:** 11+ APT, Trd Ceremony

**Craft:** TD 25      **Time:** 3 days      **TL:** 1

**Learn:** N/A      **RC:** 5 APT, 1 nameless quest spirit (10 APT minimum)

A typical gift for a person when they go on a quest, the item is always something relevant to the task. At the culmination of the quest, the spirit is released, and the fetish loses its power. Quest Gifts are crafted to give a +1 bonus to CF or a +5 bonus to ATK with all weapons, or they can provide a +15 bonus to one of the following: DEF, PD, MD, Shock, or Fear. You can wear one Quest Gift for every 10 APT. More than this are useless, and tend to anger the other quest spirits (70% chance). If they become angered, they will depart, rendering the fetishes worthless and (30% chance) curse you as well. Like many fetishes, the spirit imbuing it is attuned to a specific life force, chosen when crafted, and does not work for any other. A Quest Gift requires 1 APT daily from its bearer.

## VALOR OF THE MAJESTIC BEAST – OP 1

**Preq:** 15+ APT, Trd Gnosis

**Craft:** TD 35      **Time:** 10 days      **TL:** 1

**Learn:** N/A      **RC:** 5 APT, 3 Mana, 1 Beast or Emotion spirit or animate power that emulates majesty or courage of 5+ APT

The fetish calls upon a little of the Beast, Emotion spirit, or animate power that dwells within the item formed. The items that form the APT required must be something pleasing to the “donor” bound to the fetish. While worn, the fetish provides a +35 bonus to Fear Saves. The fetish requires 1 APT daily from its bearer (counted as APT impairment).

## WAR BEADS OF THE ERIJUL – OP 1

**Preq:** 12+ APT, Trd Ceremony

**Craft:** TD 50      **Time:** 3 days      **TL:** 1

**Learn:** N/A      **RC:** 10 APT, 1 Battle spirit of 10+ APT

This fetish is formed from materials dear to the spirit of battle, and are decorated and etched with the signs and symbols of combat and war. Once imbued with spiritual energy, the War Beads will last indefinitely unless destroyed or used. The War Beads are actually a necklace or string of etched beads. When invoked (requires no action but must be consciously called upon), the War Beads will drain the wearer of 1 APT (counted as APT impairment), absorb 10 HP damage the wearer would have otherwise taken, and then crumble to dust. If they absorb a lesser amount, they will not crumble until the end of the battle (however long or short it lasts). Multiple Wars Beads can be

worn, and will work together as a single unit towards absorbing damage, but each distinct set of War Beads drains 1 APT when used.

## OP 2

### BLOODED FOX FLEES QUICKLY – OP 2

**Preq:** 18+ APT, Exp Ceremony, Trd Channel

**Craft:** TD 90      **Time:** 12 days      **TL:** 1

**Learn:** N/A      **RC:** 30 APT, 8 Mana, 1 nameless spirit of the Fox (10+ APT)

Wounded or chased, the fox is cunning in its stealth and quickness to escape. The fetish will always resemble the spirit that imbues it in some way, and must be called upon (takes a quickened action) to lend its power. It can add a +15 bonus to Dodge for a minute or a +30 bonus to Overland Evasion rolls when invoked. Each use depletes it by d6 APT, and when its APT reaches zero, it turns to dust. A Blooded Fox is never attuned to a single person and can be used by anyone. Its beginning APT is equal to the APT of its components.

### CHARM OF FLEETNESS – OP 2

**Preq:** 18+ APT, Exp Ceremony, Trd Channel

**Craft:** TD 90      **Time:** 12 days      **TL:** 1

**Learn:** N/A      **RC:** 30 APT, 8 Mana, any 1 spirit or animate power that emulates quickness or speed of 10+ APT

The fetish imbues vast quickness, agility, and fleetness of foot. The fetish will always resemble the spirit or animate power that imbues it in some way, and must be called upon (takes a quickened action) to lend its power. It can add a +15 bonus to Dodge and Movement, as well as a +1 bonus to CF for a minute or a +20 bonus to all Maneuver based skill checks when invoked. Each use depletes it by d6 APT, and when its APT reaches zero, it turns to dust. A Charm of Fleetness can be used by anyone. Its beginning APT is the APT of its components.

### COY VIXEN – OP 2

**Preq:** 16+ APT, Trd Ceremony, Trd Channel

**Craft:** TD 75      **Time:** 10 days      **TL:** 1

**Learn:** N/A      **RC:** 18 APT, 7 Mana, 1 spirit (Trickster or Empusa) of 20+ APT

The Coy Vixen fetish empowers the wearer with strong powers of persuasion. A Coy Vixen always



resembles the Trickster or Empusa spirit that powers it in some way, and must be handled (takes a quickened action) to lend its power. It adds +20 to all rolls to Charm Others (see Social Skill). A Coy Vixen is never attuned to a single person. However, to use the fetish, a person must give up 1 APT to the Trickster or Empusa spirit each day.

#### FEAR BREAKER – OP 2

**Preq:** 18+ APT, Exp Ceremony, Trd Channel  
**Craft:** TD 85      **Time:** 12 days      **TL:** 1  
**Learn:** N/A      **RC:** 15 APT, 6 Mana, 1 animate power (Courage, Bravery, or Majesty) of 15+ APT  
The Fear Breaker fetish empowers the wearer with strong resistance to fear and mental attack or possession. The fetish must be handled (takes a quickened action) to lend its power. It adds +50 to all Fear Saves and +25 to PD for one minute. It also adds a +15 bonus to all EGO checks for the same time period. A Fear Breaker is never attuned to a single person. However, to use the fetish, a person must give up 1 APT (as impairment) to the spirit dwelling within the fetish each day.

#### GIFT OF THE HILLS – OP 2

**Preq:** 18+ APT, Exp Ceremony, Trd Channel  
**Craft:** TD 85      **Time:** 12 days      **TL:** 1  
**Learn:** N/A      **RC:** 10 APT, 6 Mana, 1 animate power of the Hills  
This is the beseeching of the spirit of the Hills to lend you some of its power. The animate power you entreat must willingly provide 10 APT to power the fetish (this does not count as the 10 APT to craft the fetish). It provides a +10 bonus to HP and a +1 bonus to DR while worn. Like many fetishes, the spirit imbuing it is attuned to a specific life force, chosen when crafted, and does not work for any other.

#### GUARDIAN MOTHER – OP 2

**Preq:** 18+ APT, Trd Ceremony, Exp Channel  
**Craft:** TD 85      **Time:** 12 days      **TL:** 1  
**Learn:** N/A      **RC:** 10 APT, 6 Mana, 1 spirit (Beast, Nature, or World) with Guardian aspect or virtue and 10+ APT  
This is the beseeching of a spirit to wrap you in its protective power. The spirit you entreat must willingly enter the fetish. A Guardian Mother fetish requires 1 APT daily from its bearer (counted as APT impairment). In return, it wraps the bearer in protective power, adding +5 to DEF, MD, and PD and +5 to Fear, Shock, Disease, and P/V Saves. Like many fetishes, the spirit imbuing it is attuned to a specific life force, chosen when crafted, and does not work for any other.

#### HAIR CHARM OF PROTECTION – OP 2

**Preq:** 16+ APT, Trd Ceremony, Trd Channel  
**Craft:** TD 75      **Time:** 10 days      **TL:** 1  
**Learn:** N/A      **RC:** 18 APT, 7 Mana, 1 Love animate power of 10+ APT  
This fetish is always formed from hair, and the hair must be from someone who truly loves or had loved you in the past. Once made, it must be held against the skin. The Hair Charm fetish always works without conscious effort on the wearer's part. It will drain 1 APT (counted as APT impairment) daily, but in return provides a +25 bonus to DEF and a +5 bonus to Parry, Dodge, or Block.

#### MEDICINE BUNDLE OF JOURNEYING – OP 2

**Preq:** 18+ APT, Trd Ceremony, Exp Channel  
**Craft:** TD 85      **Time:** 12 days      **TL:** 1  
**Learn:** N/A      **RC:** 30 APT, 8 Mana, 1 nameless spirit of the Path of 10+ APT  
The fetish calls upon a little of the spirit that dwells within the Medicine Bundle, allowing its wearer to move and travel quicker and with greater ease. Count all terrain as one step better while wearing the Medicine Bundle, a +10 to all Overland Escape and Evasion rolls, and a +5 to Movement in combat. The fetish requires 1 APT daily from its bearer (counted as APT impairment).

#### NECKLACE OF OATHS – OP 2

**Preq:** 18+ APT, Exp Ceremony, Trd Channel  
**Craft:** TD 90      **Time:** 12 days      **TL:** 1  
**Learn:** N/A      **RC:** 30 APT, 8 Mana, 1 animate power of Oaths (15+ APT)  
The fetish is formed from materials relevant to and especially regarded by the oath takers, and then marked with the symbols of pledging, promises, vows, and oaths. Once imbued with spiritual energy, the fetish is ready to accept the oath. The vow it will bind must be sworn over it by all parties to take effect. After the oath is completed, the fetish crumbles to dust, but indelibly marks each oath taker with its power. If a person breaks the oath sworn over the fetish, they suffer a major curse (GM adjudicates but the curse must be stated when the oath is sworn) immediately. The fetish requires 2 APT daily from its bearer.



### OP 3

#### ANCESTRAL ARMOR – OP 3

**Preq:** 13+ APT, Exp Ceremony, Exp Channel  
**Craft:** TD 100 **Time:** 10 days **TL:** 1  
**Learn:** N/A **RC:** 20 APT, 9 Mana, 1 Ancestral spirit of 15+ APT

The fetish created is a very special one, invoking a past ancestor to internalize within a living being and give part of its power to wrap them in an embrace of protection. The type of protection desired is determined when the fetish is made, along with the ancestor who will provide the 15 APT to empower it. You may pick any one type of Defense (MD, PD, or DEF) or Save (P/V, Shock, Fear, or Disease). An unwilling ancestor cannot be used to power this fetish, only a willing one. A TD 75 Channel skill check is required 5 days into the creation of the fetish. If the check is failed, the spirit becomes angry (50%) or unwilling (50%). An angry spirit will curse its descendant (100%) while an unwilling one will depart, and the creation of the fetish fails. Success, however, provides a +30 bonus to the chosen Defense or Save, but requires 2 APT daily from its bearer (counted as APT impairment). Like many fetishes, the spirit imbuing it is attuned to a specific life force, chosen when crafted, and does not work for any other. You may make and wear more than one Ancestral Armor fetish, but must pay the APT cost for each daily. Also, your ancestors do not always get along, and each additional fetish adds a 3% daily chance they will become angered at each other or you. If they become angered, it will only last the day, withdrawing their bonuses, and each has a 5% chance of departing.

#### ANCESTRAL MARK – OP 3

**Preq:** 13+ APT, Exp Ceremony, Trd Channel  
**Craft:** TD 95 **Time:** 9 days **TL:** 1  
**Learn:** N/A **RC:** 20 APT, 9 Mana, 1 Ancestral spirit of 10+ APT

The tattoo is a special mark, heavy with power and steeped in the tradition of ancestral worship. An ancestor is named when the tattoo is inscribed, and a portion of that named spirit passes on to the marked being (who must be living to accept the mark). The tattooed person must make a TD 75 Shock Save at the culmination of the ritual as well, or the entire fetish is ruined. The Ancestral Mark imbues you with 1 virtue of the past ancestor, allowing you to add a +10 bonus to that act when called upon as a quickened action. You can have more than 1 Ancestral Mark, but the not for the same virtues; in other words, you cannot stack the bonuses together, but must apply the +10 bonus to a different action.

Each Ancestral Mark requires the blessing of an ancestor, who must be willing to provide 10 APT to the mark. Like many fetishes, the spirit imbuing it is attuned to a specific life force, chosen when crafted, and does not work for any other. An Ancestral Mark requires 1 APT daily from its bearer (counted as APT impairment).

#### BLOOD OF DARKNESS – OP 3

**Preq:** 15+ APT, Spec Ceremony, Trd Channel  
**Craft:** TD 105 **Time:** 17 days **TL:** 1  
**Learn:** N/A **RC:** 35 APT, 11 Mana, 1 (Darkness, Corruption, Taint, or Disease) animate power or spirit of 15+ APT

These beads are shiny black orbs of deepest darkness. While harmless to the user, the fetish makes one's blood and flesh incredibly toxic to others (living, dead, or otherwise) via spiritual toxicity. Any consumption of the bearer's blood or flesh creates a powerful urge in any creature to regurgitate the contents of its stomach, and to gag (TD 125 Shock Save to resist this effect). If a creature successfully consumes blood or flesh, it is affected by a powerful spiritual malaise that erodes d4 off its CON and BODY for d6 weeks. If either its CON or BODY reach zero, the creature dies or disintegrates into dust for undead.

#### BREATH OF WATER – OP 3

**Preq:** APT 13+, Exp Ceremony, Exp Channel  
**Craft:** TD 100 **Time:** 10 days **TL:** 1  
**Learn:** N/A **RC:** 20 APT, 9 Mana, 1 (Nature, Ocean, or Water) spirit or animate power of 15+ APT

This fetish is a gauzy cloth, beaded and decorated with blue beads and sea green stones. A TD 50 Gnosis check is required 5 days into the working of the fetish; success means the spirit is pleased with the fetish. Otherwise, it destroys the fetish, or cannot be willingly placed within the fetish. A Breath of Water fetish allows its wearer to breath underwater, but requires 1 APT per hour underwater from its bearer (counted as APT impairment).

#### CHARM OF DAYS – OP 3

**Preq:** 13+ APT, Exp Ceremony, Exp Channel  
**Craft:** TD 100 **Time:** 10 days **TL:** 1  
**Learn:** N/A **RC:** minimum 20 APT (see below), 9 Mana, 1 Life spirit of 5+ APT (see below)

This fetish is formed from materials dear to the spirit of Life and from things special to you. Once imbued with spiritual energy, the charm will last indefinitely unless destroyed or used. The charm can be anything as long as it can be worn or held against the skin. A Charm of Days actually binds up a number of days



worth of energy (sleep, food, water, exercise, rest, healing, etc.) that can be invoked at any time. When invoked (requires no action but must be consciously called upon), the charm will drain the wearer of 1 APT (counted as APT impairment per day called upon). If all the days stored within it are used, it will then crumble to dust. Every 20 APT of yours and 5 APT of the Life spirit infused into the charm allow for 1 day to be stored. Any number of days can be stored to the maximum of your lifespan (each day counts as one of your own), the APT of the materials, and the power of the Life spirit. Like many fetishes, the spirit imbuing it is attuned to a specific life force, chosen when crafted, and does not work for any other.

### LIFE MENDER POUCH – OP 3

**Preq:** 15+ APT, Exp Ceremony, Trd Channel

**Craft:** TD 95      **Time:** 15 days      **TL:** 1  
**Learn:** N/A      **RC:** 20 APT, 9 Mana, 1 (any Life, Nature, or Healing) animate power or spirit of 15+ APT

This medicine pouch is always decorated with representations of life and growing. The decorations serve to strengthen and cheer the spirit or animate power filling the pouch. A spirit will actually reside in the pouch, while an animate power must provide at least 15 APT towards filling the pouch. These pouches accelerate the healing capacity of their wearer, allowing them to mend as if under a physician's care regardless of circumstances. Like many fetishes, the spirit imbuing it is attuned to a specific life force, chosen when crafted, and does not work for any other.

### SPIRIT CHAIN – OP 3

**Preq:** 17+ APT, Exp Ceremony, Exp Channel

**Craft:** TD 100      **Time:** 10 days      **TL:** 1  
**Learn:** N/A      **RC:** 20 APT, 9 Mana (see below)

The fetish created is a special one, linking a type or genus of spirits to a special charm that allows the bearer to interact with and relate to the same type of spirits as if they were of the same race and culture. Thus, you can use your Social Motifs (see Social Skill) and other interpersonal skills with these types of spirits. The components of the fetish must be relevant to the spirit genus or type. The fetish requires 2 APT daily from its bearer.

### SPIRIT DRUM – OP 3

**Preq:** 15+ APT, Exp Ceremony, Exp Channel

**Craft:** TD 110      **Time:** 12 days      **TL:** 2  
**Learn:** N/A      **RC:** 30 APT, 11 Mana, 1 any spirit of 25+ APT

The fetish is formed into a drum, and decorated with

materials pleasing to the spirit who will dwell within. An unwilling spirit and an animate power cannot be used to power this fetish. Only a spirit (nameless or named) can infuse the proper spiritual power into the fetish to make it function. A TD 75 Channel Skill check is required 6 days into the creation of the fetish. If the check is failed, the spirit becomes angry (50%) or unwilling (50%). An angry spirit will attack or otherwise molest the fetish maker. Success, however, allows for the creation of the Spirit Drum. The fetish is attuned to you, and will not work for another. When used (requires a minute), it will drain 1 APT but provide a +20 bonus to the next Gnosis or Ceremony Skill check made that day.

### OP 4

### ANCESTRAL GUIDE – OP 4

**Preq:** 18+ APT, Spec Ceremony, Exp Channel

**Craft:** TD 115      **Time:** 24 days      **TL:** 1  
**Learn:** N/A      **RC:** 30 APT, 13 Mana, 1 Ancestral spirit of 10+ APT

One of the items of the Ancestral Guide must be something used, held, or actually a part of your ancestor to make this item. The fetish adds +20 APT when worn, but only works for you. If you remove this item from your person, it severs the tie to your ancestor, rendering it useless. You can rework a fetish that has a severed tie in one-third the time (6 days). While normally the fetish requires a willing ancestral spirit, it is possible to bind an unwilling one. However, this requires a TD 150 to create the fetish, and angers your other Ancestral spirits, who are likely to work against you.

### ANCHOR OF THE WORLD – OP 4

**Preq:** 20+ APT, Exp Ceremony, Spec Channel

**Craft:** TD 100      **Time:** 20 days      **TL:** 1  
**Learn:** N/A      **RC:** 50 APT, 11 Mana

The anchor is a special bundle of items, ones that hold great importance to the wearer, and remind them of life and the world. The fetish draws 1 APT daily from the bearer (treated like APT impairment). When used, the anchor instantly returns a living person's spirit back to their body from the spirit or dream world. If they have died, it will keep their spirit within the vicinity of their body for 1 Arduinian day. Some religions find these items and their effect to keep a spirit from passing on incredibly offensive (i.e. Evil), and react accordingly.



#### CHARM OF ARROW STORMING – OP 4

**Preq:** 18+ APT, Spec Ceremony, Trd Channel  
**Craft:** TD 115      **Time:** 24 days      **TL:** 1  
**Learn:** N/A      **RC:** 30 APT, 13 Mana, 2 spirits (1 of Chaos and 1 of Breath) both of 15+ APT

The objects going into the fetish must be pleasing to both the spirits of Breath and Chaos. Make a TD 75 Gnosis check for each individual spirit 12 days into creating the fetish. If the check is failed, the spirit in question becomes angry (50%) or unwilling (50%). An angry spirit will attack or otherwise molest the fetish maker. Success with both checks, however, allows for the creation of the charm. To use the charm on an arrow (only) takes a quickened action, but the arrow must be used within 10 minutes, or the power given it dissipates. When used, the arrow multiplies in air after being fired, creating d10 versions of itself. Each use depletes the fetish by d6 APT, and when its APT reaches zero, it turns to dust. A Charm of Arrow Storming is never attuned to a single person. Its beginning APT is equal to the APT of its components.

#### MANDALA OF FOCUS – OP 4

**Preq:** 18+ APT, Exp Ceremony, Exp Channel  
**Craft:** TD 125      **Time:** 26 days      **TL:** 1  
**Learn:** N/A      **RC:** 40 APT, 13 Mana

The fetish is formed by inscribing it on an area (a 10 foot circle is required). The APT required comes from the fetish maker at a rate of 1 APT per day, and from the materials used to inscribe and decorate the Mandala. If the APT values do not reach 40 APT, the remainder is pulled from the fetish maker on the last day. Once created, the Mandala is attuned to you. When you use the Mandala with a full day of meditation and ritual, it provides you with inner balance, peace, and synergy with the world, its elements, and the spirits. In game terms, this adds a single +10 Advancement Bonus to Channel, Gnosis, and Meditation for the next Skill Development and Advancement session. Afterwards, the fetish is exhausted of power, and must be restored, to function again. To do so, complete a shorter, but similar, ritual to its creation (taking 13 days, 40 mana, and 20 APT). You can also attune it to another by following the same steps. Regardless, the Mandala never provides more than a +10 Advancement Bonus no matter how many times used in a single session and never to any but the listed skills.

#### MEDICINE BUNDLE OF PROTECTION – OP 4

**Preq:** 20+ APT, Spec Ceremony, Exp Channel  
**Craft:** TD 135      **Time:** 24 days      **TL:** 1  
**Learn:** N/A      **RC:** 50 APT, 13 Mana, 1 Battle

spirit of 15+ APT

The medicine bundle is a special bundle of items, ones that hold great importance to the wearer and are pleasing to the spirit of Battle. The fetish draws 3 APT daily from the bearer (treated like APT impairment), but will last indefinitely unless destroyed or used. Only 1 such medicine bundle will affect a wearer at any given time. When created, the medicine bundle is set to add a bonus to one of the following:

- +50 bonus to any single Defense (DEF, MD, or PD)
- +10 bonus to any single Resistance (DR, PR, or MR)
- +50 bonus to any single Save (P/V, Fear, Disease, or Shock)

#### MEDICINE BUNDLE OF RAGING FURY – OP 4

**Preq:** 18+ APT, Spec Ceremony, Exp Channel  
**Craft:** TD 115      **Time:** 24 days      **TL:** 1  
**Learn:** N/A      **RC:** 30 APT, 13 Mana, 1 spirit (Anger or Vitriol) or Caustic animate power of 15+ APT

The medicine bundle crafted must be agreeable to the spirit or animate power you invest within: a spirit of Anger will not find a bundle made of roots, berries, and leaves a proper home. A TD 75 Gnosis skill check and some time speaking with the spirit will reveal its preferences. Once formed, the spirit enters the bundle (if an animate power, provides 15 APT). The medicine bundle allows its bearer to take on the Berserker Rage Status with a normal action (interacting with the medicine bundle). You stay in this state and cannot be removed from it until a TD 75 Self Control Skill check is made. Like many fetishes, the spirit imbuing it is attuned to a specific life force, chosen when crafted, and does not work for any other. The bundle requires 1 APT daily from its bearer (counted as APT impairment).

#### SPIRIT SHACKLES – OP 4

**Preq:** 18+ APT, Exp Ceremony, Exp Channel  
**Craft:** TD 125      **Time:** 24 days      **TL:** 1  
**Learn:** N/A      **RC:** 45 APT (see below), 17 Mana

These items represent a chain, rope, or similar binding device, even if only symbolically. While a minimum of 45 APT is required, you can increase this amount to create a more powerful set of Spirit Shackles. Every 10 APT you add to the fetish adds +10 to the **Craft** TD, +1 day to time, and +1 to Mana. To use them, make a Gnosis skill check against the MD of the spirit. If you succeed, you shackle the spirit, forcing it to manifest materially and prevent its use of spirit powers. It does not, however, prevent it from any other action (like removing your innards in its now material form). You CANNOT use this fetish



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on a Demiurge, Egregore, Syzygy, or spirit of greater APT than the Spirit Shackles contain.

### OP 5

#### **BROTHER OF THE WIND – OP 5**

**Preq:** 17+ APT, Spec Ceremony, Exp Channel, Spec Gnosis

**Craft:** TD 125      **Time:** 24 days      **TL:** 1  
**Learn:** N/A      **RC:** 50 APT, 17 Mana, 1 spirit (Wind or Storm) of 70+ APT or 1 Demiurge (50+ APT) or 1 animate power of Air (50+ APT)

Call upon a spirit to invest the fetish, or for a demiurge or animate power to lend some of its power (50 APT) to you. The fetish crafted must be pleasing to the “donor” or it reacts in anger. Make a preceding TD 100 Ceremony skill check at 12 days. If you fail, the entity finds the fetish displeasing, and reacts in a hostile and angry way. Otherwise, the entity enters the fetish, and empowers it. The Brother of the Wind fetish provides +50 MD and +10 MR against all air or wind magik, and adds +20 to all rolls made using air or wind magik. It also wraps the bearer in wind and breeze, and such always is moving around the wearer (counted like a constant wind is ruffling their clothes and moving fresh air). Like many fetishes, the spirit imbuing it is attuned to a specific life force, chosen when crafted, and does not work for any other. The Brother of the Wind requires 2 APT daily from its bearer.

#### **CHARM OF KTHER – OP 5**

**Preq:** 19+ APT, Expert Ceremony, Spec Channel, Trd Gnosis

**Craft:** TD 155      **Time:** 27 days      **TL:** 2  
**Learn:** N/A      **RC:** 50 APT, 33 Mana, 1 spirit of Obscurity (35+ APT)

The charm is embodied in the form of a pouch. The pouch must be decorated with and be made from materials harmonious to the user and pleasing to the spirit of Obscurity. Once made, the user can place within it items, and then put the pouch against his flesh; the fetish makes a birthmark on the skin and dissolves, placing the items contained into a hidden niche within the spirit plane and kept safe by the spirit imbued in the charm. You can reform the pouch at any time (it only takes 1 melee round), but each time you call the pouch, it degrades by 2d10 APT. When its APT reaches zero, the pouch disintegrates, spilling out its items. If it still has APT, you can re-dissolve the pouch within your flesh (takes 1 melee round). Its

beginning APT is equal to the APT of its components.

#### **CHARM OF WOUND STORING – OP 5**

**Preq:** 17+ APT, Spec Ceremony, Spec Channel, Exp Gnosis

**Craft:** TD 115      **Time:** 24 days      **TL:** 1  
**Learn:** N/A      **RC:** 50 APT, 17 Mana, 1 spirit (Earth, Wood, or Battle) of 60+ APT

Call upon a spirit to invest the fetish and become a special container of violence. The fetish crafted must be pleasing to the spirit, or it reacts in anger. Make a preceding TD 100 Ceremony skill check at 12 days. If you fail, the spiritual entity finds the fetish displeasing, and reacts in a hostile and angry way. Otherwise, the spiritual entity enters the fetish and empowers it. The Charm of Wound Storing can absorb any wound inflicted upon your flesh, taking it within and storing it instead. Activating the charm requires no action other than a mental command, but does require the charm to be in contact with your body. Also, if the HP damage of the wound is greater than the APT of the charm, the charm disintegrates into dust, and the wound is not absorbed. If the wound absorbed is within the charm’s power, it will absorb the damage, and hold it until released. The APT of the charm is permanently reduced on a one-to-one basis with the amount of HP absorbed. While a minimum of 50 APT is required, you can increase this amount to create a more powerful charm. Every 5 APT you add to the fetish adds +10 to the Craft TD, +1 day to the time, and +2 to Mana. Every 25 APT you add to the charm requires the addition of an additional spirit of at least 50 APT. Only one charm can be used at any given time, and multiple charms cannot be used in conjunction to absorb damage from a single wound. To release a wound stored in the charm, touch it to the flesh of another creature, and call it forth (takes a normal action to touch and evoke the wound from the charm). A Charm of Wound Storing requires 2 APT daily from its bearer (counted as APT impairment). Unlike most fetishes, the charm is not attuned to a specific life force, and can work with anyone who wears it. However, when newly acquired, a compatibility check is made between the spirit within and the new bearer. If incompatible, the spirits will flee (40%), curse the bearer (40%), or attack the wearer in some fashion (20%), directly or indirectly. Either way, an incompatible charm is obviously useless to the wearer.



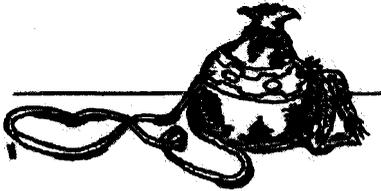
### MEDICINE BAG – OP 5

**Preq:** 17+ APT, Spec Ceremony, Exp Channel, Exp Gnosis

**Craft:** TD 115      **Time:** 24 days      **TL:** 1

**Learn:** N/A      **RC:** 50 APT, 17 Mana, 4 spirits (see below)

The Medicine Bag provides a +20 bonus to a single dice roll of the wearer's choice that they can use once per melee round. For example, you could add this bonus to a Shock Save, a skill check, or an attack. The spirits you bond with the fetish can be a named spirit, such as an ancestral spirit, or unnamed spirit, such as an Einherjar or spirit of the Wind. You must approach each spirit you seek to bond into the Medicine Bag via your Manifest Spirit Avatar (via Gnosis), and Beseech (via Gnosis) it to provide you a part of its power. If they agree, each spirit must be able to provide at least 15 APT of power to infuse into the Medicine Bag (for a total of 60 APT). Unlike most fetishes, a Medicine Bag is not attuned to a specific life force, and can work with anyone who holds or wears it on their person. However, when newly acquired, a compatibility check is made between the spirits within and the new bearer. If incompatible, the spirits will flee (40%), curse the bearer (40%), or attack the wearer in some fashion (20%), directly or indirectly. Either way, an incompatible Medicine Bag is useless to the wearer.



### RIVER OF SECRETS – OP 5

**Preq:** 17+ APT, Spec Ceremony, Exp Channel, Spec Gnosis

**Craft:** TD 125      **Time:** 29 days      **TL:** 1

**Learn:** N/A      **RC:** 50 APT, 27 Mana, 1 Urban spirit (40+ APT) or 1 Wind spirit (60+ APT)

These items call upon a spirit to invest them with a portion of their power. The fetish crafted must be pleasing to the spirit, or it reacts in anger. Make a preceding TD 100 ceremony skill check at 12 days. If you fail, the spiritual entity finds the fetish displeasing, and reacts in a hostile and angry way. Otherwise, the spiritual entity enters the fetish, and empowers it. A River of Secrets fetish is always in use once crafted, and provides the equivalent to a roll of 75 for 2d4+2 Intel skill checks for rumors every day. The River of Secrets requires 1 APT daily from its bearer (counted as APT impairment). Unlike most fetishes, a River of

Secrets is not attuned to a specific life force and can work with anyone who wears it. However, when newly acquired, a compatibility check is made between the spirit within and the new bearer. If incompatible, the spirits will flee (40%), curse the bearer (40%), or attack the wearer in some fashion (20%), directly or indirectly. Either way, an incompatible River of Secrets is useless to the wearer.

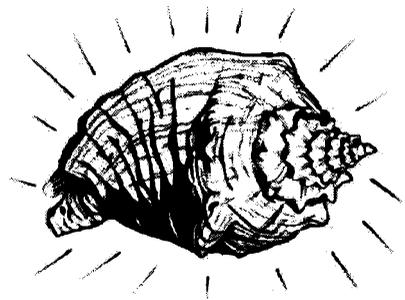
### SPIRIT MASK – OP 5

**Preq:** 17+ APT, Exp Ceremony, Spec Channel, Exp Gnosis

**Craft:** TD 115      **Time:** 22 days      **TL:** 2

**Learn:** N/A      **RC:** 50 APT, 22 Mana, 1 spirit of 30+ APT

These items are masks that represent a particular spirit, even if only symbolically. They emulate the Medicine Man Profession secret of Totem (see appropriate secret). To use a Spirit Mask you must approach the spirit attuned to the mask via your Manifest Spirit Avatar, and Beseech it to provide you a part of its power (both are detailed under the Gnosis skill). Unlike most fetishes, a Spirit Mask is not attuned to a specific life force and can work with anyone who wears it. However, when newly acquired, a compatibility check is made. If incompatible, the spirits will flee (40%), curse the bearer (40%), or attack the wearer in some fashion (20%), directly or indirectly. Either way, an incompatible Spirit Mask is useless to the wearer.



### OP 6

### GHOST SHIRT – OP 6

**Preq:** 22+ APT, Spec Ceremony, Expert Channel

**Craft:** TD 150      **Time:** 47 days      **TL:** 2

**Learn:** N/A      **RC:** 95 APT, 24 Mana, 1 Protective spirit (any) of 45+ APT

A Ghost Shirt fetish can be any kind of clothing, and is decorated with the signs, symbols, and materials



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gathered. The shirt must be pleasing to the spirit called, or the spirit will reject the caller and forgo providing its power. Halfway through the time required to create the fetish, make a TD 100 Gnosis skill check. If the check is failed, the spirit rejects the fetish out of hand and destroys the materials. Otherwise, continue as normal, and if the final TD 150 check succeeds, the spirit enters the Ghost Shirt. When created, a Ghost Shirt is attuned to a specific person, and it will only provide its protection to that person. A Ghost Shirt will provide +50 to all Defenses (DEF, MD, and PD), +50 to all Parry attempts, and +35 to all Dodge attempts. The spirit within, however, takes a great toll on the wearer. When donned, the spirit drains 6 APT from its wearer immediately, and will require 3 APT daily (all counted as APT impairment). Its power is seductive, and the wearer must succeed at a TD 75 EGO check to take off the Ghost Shirt once worn. As a note, the 6 APT drain occurs every time the shirt is taken off and put back on, regardless of time elapsed.

#### QUESTOR'S SHIRT – OP 6

**Preq:** 20+ APT, Spec Ceremony, Expert Channel [must have Power Trap]  
**Craft:** TD 145      **Time:** 40 days      **TL:** 2  
**Learn:** N/A      **RC:** 80 APT, 21 Mana, 1 spirit of Stone of 40+ APT

These items are specifically geared for a single person and usually only given when said person is on a quest of the gods or the spirits. The fetish calls to the spirit of the Stone to invest an article of clothing, typically a shirt or vest decorated to be pleasing to the spirit. If successfully formed, the fetish provides protection in the form of 12 DR. Like many fetishes, the spirit imbuing it is attuned to a specific life force, chosen when crafted, and does not work for any other. The Questor's Shirt requires 1 APT daily from its bearer (counted as APT impairment).

#### SPIRIT BAG – OP 6

**Preq:** 24+ APT, Expert Ceremony, Expert Channel [must have Renewing Dweomer]  
**Craft:** TD 150      **Time:** 44 days      **TL:** 2  
**Learn:** N/A      **RC:** 90 APT, 30 Mana

A very special fetish, it is specifically geared to a single person. A Spirit Bag acts like a container for the APT of its construction, acting like a pool of power that allows the creator to absorb some of the APT that went into creating the Spirit Bag to restore their own. Each APT drained from the Spirit Bag reduces the Spirit Bag's APT on a 1-to-2 basis. When it reaches zero, it disintegrates. Its beginning APT is equal to the APT of its components.

#### SPIRIT SHIELD – OP 6

**Preq:** 25+ APT, Spec Ceremony, Expert Channel [must have Power Ward]  
**Craft:** TD 155      **Time:** 43 days      **TL:** 2  
**Learn:** N/A      **RC:** 80 APT, 21 Mana, 1 Protection spirit of 45+ APT

The fetish created must be made into the shape of a protective item, even if only symbolically. The maker of the fetish calls to the spirit to invest the item during this long ritual. If successful (the TD 155 check succeeds), the fetish is filled with power and provides protection against spirit and PSI attacks. For as long as it is worn, you are considered to have 200 MD and 200 PD against all spirit or PSI attacks. You add +25 to all EGO checks or Saves required against possession, domination, or similar forms of mental or spirit attack. A Spirit Shield requires 2 APT daily from its bearer (counted as APT impairment). Like many fetishes, the spirit imbuing it is attuned to a specific life force, chosen when crafted, and does not work for any other.

#### TALISMAN OF LIFE STORING – OP 6

**Preq:** 20+ APT, Spec Ceremony, Expert Channel, Exp Gnosis [must have Anchor]  
**Craft:** TD 150      **Time:** 44 days      **TL:** 2  
**Learn:** N/A      **RC:** 85 APT, 21 Mana, 1 spirit (Life, Love, or Ancestral) of 45+ APT

This is the crafting of a talisman of items and filling it with a spirit of Life, Love, or of someone of great meaning to you (Ancestral spirit). The items used must hold great significance to you. They also must be organized in some manner to hold meaning to you and to your life. Once constructed, you must approach the spirit you seek to bond to the talisman via Manifest Spirit Avatar (see Gnosis), and ask it to power the talisman. The spirit must agree and be willing. If the spirit is greater than the APT needed, it can give only part of its being to power the talisman. Once finished, the talisman will create a synergistic resonance with your life force. Should any being attempt to impair, destroy, or damage your ESS, the talisman is damaged instead, losing 1 APT of its construction for every 1 ESS otherwise inflicted. If you should perish while wearing the talisman, it will hold your life force within it for 1 day per APT of the talisman. Once exhausted, the spirit within is free, and you pass on to your afterlife like normal. A Talisman of Life Storing requires 2 APT daily from its bearer. Like many fetishes, the spirit imbuing it is attuned to a specific life force, chosen when crafted, and works for no other.



## OP 7

### MEDICINE POUCH – OP 7

**Preq:** 20+ APT, Spec Ceremony, Expert Channel [must have Shackle Channel], Expert Gnosis

**Craft:** TD 175      **Time:** 54 days      **TL:** 1

**Learn:** N/A      **RC:** 125 APT, 35 Mana, 1 spirit (Cooperation or Synergy) of 75+ APT

You create a special fetish, a pouch imbued with a powerful spirit of Cooperation or Synergy, that acts as a container for other fetishes of lesser power. Once created, the Medicine Pouch requires little more than 2 APT daily from the bearer (counted as APT impairment). However, you can place any number of fetishes within as long as their combined APT is not more than the total of the Medicine Pouch. Once within the Medicine Pouch, you can call upon any number of the fetishes within at any time, and gain their benefits (requires a quickened action) by spending Mana equal to their APT. You do not suffer any APT loss for using fetishes from within the Medicine Pouch. For example, if you had a Medicine Pouch with an Eyes in the Dark fetish and several War Beads fetishes, you could call upon the Eyes in the Dark and 2 War Beads fetishes with a single quickened action, pay 25 Mana (5 for Eyes in the Dark and 20 for War Beads) and suffer none of the ordinary APT loss for using those 3 fetishes.

### SKIN OF THE BEAST – OP 7

**Preq:** 20+ APT, Expert Ceremony, Expert Channel, Spec Gnosis

**Craft:** TD 165      **Time:** 54 days      **TL:** 1

**Learn:** N/A      **RC:** 100 APT, 27 Mana, 1 animate power of the Beast (see below)

You form the fetish from the skin of a beast of your choice. The fetish must be touching your skin to call upon its power (free action to do so). It will allow you to take on the full form and capabilities of the beast whose skin you bear. The transformation is rapid, taking only d8 melee rounds. While in the beast's shape, your intellect persists, but the beast's overlays your own. The animate power of the Beast you bond with the fetish can be willing or unwilling. An unwilling animate power bound to the fetish requires a TD 75 Gnosis skill check to use. A Skin of the Beast fetish is stressful to use, and inflicts 5 APT impairment on each use. It also degrades over time, and each use depletes d20 APT from the materials. When the APT of the materials reach zero, the fetish is useless. Like many fetishes, the spirit imbuing it is attuned to a specific life force, chosen when crafted, and works for no other.

## OP 8

### SOUL SHIELD – OP 8

**Preq:** 26+ APT, Expert Ceremony, Expert Channel, Expert Gnosis

**Craft:** TD 195      **Time:** 72 days      **TL:** 1

**Learn:** N/A      **RC:** 130 APT, 33 Mana, 12 ounces of Spirit Eater dust

The fetish prevents you from being possessed by any spirit, animate power, or through magik or psychic means. Each time the fetish protects you, it reduces its APT by d10. When the APT of the materials reach zero, the fetish is useless.

## OP 9

### SPIRIT POUCH – OP 9

**Preq:** 30+ APT, Expert Ceremony [must have Constant Dweomer], Expert Channel, Gen Gnosis

**Craft:** TD 225      **Time:** 102 days      **TL:** 2

**Learn:** N/A      **RC:** 180 APT, 60 Mana

A very special fetish, it is specifically geared to a single person. A Spirit Pouch acts exactly like a Spirit Bag, but is of a greater size.

## OP 10

### SACRED MANDALA – OP 10

**Preq:** 30+ APT, Gen Ceremony, Gen Channel, Gen Gnosis

**Craft:** TD 250      **Time:** 151 days      **TL:** 3

**Learn:** N/A      **RC:** 150 APT, 42 Mana, any number of spirits of Communion (total minimum of 200 APT)

A very special fetish, it is created upon a surface, and worked and decorated in a way pleasing to the spirits called. Every 50 days during creation, a TD 150 Gnosis check must be made, or the spirits find the work displeasing, and react in some fashion, usually by hindering the work (40%: forces you to redo 10% – 100% of the completed work), cursing the creator (40%), or attacking the creator in some fashion (20%), directly or indirectly. When a Sacred Mandala is successfully completed, the lead creator designates who or what can use the fetish, usually by declaring its power is only available to a specific culture, race, or type of being. For those so designated, the Sacred Mandala raises the useable APT of those who meditate within its boundary by 5% per day, to a maximum of 50%. The benefits of the Sacred Mandala will last for 1 week for every day spent within. Thus, a Medicine Man of 40 APT who uses the Sacred Mandala for 10 days will have an effective APT of 60 for the next 10 weeks.



## MAGIK & PSYCHIC - CHAPTER EIGHTEEN



**M**agik is power, inchoate energy known as mana for those who learn to manipulate its fabric. It can do wondrous or horrible things depending on the person who calls upon it.

The act of manipulating mana is the basis for the different types of magik. Cast magik uses spells, ceremonial magik uses rituals, Faith-based magik uses Prayers and Rune magik uses the pure building blocks of magik through Eldarin. All the types of magik have their dangers.

Psychic is inner mental power, formless and inchoate as mana is for a mage. Like magik, it can do wondrous or horrible things depending on the person who calls upon it. The act of manipulating psychic

takes the form of mental powers. Like magik, even the easiest mental power to use has its dangers if a mistake is made.

### USING MAGIK AND PSYCHIC

Arduin Eternal treats magik and psychic like any other skill, allowing any person to theoretically use it. Those who do not attend a school of magik or its equivalent learn the magik or mental structures (spell, ritual, prayer, mental power, etc.) individually. Most magik and psychic structures use a difficulty rating known as an Order of Power and define prerequisites prior to understanding and use. To use the magik or psychic you must meet all the prerequisites and be capable of using magik or psychic of equivalent OP.

## BASIC MAGIK OR PSYCHIC USE REQUIREMENTS

Cast magik uses a formula of gestures, movements and vocal mnemonics to create a spell. While cast magik seeks precision in the spells it formulaically defines, the language is imprecise and spells are improperly formed, causing a spell fumble. The Cast skill provides the level of expertise with a specific magik spell. Channel provides the power.

Ceremonial Magik is akin to Cast Magik but how the magik is powered differs greatly. Where the magik from formulae via Cast Magik is called and then powered immediately through channeling, Ceremonial Magik grows incrementally, with each step of the ritual equating to a portion of the power. Ceremonial Magik does not use mana, but instead uses APT and rituals with requirements beyond the combined APT of the ritual members will fail.

Unlike the other two types of magik, the power of Runeweaving is of a different color altogether. Where Cast magik relies upon formulae and ritual upon the potential of people, places or procedure, Runeweavers calls forth the true magik in all its greatness with the language of Eldarin. When the Runeweavers of old were schooled by the Kthoi in the manner of magik, it was through the language of Eldarin they were taught. Eldarin was created by the Kthoi to allow other races to master some of the same powers they could call with sheer will and talent. It was a vehicle to empower slaves and the language was constructed to define the principles inherent in magik; describing it on a level of detail only overshadowed by the Kthoi master tongue.

Eldarin is a methodical language and the art of its use is a precise, systematic and scientific one as well. When Runeweavers use Eldarin to weave their runes, they inscribe very mnemonics and symbols that represent magik, shaping it utterly to their will without fail. Runeweavers channel power into their runes similar to how a ritual builds power step by step of its ceremony. When they have finished inscribing their will on the language of Eldarin, the construct of their magik appears. Interrupting a Runeweaver does nothing; the power they have built merely returns to them and is not lost as they have total control of it and the language of Eldarin.

Using psychic is mechanically very much like using Cast Magik. Thematically, psychic is different, as the power comes from within. A psychic visualizes and shapes mental constructs that become charged within inner power through his ability to channel and translate into mental powers. While a psychic seeks precision with mental powers, they are formed through the imperfect lens of the mind and prone to failure. The Mind skill provides the level of expertise

with a specific mental power. Channel provides the power. Aside from these differences, mental powers are handled exactly like Cast Magik.

## PREREQUISITES FOR USE

All magik and psychic define some prerequisite. At a basic level a spell, prayer, ritual, mental power, or rune will require a certain skill rank requirement. Many of the more powerful ones define secrets, certain or other requirements as well.

## SKILLS RANKS AND ORDER OF POWER

Skill ranks in a School of Magik or similar groupings of magik or psychic (Academy of the Mind, Divine Dominion, etc.) are the equivalent to book learning in a subject. You know about it, can understand and talk about but really can't apply it practically. It's the professor who knows all about economics but couldn't run a business if his meals depended on it.

Orders of Power are the practical side. They are the point where experience, performance and trial and error turn bookish learning into application.

Magik and psychic powers that have OP require you to have access to the same level of OP or you cannot use them. It requires the expenditure of one EPS per OP beyond what you already know. Thus, to gain access to OP 4 spells, you would need to spend an equal amount of EPS unless you already knew lower OP. For example, if you already knew OP 2 spells, you would only need the difference, or 2 EPS to learn OP 4 spells. Once OP are unlocked you have access regardless of the school of magik acquired from or if learned individually.

*Example – Wildren begins the game with access to OP 2 magik and spells from the College of Magik in Talismondé. After a few games he invests an additional EPS to learn OP 3 spells. Later he ends up in Ghorfar and learns of Ghorfarian magik. He will have access to OP 1, 2, and 3 spells from both schools if he meets their prerequisites.*

When you invest EPS to gain OP in magik, you do so in either Cast or Ceremonial magik. The same applies to the OP of mental powers.

*Example – Wildren begins the game with access to OP 1 – 2 Cast and OP 1 – 2 Ceremonial magik. Later after several sessions he invests an EPS to gain access to OP 3 Cast magik. To gain access to the equivalent Ceremonial Magik, he'll need to invest another EPS.*



## OVERLOADING MAGIK OR PSYCHIC

Some magik and psychic in Arduin Eternal can be overloaded. This means you can alter them from their base forms at the time of casting or when otherwise defined by the magik description. When you take this option you must decide on and pay for the options you elect when you make them. If the magik involved does not provide an option then one does not exist for the magik in its current form.

## CASTING TIMES

Magik takes time to cast. Complexity, difficulty, the type of magik, the target and other factors can drive up the time it takes to cast magik. How long this takes depends on the total mana requirement and your Channel skill. The amount of power you can move in a melee round is determined by your Channel skill ranks. How much of that allotment you decide to use per CF Action Count is up to you. How fast any magik is cast is a function of the Channel skill and your skill ranks in it.

*Example – Wildren wants to cast Yorgen's Falling Forever on an Ogre passing by him. It needs 58 Mana after he overloads it and his Channel skill is 39 and CF 35. The spell will take one full melee round (39 mana) and at least one CF Action Count (19 Mana) of the next melee round to cast.*

## DISMISSING MAGIK AND PSYCHIC

At some point in game play a spell, ritual, mental power or some other power structure will need to be dismissed or cancelled before its allotted time. If the chosen magik or psychic power is still being channeled, it can be dismissed immediately by ending the channel effort. If the magik or psychic power is in effect, however, use the following rules:

- If the caster is the target, the magik or psychic power can be dismissed without an action.
- If the target of the magik or psychic power does not have a MD or PD, generally noted by only requiring a skill check to succeed, it can be dismissed without an action.
- If no target exists for the magik or psychic power, it can be dismissed without an action.
- Magik or psychic powers cast on targets with a MD or PD cannot be dismissed but can be dispelled by making a Channel skill check against the target's PD or MD and then channeling the same amount of mana or PSI initially required.
- Magik or psychic powers with a maintenance requirement end when the maintenance stops.
- If the magik or psychic power has both a maintenance requirement and a set duration, it stops when the maintenance stops but is not

dismissed until the duration expires. At any point during the duration if maintenance is paid, the magik or psychic power resumes (to the limit of the duration/write up).

## INTERRUPTIONS

Magik and psychic is susceptible to interruption when channeling power. Channeling normally only consumes a normal action, so quickened actions (such as Dodge) never interrupt Channeling. Damage, constrictions or even other spells can. When these situations occur, you must make a TD 75 Channel skill check adding to it any HP damage taken (if any). If you fail, the magik or psychic power is disrupted and gone. Taking damage makes the skill check even harder, adding any damage inflicted to the TD on a one-for-one basis. BODY or other attribute/characteristic damage is considered equal to 10 HP to check for interruptions. Note that Rune Magik is not susceptible to interruptions.

## INTERRUPTIONS AND RITUALS

Rituals are susceptible to interruption just like Cast Magik. If interrupted, the ritual fails. Any APT allocated to the ritual returns to its source.

## QUICKENING RITUALS

Speeding the duration of a ritual is risky business and takes true skill. To speed a ritual requires an additional skill check, determined as the ritual preparation phase ends. Speeding a ritual one increment of duration equals the difficulty listed for the current duration. Stepping ritual two or more increments adds the difficulties for each together to derive the new difficulty for taking such a huge step. It's important to read the Quick Ritual Table properly. Find the current duration of the ritual (or its closest equivalent, rounding up) and refer to the TD listed next to it. The TD listed is required to speed the ritual to the next lower step, such as taking a quickening a yearlong ritual to a one-month one, which requires a TD 300 to complete.

*Example: To speed a one-hour ritual to a one-minute ritual requires a TD 150 skill check. To speed this ritual further to a one-melee ritual would require a TD 250 (TD 100 + TD 150 on the table).*

QUICK RITUAL TABLE	
Current Ritual Timeframe	TD
Decade	TD 500
Year	TD 300
Month	TD 250
Week	TD 200
Day	TD 150
Hour	TD 125
Minute	TD 100
Melee Round	-

## CHANNEL

The skill of creating, detecting and directing energy flows, regardless of source. Channeling takes an action whether it is from your own personal power pool or any other source. The amount of energy you can move is equal to your skill ranking in Channel. You cannot draw from multiple sources unless you have the proper secrets.

When you channel energy, you pull this energy to yourself and place it in your personal power pool. The amount of energy you can hold in this cache without harm is finite. A person's limit is determined by their Profession and secrets. Regardless, if the limit is exceeded, the excess Mana is absorbed point-for-point into your CON, each point counting as CON impairment. If you exceed your CON you die, every cell in your body exploding from overload.

You can channel freely from your personal power pool and any "worn" source without a skill check (see below). Otherwise, channeling from sources requires you to make a channeling skill check against the source's TD. This skill check is modified by situational or environmental modifiers. The same rules for fumble or critical skill checks apply.

### FREE CHANNEL

You can channel from yourself or any open source (see open and closed sources) you physically touch without expending an action. Called free channeling, you can also free channel from sources that you have a special relationship as well, such as your familiar. However, all the normal rules of channeling still apply to this free action except you do not make a channel skill check unless some circumstance dictates otherwise, such as being forced to do so by enemy action, for instance.

### WILD CHANNEL

Wild Channel is an attempt to draw in all the available energy around you in one massive surge. Wild Channel breaks the limits of channeling rules, allowing you to draw in more than your normal limit of your Channel ranks. When you do so, however, you must make a TD 100 Channel skill check, minus one-half your Channel skill ranks or suffer a Channel fumble. Regardless of your skill, a minimum of one exists regardless of skill. The amount you can pull in its only limited to the APT of the area (see your GM for the amounts).

### MANA AND PSI REGENERATION

In Arduin Eternal, any person of the profession of magik or psychic gains their full personal power pool of mana or PSI back after an 8 hour period of rest.

Other individuals use their Channel skill to regenerate or rejuvenate mana as they rest and regenerate an amount of mana passively over an eight hour period equal to their Channel skill ranks.

### MANA OR PSI SOURCES

Magik spells and mental powers require something to power them. That power comes in the form of mana or PSI. All mana or PSI is drawn from a source. There is a countless variety of sources in the world, ranging from a temple or shrine, the proverbial wizard's staff, or a person's inner pool of power. You use the Channel skill to draw mana or PSI from a source. Drawing from a source requires a Channel skill check. A source can be opened, closed, sealed or attuned.

### NATIVE POWER GENERATION

If you natively generate Mana or PSI, add this value to any Mana or PSI you get from your profession, path or secrets. If you generate mana or PSI but have no mana or PSI pool from a profession or then your APT score is the max amount of energy you can move in melee round and your ESS is the amount of mana or PSI you can move in a CF Action Count.

### SOURCE STATES

A source can exist in the following states. Outside of an attuned source, your access to all sources is limited to a 1 foot per Channel skill rank in distance. Beyond this range you cannot access a Source and draw upon its power.

#### OPEN

An open source is a source useable by anyone with the Channel skill. Most natural sources are open.

#### CLOSED

A closed source is shut off except for the being maintaining control over it. Thus, a closed source remains freely usable to the closer, but not to others. Control is maintained by having a source on your person or in your immediate possession. When using a battle grid, a source in the same grid square is considered in your control. To overcome another's control, you must make an opposed Channel skill check with the person closing the source.

#### SEALED

A sealed source requires a person to meet or exceed a Channel skill check TD to access the source. A source can be sealed for many reasons. It can be sealed by a person, for instance, via the Seal Source secret or be sealed innately, such as a node or nexus.

## ATTUNED

An attuned source is sealed to everyone except the person or persons who have attuned to the source. A person un-attuned to the source must beat a TD equal to the combined Channel skill ranks of all the people attuned to the source. For example, if 10 priests, each with 50 channel skill are attuned to a shrine; you must make a Channel skill check of TD 500 to access the shrine.

Attunement makes the source accessible from anywhere in the same world. You are not limited to the normal distance restrictions to a source. It also provides natural Channel Hardening. All sources list a bonus you add to Channel skill checks when defending against attacks against channeling from the source. All sources have an attunement rating. This rating indicates the number of days it takes to attune to the source.

## DIVINE DOMAIN

Each deity in Arduin Eternal dictates the magik it allows its priests, known as a Divine Domain. This does not preclude a priest from learning prayers or magik outside of the Divine Domain, but doing so or using such could lead to dogmatic transgression. The Divine Domain is handled like a School of Magik and is not limited to 100 OP. Rituals within a Divine Domain still use the Ceremony skill for all mechanics and are handled like Ceremonial magik for acquiring access to OPs.

## SCHOOLS OF MAGIK

Spells in Arduin Eternal can be learned singly or through instruction in a particular style or schooling of magik. Each provides certain benefits. Spells learned individually have a greater chance of advancement, for instance. Spells learned through a schooling of magik are slower to advance but give you access to a broad range of knowledge and may or may not have additional requirements. A school of magik is handled mechanically, as described below.

- When you learn a school of magik, your skill in the school of magik applies towards all the spells in the school, regardless of when you learn them. As outlined under the Cast skill, a School of Magik has a -20 skill advancement penalty.
- A school will have no more than a total of 100 OP of spells within it. For example, you could have 12 OP 1, 5 OP 2, 5 OP 3, 5 OP 4, 5 OP 5, and 3 OP 6 spells in a school of magik (100 OP).
- As you meet the requirements of magik within the school of magik you gain access to it.
- In the instances where you have a higher skill rank with a spell singly or within another school,

the highest skill rank applies.

- If you take separate skill ranks in a spell that is within your school and you meet its prerequisites, you start with the school's skill ranks. So, if you had a school of magik with 11 skill ranks and you took 1 of those spells individually, you would start it at 11 skill ranks.
- In instances of dual proficiency in spells, you check for skill increase in the school (if it within the school) and the separate skill proficiency. However, the highest skill rank of the two applies to both for skill advancement. Now, other spells from within his school are used, the school of magik is eligible to advance normally.

The schools that follow are samples for you to use in your games. Each illustrates an approach to learning magik and should provide a solid starting point for your own games. Use them as a guide to build your own.

Sample Schools of Magik
Corybyarian Collegiate
Fire and Mist
Kaelngze
Krastemya Collegiate
Maelik Marvaan
Talismondé Battle Mage
Talismondé Collegiate
Tschairchtsk

## CORYBYARIAN COLLEGIATE

The College of Magik in the capitol of Corybyar is the seat of learning in Ghorfar. The Corybyarian College provides a basic course of learning and this way of teaching is the standard "export" to external nations. The curriculum is the only "official" (sanctioned by monarchs/college of magik) Ghorfarian style of magik allowed to be taught to non-Ghorfarians. The Ghorfarian approach provides good basic instruction across a broad spectrum but only dabbles at the mid-levels of magik.

**Prerequisite:** 25+ APT, 16+ MA, Ghorfarian and Rendorii languages, Trd Arcanology

**School Focus:** The Ghorfarian curriculum consists primarily of book learning, with a concentration on Ghorfarian culture, arcane canon, theory and lab work.

**Concentration Skills:** Arcanology, Cast, Ceremony, Channel, Ghorfarian Culture, Ghorfarian History [Know], Corybyar College History [Know]

## SPELL[S]/RITUAL [R]

Basic Web {Trenkole's} [S-OP 1]  
Fast Freeze [S-OP 1]  
Fiery Flash {Fafinghar's} [S-OP 1]  
Fog Call {Bethkyn's} [S-OP 1]  
Lock Jaw {Sardonyx's} [S-OP 1]  
Quickflame {Jundrunne's} [S-OP 1]  
Slow Drop {Dalemon's} [S-OP 1]  
Swift Sleep {Saballa's} [S-OP 1]  
Wizard Dark {Lundgren's} [S-OP 1]  
Wizard Glow {Frei-Beth's} [S-OP 1]

### —Test of the Gate—

Probability Twists {Pelloque's} [S-OP 1]  
Slowing Tread {Mulaid's} [S-OP 1]  
Detection (Magik) [R-OP 1]  
Detection (Secret Closures) [R-OP 1]  
Maze of Kulkquin (see description in this college)  
Astounding Alteration {Pelloque's} [S-OP 1]  
Mystik Dart {Moshraera's} [S-OP 1]  
Reversal {Thuddon's} [S-OP 1]  
Shield {Mulaid's} [S-OP 1]

### —Footsteps of the Seven—

All Seeing Eyes [R-OP 1]  
Detection (Astral/Ethereal) [R-OP 1]  
Detection (Curses) [R-OP 1]  
Detection (Gates) [R-OP 1]  
Ensorcelled Word {Edrik's} [R-OP 1]  
Heart of Winter [R-OP 1]  
Identification {Arturon's} [R-OP 1]  
Hangfire {Nehlsohn's} [R-OP 1]  
Self Heal [R-OP 1]

### —Aulkulin's Trial—

Anti-Web Aura [S-OP 2]  
Banished Fatigue {Khurtol's} [R-OP 2]  
Blind Spot {Timaham's} [S-OP 2]  
Delay Passage [S-OP 2]  
Disjoint [S-OP 2]  
Fire Burst {Ajae's} [S-OP 2]  
Ice Bullets {Ajae's} [S-OP 2]  
Mystik Shield {Moshraera's} [S-OP 2]  
Speed-Up {Jon's} [S-OP 2]  
Wondrous Web {Quarzalla's} [S-OP 2]

### —Knowing the Wind—

Wizardly Window {Gorbach's} [S-OP 2]  
Hawk Flight {Morden's} [S-OP 2]  
Highlifter {Xarf's} [S-OP 2]  
Mana Mirror {Santander's} [R-OP 2]  
Missile Magiking [R-OP 2]  
Mystik Gecko {Scadyng's} [R-OP 2]  
Simple Levitation {Skylyn's} [S-OP 2]  
Swing {Stafford's} [R-OP 2]  
Twofer {Nehlsohn's} [R-OP 2]

### —Test of the Twilight Pool—

Blinding Blizzard {Archom's} [S-OP 3]

Lightning Strike {Cenjen's} [S-OP 3]  
Mana Shield {Mulaid's} [S-OP 3]  
Shepherding Urge [S-OP 3]  
Death Strike [R-OP 3]  
Rhedd's Rapid Fire [R-OP 3]  
—Mid-Master's Premise—  
Ghost Wind {Charonard's} [S-OP 4]  
Teleportation {Tandoora's} [S-OP 4]  
Ice Wall {Yathagon's} [R-OP 4]  
Perfect Dome of Dynamic Defense {Yathagon's} [S-OP 5]

**Test of the Gate:** A test to demonstrate basic skill is required at this point. The Test of the Gate refers to the gilded gates of the College in Corybyar, where candidates pass a grueling gauntlet of arcane puzzles, quizzes and tests given by the aspiring masters. Entirely mental, except for endurance, the character must make Arcanology checks (TD 10, 25, 35, 50), Cast Checks (TD 10, 20, 30), Ghorfarian Culture checks (TD 10, 25) and Ghorfarian History checks (TD 10, 25). A candidate must make 8 out of the 11 checks before progressing. It can be attempted as needed but must be passed before further magik is taught. Each test takes 1 day to complete.

**Maze of Kulkquin:** This test is the next stage of acceptance after an initial grounding in arcane theory, canon and practical use of magik. For those at the actual college in Corybyar they are taken to the grand library of Kulkquin and cast into its labyrinthine halls with only a series of cryptic clues to guide them back out. Outside of it, this test is typically a 2-3 week journey, one where the student must rely on their skills to break a wizard code (Arcanology TD 75 or Corybyar College History TD 25).

**Footsteps of the Seven:** The college has many heroes and heroines in its past. These seven were chosen to typify certain characteristics and knowledge to students so they would understand the magik they are about to learn. Entirely mental and book-based, this test requires the character make an Arcanology check (TD 50), Ceremony checks (TD 10, 15, 25), Cast checks (TD 20, 30) and Corybyar College History (TD 15, 15, 15, 15, 20, 20, 25). A character can sub in a Ghorfarian History check instead but the TD is +50 harder. All skill checks take 1 hour times the TD required to complete.

**Aulkulin's Trial:** Aulkulin was infamous for his ability to outmaneuver and outthink his opponents and worked diligently to convey this ability to his students. The tradition he started lives on and every student of this curriculum is required to debate the arcane canon in a public venue and account well for themselves before being allowed to continue their

studies. In game terms this means a person must seek out and debate others to express and display their grasp of arcane knowledge, succeeding at a series of opposed Arcanology rolls. A person must succeed in at least half of the opposed rolls to be considered to have passed this trial, with a minimum of 6 opposed checks made with an opponent of approximate skill. Opponents with 10 or more skill ranks lower than you do not count as an opponent for this test. Equally, a student who can demonstrate superb skill can skip this trial if they can succeed at a TD 125 Arcanology check (one time attempt only) or attain 45 skill ranks in Arcanology.

**Knowing the Wind:** One of the curriculum most well known and despaired trials, this test will stretch the boundaries of a student's knowledge. In Corybyar, these tests are always done during the winter, with the snow laden winds burning cold trails in the frosty air while students shiver on the stone roofs of the college. A student is tested in the areas of arcane theory, canon, arcanagraphy, magic traditions, wizardry codes, Ghorfarian history and Collegiate history. It consists of a brutal series of Arcanology checks (TD 35, 45, 50, 55) for the areas of arcane theory, arcanagraphy and wizardry codes; 3 Cast checks (TD 30, 40, 50) for skill and practical use; 2 Ceremony checks (TD 35, 45) for arcane tradition and ceremony; 3 checks each for Ghorfarian History (TD 50, 50, 60) and Corybyar College History (35, 45, 50). Each Arcanology, Cast and Ceremony skill checks will take 1 day times the TD required to complete (whether successful or not) and the other checks take 1 hour times the TD required to complete. All must be met to continue.

**Test of the Twilight Pool:** In Corybyar's College of Magik lies a deep pool, whose waters always seem cast in the lingering stillness of Twilight. The pool is surrounded by orange-red pipes of differing shapes and sizes that descend to the calm waters in a seeming haphazard manner. Here students are tested and then prepared to enter the next stage of arcane power. The test consists of 3 Cast, Ceremony and Arcanology checks (TD 55, 65 and 75 each) and the completion of a lab project dealing with arcane theory. The skill checks take 1 day per TD required though they can be challenged and met in a single day each if the student can succeed at double the TD (110, 130, and 150 respectively). This can be attempted once. The lab project takes 6-months and a TD 75 to complete. Like the others, however, it can be challenged and met in a month's period by attempting a TD 150 check instead, one time only. If this check is failed, the month's time is lost as well.

**Mid-Master's Premise:** To reach the heights of

what this curriculum teaches requires a major arcane project or for the student to further the art by creating their own ritual or spell. Either is considered acceptable. The arcane project will take at least 1 year and a TD 100 to complete. It can be challenged in 3-months by attempting a TD 200 instead, one time only. If the check is failed, the 3-months are lost.

## FIRE AND MIST

Fire and Mist is an Ithalosian style of magik study that grew out of its dealing with the mists and beings that inhabit their land. While a northwardly and remote land, this style of magik learning is widespread, mainly due to its easily learned but effective magik and low stress on book learning. The style is considered non-traditional and looked down upon by more traditional schools, as it strays into areas not normally part of the arcane canon.

**Prerequisite:** 30+ APT, 12+ MA, Ithalosian and Rendori languages

**School Focus:** This Ithalosian curriculum concentration strongly on application, with little-to-no book learning or lab work needed.

**Concentration Skills:** Arcanology, Cast, Channel

### SPELL [S]/RITUAL [R]

- Fiery Flash {Fafinghar's} [S-OP 1]
- Hands of Enervation [S-OP 1]
- Quell Sound [S-OP 1]
- Rosy Mist of Reason [S-OP 1]
- Spriggan Wind [S-OP 1]
- Unseen Catapult {Ciarn's} [S-OP 1]
- Wizard Glow {Frei-Beth's} [S-OP 1]
- Blind Spot {Timaham's} [S-OP 2]
- Hawk Flight {Morden's} [S-OP 2]
- Pybra Eyes [S-OP 2]
- Challenge of the Wastes——
- Fog Bolt {Talahur's} [S-OP 3]
- Scream of the Bean Sidhe [S-OP 3]
- Shepherding Urge [S-OP 3]
- Fiery Enclosure {Faltan's} [S-OP 4]
- Mage Fear {Khoreb's} [S-OP 4]
- Mist of Black Misery {D'Allon's} [S-OP 4]
- Pinwheel {Pyroman's} [S-OP 4]
- Thunder Ball {Elric's} [S-OP 4]
- Enigma of Power——
- Acid Rain {Elrik's} [S-OP 5]
- Moon Burst {Sarachander's} [S-OP 5]
- Sun Burst {Sarachander's} [S-OP 5]
- Acid Spray {Elrik's} [S-OP 6]

War Strike {Waelan's} [S-OP 6]

—Dance with the Zool—

Death Star {Davalon's} [S-OP 7]

Eater from Within {Voorhing's} [S-OP 7]

Soul Sword {Vanthor's} [S-OP 8]

Star Thunder {ShaHui's} [S-OP 9]

**Challenge of the Wastes:** This test of the student requires them to fight, learn and live – in Ithalos it means going out into the fog shrouded wastes and surviving against the grim beasts that dwell there. Elsewhere it means to depart from safe environs and challenge the unknown and dangerous. The student must overcome at least 20 opponents in 10 separate battles and bring back trophies from each to relate the tales. At some point in the battle against the opponent, the student must utilize a spell from the school or the battle is not counted. Proof is measured in advancement and the student must progress at least 11 skill ranks in the school (Cast skill) and the Channel skill from pure skill use alone. This means you can't use EPS to advance your skill ranks to meet this requirement but must instead do it the old fashioned way!

**Enigma of Power:** This test of the student forces them to literally understand the enigmas of the power they are about to learn by “eating” fire, lightning and mist! Relying on their skill alone (no helping items or people), the student must channel at least 50 APT of elemental fire, 50 APT of elemental lightning, and 50-APT of elemental mist/fog successfully (and survive)! Any elemental source will suffice for the fire, lightning, and mist including spiritual sources. The channel must occur in one setting and at one time.

**Dance with the Zool:** The door to the final magiks of this school lay in the shadow of Ithalos's dreaded boogeyman, the Zool. Only a master who has ascended to this level and has channeled the Zool can open the way. The test requires the master to channel a manifestation of the Zool's spirit, which can be done any where. Once channeled, the master projects the student into the Zool's spirit, sending them to an extra-dimensional version of the Zool Stalk Forest. The knowledge that represents the next four spells is hidden in the forest and must be found. The student will be unmolested for 2d10 melee rounds (GM rolls this and keeps this number secret) by the Zool. After this point the Zool will hunt and attempt to devour the spirit of the student. The Zool will make a magikal attack against the student every melee round to discern the student's location. The magikal attack starts at d100 and gains a +5 bonus every melee round. If the student is located the Zool will continue its attack but each successful attack will

damage d4 ESS of the student until they die or withdraw (which they can do at the beginning of any melee round). However if they withdraw they lose all knowledge they have found. Either the student finds all 4 spells or they find none. The student can use a d6 melee rounds and a TD 150 Channel check to locate 1 spell or use d10 melee rounds and a TD 100 Arcanalog check. Once found, it takes 40 – student's APT melee rounds to get to the hidden spell. This must be done for each spell. A student who uses objects or people to help him may or may not pass this test, depending on their instructor.



## KAELNGZE

The origins of this combat-oriented arcane schooling are long lost but the approach it takes is a popular one in the southern and mid-continental nations. Its battle orientation and low emphasis on canon and theory make it popular and easier to learn than more book-heavy approaches. Unfortunately this “light” approach leaves large gaps in a mage's education and it works best when combined with other schooling to compensate.

**Prerequisite:** 28+ APT, 14+ MA, Rendorii language  
**School Focus:** Kaelngze focuses on the practical and useful, spending little time on arcane theory, canon or lab work. Its concentration is combat and battle.

**Concentration Skills:** Arcanalog, Cast, Channel

### SPELL [S]/RITUAL [R]

Arcane Skin [S-OP 1]

Bolts of Blue Bedevilment {Jasterman's} [S-OP 1]

Bone Shaker {Harwyn's} [S-OP 1]

Fast Freeze [S-OP 1]

Fiery Flash {Fafinghar's} [S-OP 1]

Lock Jaw {Sardonyx's} [S-OP 1]

Mystik Dart {Moshraera's} [S-OP 1]

Quickflame {Jundrunne's} [S-OP 1]

Reversal {Thurldon's} [S-OP 1]

Slow Drop {Dalemon's} [S-OP 1]

Shield {Mulaid's} [S-OP 1]

Swift Sleep {Saballa's} [S-OP 1]  
 Wizard Dark {Lundgren's} [S-OP 1]  
 Wizard Glow {Frei-Beth's} [S-OP 1]  
 —11 Battles Bring Glory—  
 Anti-Web Aura [S-OP 2]  
 Biting Ground {Cherlmay's} [S-OP 2]  
 Bubble {Cherlmay's} [S-OP 2]  
 Fire Burst {Ajae's} [S-OP 2]  
 Hands of Serundjin [S-OP 2]  
 Ice Bullets {Ajae's} [S-OP 2]  
 Mystik Shield {Moshæra's} [S-OP 2]  
 Speed-Up {Jon's} [S-OP 2]  
 Tarantella {Dunklemeyer's} [S-OP 2]  
 Blood and Experience (see description in this college)  
 Advanced Lock Jaw {Sardonyx'} [S-OP 3]  
 Flash Point {Skorn's} [S-OP 3]  
 Heavy Helper {Hildegarde's} [S-OP 3]  
 Lightning Strike {Cenjen's} [S-OP 3]  
 Mana Shield {Mulaid's} [S-OP 3]  
 Witchfire {Wicked Whanda's} [S-OP 3]  
 —Forged in Battle—  
 Ball Lightning {Moonwolf's} [S-OP 4]  
 Doom Fire {Davalon's} [S-OP 4]  
 Emergency Displacement {Harwyn's} [S-OP 4]  
 Thunder Ball {Elic's} [S-OP 4]  
 Channel the Heat (see description in this college)  
 Crimson Bands [S-OP 5]  
 Mystik Dart of Destruction and Slaying {Morgault's} [S-OP 5]  
 Sun Burst {Sarachander's} [S-OP 5]  
 —Faces of Death—  
 Deadly Disintegration {Sarta Nohr's} [S-OP 6]  
 Red Death {Morgorn's} [S-OP 6]  
 Hand of Hell {Paerraen's} [S-OP 7]

**11 Battles Bring Glory:** The first practicum is exactly as it sounds: the student must fight with the magik he or she has learned, defeating at least 1 opponent in 11 separate battles or duels. At some point in the battle against the opponent, the student must utilize a spell or ritual or the battle is not counted.

**Blood and Experience:** The second practicum requires the student to fight and learn from that experience until they have achieved the necessary level of expertise. The student must fight and use the magik they have learned to advance at least 9 skill ranks in the school (Cast skill) from pure skill use alone. This means you can't use EPS to advance your skill ranks to meet this requirement but must instead do it the old fashioned way!

**Forged in Battle:** The third practicum duplicates the second practicum but requires 15 skill ranks that can be gained from pure skill use or by the means of EPS.

**Channel the Heat:** The fourth practicum focuses on the channeling requirements needed for mid-level magik. Relying on their skill alone (no helping items), the student must channel at least 50 APT of elemental fire, 50 APT of elemental lightning, and 200-Mana of pure energy successfully (and survive)! Any elemental source will suffice for the fire and lightning, including spiritual sources. The channel must occur in one setting and at one time. The pure energy requirement does not have to come from a single source but it must total 200 or more to qualify.

**Faces of Death:** The fifth and final practicum prepares the student for Kaelngze's most deadly spells. The student must suffer and live through the backlash of each of the three upcoming spells to understand their deadly toll. First, the student must suffer the backlash of disintegration, successfully saving against a TD 100 Shock Save (see the effects of the spell if you fail). Second, is the Red Death and you roll d10+20 and compare it versus the students BODY. If it meets or exceeds it, see the spell to find out what results. Lastly, is the Hellhand: the student must make a TD 125 Shock Save or die immediately; saving means only suffering d10+5 HP damage. A student who uses objects or people to help him may or may not pass this test, depending on their instructor.

## KRASTEMYA COLLEGIATE

The old capitol of Chund, Krastemya, is a center of learning rivaled by few. The new capitol Chunda, the new college grounds, and its explosive growth under the rule of the arcane plutocrats is starting to eclipse the old magic college. Still, outside of Chund's borders, it's the name of Krastemya that those who study arcane lore remember well. The Krastemya Collegiate provides basic instruction in the Chundian arcane canon, theory and practice. This teaching method has been widely exported in the past and is seen a "standard" for aspiring mages to learn. The Chundian approach provides good basic instruction across a broad spectrum but focuses at the lower to mid-levels of magik only, unlike its more advanced schools.

**Prerequisite:** 34+ APT, 20+ MA, Chundian and Rendori languages, Trd Arcanology, Trd Channel  
**School Focus:** The Chundian curriculum consists of book learning, arcane canon, theory and lab work. It also focuses on Chund Culture and History.

**Concentration Skills:** Arcanalog, Cast, Ceremony, Channel, Chund Culture, Chund History [Know]

### SPELL[S]/RITUAL[R]

Awful Sting [S-OP 1]  
Bands of Iron {Grei's} [S-OP 1]  
Fiery Flash {Fafinghar's} [S-OP 1]  
Fog Call {Bethkyn's} [S-OP 1]  
Hands of Enervation [S-OP 1]  
Rosy Mist of Reason [S-OP 1]  
Slow Drop {Dalemon's} [S-OP 1]  
Spriggan Wind [S-OP 1]  
Swift Slap {Penryn's} [S-OP 1]  
——**Test the Waters**——  
All Seeing Eyes [R-OP 1]  
Curse [Bad Luck] [R-OP 1]  
Curse [Karmic Justice] [R-OP 1]  
Detection (Curses) [R-OP 1]  
Detection [Magik] [R-OP 1]  
Heart of Winter [R-OP 1]  
Identification {Arturon's} [R-OP 1]  
——**Walk the Path**——  
Jherbal's Instant Grab [S-OP 1]  
Mystik Dart {Moshæra's} [S-OP 1]  
Reversal {Thurldon's} [S-OP 1]  
Shield {Mulaid's} [S-OP 1]  
Wizard Dark {Lundgren's} [S-OP 1]  
Wizard Glow {Frei-Beth's} [S-OP 1]  
Wizard Wings {Voorhing's} [S-OP 1]  
——**Master the Ceremonies**——  
Gentle Rains of Spring [R-OP 1]  
Hangfire {Nehlsohn's} [R-OP 1]  
Magikal Alarm [R-OP 1]  
Protection [Cold] [R-OP 1]  
Protection [Fire] [R-OP 1]  
Protection [Melee Attacks] [R-OP 1]  
Protection [Ranged Attacks] [R-OP 1]  
Purification {Bencoa's} [R-OP 1]  
Self Heal [R-OP 1]  
——**Chundian Initiates Trial**——  
Appose [S-OP 2]  
Aura of Innocence [S-OP 2]  
Bubble {Cherlmay's} [S-OP 2]  
Hands of Serundjin [S-OP 2]  
Hawk Flight {Morden's} [S-OP 2]  
Highlifter {Xarf's} [S-OP 2]  
Ice Bullets {Ajae's} [S-OP 2]  
Mystik Shield {Moshæra's} [S-OP 2]  
Speed-Up {Jon's} [S-OP 2]  
Wizardly Window {Gorbach's} [S-OP 2]  
——**Ride the Raging Waves**——  
Lasting Light {Styx's} [R-OP 2]  
Missile Magiking [R-OP 2]  
Mystik Gecko {Scarlyng's} [R-OP 2]

Pocket Protection {Ajkireon's} [R-OP 2]  
Solid Ground [R-OP 2]  
Swing {Stafford's} [R-OP 2]  
Twofer {Nehlsohn's} [R-OP 2]  
——**Tame the Inner Dragon**——  
Death Strike [R-OP 3]  
Fog Bolt {Talahur's} [S-OP 3]  
Lightning Strike {Cenjen's} [S-OP 3]  
Pressure Wave {Roaaad's} [S-OP 3]  
Rapid Fire {Rhedd's} [R-OP 3]  
Second Skin {Rinjin's} [S-OP 3]  
——**Acolytes Trial**——  
Ball Lightning {Moonwolf's} [S-OP 4]  
Disappearance {Morgault's} [S-OP 4]  
Lightning Armor [S-OP 4]  
Mystik Mole {Pardlyng's} [R-OP 3]

**Test of the Waters:** A test to demonstrate basic skill is required at this point. The Test of the Waters refers to the great sea walls of Chund, where candidates must pass a grueling gauntlet of arcane puzzles, quizzes and tests given by the aspiring masters. The character must make Arcanalog checks (TD 10, 25, 35), Cast checks (TD 10, 20, 30), Ceremony checks (TD 10, 20, 30), Chund Culture checks (TD 10, 25) and Chund History checks (TD 10, 25). A candidate must make 11 out of the 13 checks before progressing. It can be attempted as needed but must be passed before further magik is taught. Each test takes 1 day to complete.

**Walk the Path:** This test is the next stage of acceptance after a thorough grounding in arcane theory, canon and practical use of magik. The lesser masters (or master if taught outside of the college) bind the student with 6 curses, each one relating to events in Chund's past, arcane canon and the character. The aspiring mage must use their knowledge of history, culture, arcane matters and ceremonies to overcome them. Requires Chund Culture checks (TD 25, 25), Chund History checks (TD 25, 25), Arcanalog checks (TD 35, 45) and Ceremony checks (TD 35, 45). A candidate must make all the checks to defeat the curses. Usually this takes d4 days per skill check and anything beyond 6 weeks is considered a failure. It can be attempted as needed but must be passed before further magik is taught.

**Master the Ceremonies:** Ceremonial magik has a strong footing in the Chundian arcane canon and they ground students in it thoroughly. In this test, a student is tested on their mastery of the basic fundamentals of ceremonial magik while surrounded by distractions, danger and temptation. A student is led to a sheltered place and then placed within a

protective circle while another is drawn around that (concentric circles). Within the outer circle, the master attending the test summons forth dozens of minor spirits that tempt, distract or attempt to harm the student, while the student demonstrates their mastery of ceremonies. This test requires the character make Channel checks (TD 30, 30, 35, 35, 40) and Ceremony checks (TD 20, 20, 30, 30, 35, 40, 45). Skill checks take 1 hour times the TD required to complete. It can be attempted as needed but must be passed before further magik is taught. A student who can demonstrate superb skill can skip this trial if they can succeed at a TD 125 Ceremony check (one time attempt only) or attain 45 skill ranks in Ceremony.

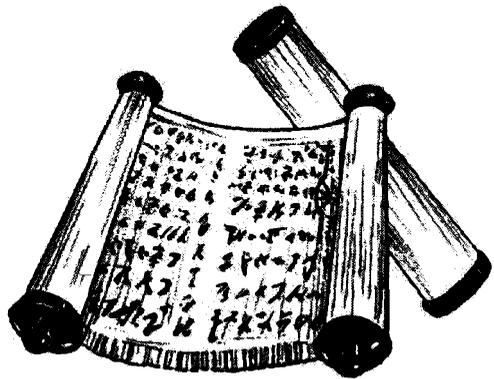
**Chundian Initiates Trial:** This test is the first "serious" test of the schooling, asking a student to demonstrate mastery they have achieved thus far and show they are "worthy" of further schooling. An initiate must cast all the spells and rituals they have learned thus far successfully, failing no more than 5 times out of 32 spells and rituals. Those who succeed pass and are extended an additional challenge to debate with a master. The debate is not without danger, for arcane debates in Chund are considered arcane duels. Those who accept make opposed Arcanalogy skill checks with a master, who lowers his or her skill ranks to the same level as the student plus 10. At this point both begin to express and display their grasp of arcane knowledge, seeking to overwhelm the other. Opposed skill checks are made: whoever wins lowers the other's effective skill by d10 skill ranks and CON by 1. This continues until one side or the other wins or the student passes out (zero CON).

**Ride the Raging Waves:** One of the more dangerous tests but usually seen as "fun" to do in the Chundian curriculum and always done at the Summer Solstice on the Festival of Hadrun. The lesser masters (or master if taught outside of the college) bind the student with 2 curses, one that makes only (or moisture, spray, foam, etc.) solid to the student and everything else like water while the second slowly kills them over a 48 hour period (strangulation). The student is released on the ocean, specifically the Black Water Straits, and must make their way back to the coastline where the lesser master (or master) waits, before the second curse strangles them or the plentiful creatures that infest the straits eat them. If done outside Chund, an equally dangerous area is used.

**Tame the Inner Dragon:** In Krastemya lies the Infinite Pattern of the Dimensional Abyss, an inlaid pattern of colored tile, stone, and semi-precious gems. The pattern is fed by a twining cluster of earth

channels that change the pattern into an artificial arcane node. The test is voluntary but a student cannot progress further until the test is passed. A student must ascend the pattern and walk at least 9 of its 99 steps as a demonstration of "soft" power. The GM rolls the initial step-maneuver required and then informs the student. Roll 3d10+20 and double the results to find the Channel TD required. This point is the last chance for the student to back out of the test. Each step movement afterwards is harder than the next. Add 2d10 to the previous roll to find the next TD. This test is not without risk. The pattern opens up aspects of the student's ego and inner id and such, if the pattern is not completed for any reason, the student suffers d3 EGO impairment for each step-movement they do not finish. If the student reaches zero EGO, they must make a TD 125 Shock Save or die immediately. If this test is performed outside of Krastemya it must be done within an earth node and the pattern must be inscribed for the student to follow. The test also requires 3 masters of this school, ones who have passed the Acolytes Trial.

**Acolytes Trial:** The top test of the school requires a complete demonstration of mastery. The acolyte must cast all the spells and rituals they have learned thus far successfully, without failure on the first try. Those who succeed pass the initial test and are then given a major arcane project to complete. The master chooses the project and a normal project will take at least 1 year and a TD 100 to complete. However, those thought acceptable (minimum Expert Cast in this school, Expert Channel, Expert Arcanalogy) are offered a harder project that requires 2 years and a TD 150 to complete. Finishing either project means passing the trial. Those that complete the harder project however made Acolytes of the College. The chance to do this is offered once and only on the first attempt to test. If a student fails and tests later, this chance is not offered again.



## MEALIK MARVAAN

This style of arcane learning is named after Mealik Marvaan, a Falohyrian wizard who pioneered arcane learning after the great loss of knowledge incurred during the Nexus Wars. The curriculum is well regarded though lacking in strong battle magik or tactics. The Mealik Marvaan approach provides good basic instruction across a broad spectrum but its focus is at the low end of magik. This teaching method is taught widely in Falohyr and other nations as a good “core” curriculum to learn for a mage seeking a diversity of magik.

**Prerequisite:** 27+ APT, 18+ MA, Falohyrian, Low Elvish, and Rendorii languages

**School Focus:** The Mealik Marvaan curriculum is strong on book learning, lab projects and arcane canon with a minor concentration of Falohyrian History and Wood Elf History.

**Concentration Skills:** Arcanology, Cast, Ceremony, Channel, Engineer, Falohyrian History [Know], Wood Elf History [Know]

### SPELL(S)/RITUAL(R)

Alarming Impediment {Ciam's} [S-OP 1]

Arcane Skin [S-OP 1]

Attend Me! [S-OP 1]

Detection [Magik] [R-OP 1]

Flare {Jimathon's} [S-OP 1]

Identification {Arturon's} [R-OP 1]

Instant Grab {Jherbal's} [S-OP 1]

Fog Call {Bethkyn's} [S-OP 1]

Magikal Alarm [R-OP 1]

Slowing Tread {Mulaid's} [S-OP 1]

Wizard Wings {Voothing's} [S-OP 1]

#### —Elvish Studies—

Detection [Location] [R-OP 1]

Purification {Bencoa's} [R-OP 1]

Self Heal [R-OP 1]

Slow Drop {Dalemon's} [S-OP 1]

Speak in Tongues [R-OP 1]

Swift Sleep {Saballa's} [S-OP 1]

#### —Falohyrian Studies—

Appose [S-OP 2]

Aura of Innocence [S-OP 2]

Farspeaker {Phanch's} [S-OP 2]

Fantastic Flush {Fleming's} [R-OP 2]

Mana Mirror {Santander's} [R-OP 2]

Out-Fire {Phanch's} [S-OP 2]

Hands of Serundjin [S-OP 2]

Graft Flesh [R-OP 2]

Sound Wipe {Tuatha's} [R-OP 2]

#### —Honor the Past, Commit to the Future—

Boost [Attribute] [R-OP 2]

Boost [Characteristic] [R-OP 2]

Bounteous Bucket {Bhucknehl's} [R-OP 2]

Lariat {Myke-ee's} [S-OP 2]

Patch [R-OP 2]

Simple Levitation {Skylyn's} [S-OP 2]

Slippery Field {Torozon's} [S-OP 2]

Spatial Deliquesce [S-OP 2]

Speed-Up {Jon's} [S-OP 2]

Swelling Thews {Ajkereon's} [S-OP 2]

#### —Marvaan's Oddities—

Cheap {Jheep's} [R-OP 3]

Ever Vigilant Eye {Xundomere's} [R-OP 3]

Golden Guardianship {Siadamura's} [R-OP 3]

Heavy Helper {Hildegard's} [S-OP 3]

Heightened Awareness Hargalon's {} [S-OP 3]

Immovable [R-OP 3]

Resist Gravity [S-OP 3]

Water Skimming {Guerndon's} [S-OP 3]

#### —Green Beer and Oak—

Gas Barrier [S-OP 3]

Mystik Grindstone {Mad Michelle's} [R-OP 3]

Pentagram of Protection {Syndryn's} [R-OP 3]

Lesser Call of Command[birds] {Danforth's} [R-OP 3]

Secret Spy {Sholnon's} [S-OP 3]

Second Skin {Rinjin's} [S-OP 3]

Shepherding Urge [S-OP 3]

Singing Star {Jahk's} [S-OP 3]

**Elvish Studies:** First of the studies, the prerequisite to begin is a demonstration of skill. A student must show they can use each spell and ceremony learned in the curriculum without failing (on the first try only; any failure means the student is not prepared). After gaining entrance to the study, a student is indoctrinated into a regimen of the next set of spells and rituals, arcane canon, and Elvish History. Most of this instruction is done outside though some inside learning and lab projects are done. At the culmination of the study, which takes 25 months – one-half the student's APT (minimum 1 month), the student is tested on what they have learned: the character must make Arcanology checks (TD 25, 30, 35), Cast Checks (TD 10, 20, 30), Ceremony Checks (TD 10, 20, 30), and Elvish History checks (TD 10, 25). A candidate must make 7 out of the 11 checks before progressing. Its attempted as needed but must be passed before further magik is taught.

**Falohyrian Studies:** The second study is very like the first and begins with a demonstration of skill of each spell and ritual learned in the curriculum without failing (on the first try only; any failure means the student is not prepared). After gaining entrance to the study, a student is indoctrinated into a regimen of the next set of spells and rituals, arcane canon, and

Falohyrian History. Most of this instruction is done inside though some outside learning and lab projects are done. At the culmination of the study, which takes 30 months – one-half the student’s APT (minimum 1 month), the student is tested on what they have learned: the character must make Arcanology checks (TD 35, 45, 50), Cast Checks (TD 30, 40, 50), Ceremony Checks (TD 30, 40, 50), and Falohyrian History checks (TD 25, 35). A candidate must make 10 out of the 11 checks before progressing. It can be attempted as needed but must be passed before further magik is taught.

**Honor the Past, Commit to the Future:** A through grounding in arcane canon and practical use is given plus numerous projects that deal with arcane theory. This time of testing is traditionally done started during the Winter Solstice in Falohyr and starts with a 6-month journey. On this journey the student is presented with numerous preset challenges that they must overcome with magik, ingenuity and skill. The journey will test the following skills twice each (TD 50 and 75): Arcanology, Cast, Ceremony, Channel. It will test these skills twice each (TD 30, 50): Engineer, Falohyrian History, and Wood Elf History. Each test of skill will take 100 days minus the student’s skill check. If the student cannot complete each test before the 6-month timeframe ends, they fail. It can be attempted next Winter Solstice as needed but must be passed before more magik is taught.

**Marvaan’s Oddities:** In Falohyr this test of skill is performed in the many broad fields that cover the land. However, any open field with visibility to the stars will suffice. The master prepares the student and then tests them in the skills of Arcanology, Cast, Ceremony, Channel and Engineer. A student must decipher a code or cryptic puzzle, use spells to defeat an obstacle, perform a ritual and channel power or a spirit/undead being, and come up with an approach to solve a problem on the fly. The beginning TD for each is TD 50 and each area is +10 TD harder (TD 50, 60, 70, 80, and 90 respectively).

**Green Beer and Oak:** Only started during the Spring Equinox, to reach the heights of what this curriculum teaches requires a major arcane project or for the student to further the art by creating their own ritual or spell. Either is acceptable. The arcane project will take at least 1 year and a TD 100 to complete. It can be challenged in 3-months by attempting a TD 200 instead, one time only. If the check is failed, the 3-months are lost.



## TALISMONDÉ BATTLE MAGE

The College of Magik in the capitol of Talismondé is considered the “premier” college in the lands due to its proximity to the nexus and the sheer amount of traffic that makes it way to its door. The Battle Mage curriculum is an advanced study that revolves around the use of battle magik, especially the mid- to high-levels.

**Prerequisite:** 40+ APT, 24+ MA, Arduinian and Rendorii languages, Expert Talismondé Collegiate [Cast] and have passed the Atop the Towers test (see the school of magik for details)

**School Focus:** The Talismondé curriculum concentrates of battle magik and arcane canon.

**Concentration Skills:** Arcanology, Cast, Ceremony, Channel

### SPELL[S]/RITUAL[R]

Detection [Enemies] [R-OP 1]  
 Protection [Melee Attacks] [R-OP 1]  
 Spatial Deliquesce [S-OP 2]  
 Flash Point {Skorn’s} [S-OP 3]  
 Dee-Hopper {Tritarra’s} [S-OP 4]  
 —Battle in Four Dimensions—  
 Moon Burst {Sarachander’s} [S-OP 5]  
 Perfect Dome of Dynamic Defense {Yathagon’s} [S-OP 5]  
 Sun Burst {Sarachander’s} [S-OP 5]  
 Succor {Wilamon’s} [R-OP 6]  
 —Challenge the Jexorin Square—  
 Silver Serpent {ShaHui’s} [R-OP 7]  
 Vanisher {Kronwyn’s} [S-OP 8]  
 —Challenge the Manju Square—  
 Star Thunder {ShaHui’s} [S-OP 9]  
 Ultimate Defense {Ullom’s} [S-OP 9]  
 —Take the Black Hall—  
 Spell Catcher {Cenjen’s} [R-OP 10]  
 Silvery Shell of Safety {Antigan’s} [S-OP 11]  
 —Maujeor’s Hell Walk—  
 Defense {Maujeor’s} [S-OP 14]

**Battle in Four Dimensions:** The first of this schooling’s major “tests”. The test is truly a battle, and requires at least 5 – 7 people to do properly. In Talismondé, under professors, professors, lesser masters, adjutant masters and full masters are only allowed to perform this test for a student. The battle is usually done outside Caowyn’s Hall, in battle squares that are set up for this event. The student must confront the testers (minimum 1 to handle dimensional porting and 4 to actually perform the attacks) in this area and its attendant dimensions/planes. Additional people are frequently used to

monitor and assist testors and the student to prevent deaths and to keep the battles within the battle square. Testors attack from above, below, level ground and from an extraplanar location. The student must handle, survive and counterattack in a series of engagements against one or more of the testers to succeed. Any and all magik, even magik from other schools is allowed for this test. Items, objects and other people, however, are not. Breaking the rules (if caught) means automatic failure. If this event is not scripted, the student has a base 75 minus their skill ranks in the Talismondé Battle Mage school of magik [Cast] chance of failing the test. If they fail and rolled less than one-quarter the needed chance, they died in the process as well. This test does not have to be done at the college.

**Challenge the Jexorin Square:** The second major “test” of this curriculum. This test must be performed at the College of Magik in Talismondé as it requires the Jexorin Square: a combination above and below ground maze. The test is another battle and requires the student to team with a  $d6+4$  other students and confront opposing teams of students within the square. Only under professors, professors, lesser masters, adjutant masters and full masters are only allowed to perform this test for students and they act as monitors and judges as needed. Anything is allowed for this test, including all magik, even magik from other schools, objects, items, etc. Cheating is allowed though not (openly) encouraged. Each team member is inscribed with a passage from a scroll written especially for the test and that team. Each team only has a part of the message contained with the scroll and to pass, a team must reconstruct the message. How the rest of the message is gained from the other teams is up to the student and their team. If this event is not scripted, the student has a base 100 minus their skill ranks in the Talismondé Battle Mage school of magik [Cast] chance of failing at the test. If they fail and rolled less than one-third the needed chance, they died in the process as well.

**Challenge the Manju Square:** The third major “test” of this curriculum. This test must be performed at the College of Magik in Talismondé as it requires the Manju Square, a natural concordance of channels (channel cluster) and a cyclic nexus that opens monthly for a 1-day period. Only professors, adjutant masters and full masters are only allowed to perform this test for students and they act as the anchor that maintains the opening of the nexus door. Students who seek out this test are required to enter the nexus, perform a task, and return before it closes. The nexus leads to Cloiso Clorion, a world of wildly varying regions and equally wild time fluctuations.

The world consists of feral, sprawling jungles, scorching deserts, frozen wastes and deep blue oceans dotted with islands. The student has an equal chance of landing in one or the other. Time in Cloiso Clorion runs faster and 1-hour in Talismondé equals 1-month in Cloiso Clorion. A student can take allies and use whatever equipment desired for this test. However, the task required is scaled in difficulty with the more helped used. If this event is not scripted, the student has a base  $15d10$  minus their MA chance of failing at the test. If they fail and rolled less than half the needed chance, they died in the process as well. Otherwise they are trapped in Cloiso Clorion until the nexus opens in Talismondé or they seek out another way to get home.

**Take the Black Hall:** The fourth major “test” of this curriculum and its most dreaded next to Maujeor’s Hell Walk. This test must be performed at the College of Magik in Talismondé. A student must have attained at least Genius skill in Channel and Arcanology to attempt this test or they are not even considered. A student ready for this trial is escorted by two masters to the Black Hall and at its entrance is stripped totally of everything, including arcane, psychic, ritual or other magiks or mental powers. Only the student’s native talents and skills are retained (and powers/benefits of rites, if any). Within the Black Hall, a student is confronted with a series of trials that stress their skills and arcane ability to the max. The student must successfully cast every spell they have learned in the school without fail (first time/no fumbles). If they fail at this point they are excused to try again in a few weeks. Otherwise, they are presented with the next trials, which are tests of Channel and Arcanology. Within the Black Hall is an open air area filled with Wraith Roses. The student must counter-Channel their life (ESS) draining attacks (each rose attacks at  $d100+75$ ) as they navigate to the center in order to get the scroll contained there. A person will suffer  $d8+1$  attacks each direction (those who teleport/dimension port or otherwise minimum expose only suffer the minimum number of attacks for 1-direction). The scroll contains a cryptic wizard code which requires a TD 175 and 200 minus the student’s Arcanology skill check in minutes to decode. However, every  $d4$  minutes the student has the scroll (without regard to whether they touch it/interact with it) the scroll will drain 1 CON from them. A student can elect to quite at any point but it takes  $d6$  minutes for the masters to retrieve them and students who wait to the last minute often die.

**Maujeor’s Hell Walk:** The last and most dreaded “test” of this curriculum. The test corresponds exactly to its name, as the student and a master or adjunct

master will undertake the same hell walk Maujeor made many years ago. Each hell walk varies but a student should expect this test to take 2d8 years and to stress their skills to the maximum. If this event is not scripted, the student has a 7d10 percent chance of failing at the test. Students who fail are either (50%) dead or (50%) trapped in some other dimension/world.

## TALISMONDÉ COLLEGIATE

The College of Magik in the capitol of Talismondé is considered the “premier” college in the lands due to its proximity to the nexus and the sheer amount of traffic that makes it way to its door. The Collegiate curriculum is considered the foundation of all its higher learning and is openly available to any aspiring mage. Those seeking to learn an advanced curriculum would do well to learn this schooling first before attempting others.

**Prerequisite:** 30+ APT, 20+ MA, Arduinian and Rendorii languages, Trd Arduin Culture

**School Focus:** The Talismondé curriculum concentrates evenly on book learning (arcane canon, arcane theory, occult lore, wizard codes) and practical use, with minor concentrations in Arduinian Culture, Nexus Lore, and lab work (projects).

**Concentration Skills:** Arcanology, Cast, Ceremony, Channel, Arduinian Culture, Arduinian History [Know], Nexus Lore [Know]

### SPELL[S]/RITUAL[R]

- Alarming Impediment {Ciamr's} [S-OP 1]
- Arcane Skin [S-OP 1]
- Astounding Alteration {Pelloque's} [S-OP 1]
- Basic Web {Trenkole's} [S-OP 1]
- Bone Shaker {Harwyn's} [S-OP 1]
- Magikal Alarm [R-OP 1]
- Mystik Dart {Moshæra's} [S-OP 1]
- Hangfire {Nehlsohn's} [R-OP 1]
- Healing {Nampbrook's} [R-OP 1]
- Rosy Mist of Reason [S-OP 1]
- Bind the Mist of the Sea**—
- Binding Chains of Light [R-OP 2]
- Fire Burst {Ajae's} [S-OP 2]
- Lariat {Myke-ee's} [S-OP 2]
- Mana Mirror {Santander's} [R-OP 2]
- Mystik Shield {Moshæra's} [S-OP 2]
- Swelling Thews {Ajkereon's} [S-OP 2]
- Twofer {Nehlsohn's} [R-OP 2]
- Wondrous Web {Quarzalla's} [S-OP 2]

### —Tribulation of Purple Hall—

- Golden Guardianship {Siadamura's} [R-OP 3]
- Mana Shield {Mulaid's} [S-OP 3]
- Resist Gravity [S-OP 3]
- Second Skin {Rinjin's} [S-OP 3]
- Ultra Rapid Transit {Rydlynd's} [S-OP 3]
- Witchfire {Wicked Whanda's} [S-OP 3]

### —Gauntlet of Yellow Hall—

- Hellfire {Haraag's} [S-OP 4]
- Mage Fear {Khoreb's} [S-OP 4]
- Pinwheel {Pyroman's} [S-OP 4]
- Revenge {Kyler's} [R-OP 4]
- Teleportation {Tandoora's} [S-OP 4]

### —Seven Trials—

- Fearful Fiery Fist {Azorn's} [S-OP 5]
- Clumsy Field {Querdloe's} [S-OP 5]

### —Ordeal the Blue Hall—

- Demonic Dance of Death {Rusalla's} [S-OP 6]
- Mail of Power {Maujeor's} [S-OP 6]

### —Atop the Towers—

- Falling For Forever {Yorgan's} [S-OP 7]
- Reflector Shield {Rusalla's} [S-OP 7]

**Bind the Mist of the Sea:** A test of proficiency is required at this point to measure whether the student is prepared to take the next step. Bind the Mist of the Sea refers to the great misty sea next to Talismondé, where students gather on its edges to engage in a grueling series of quizzes given by senior students and faculty to test their knowledge. It culminates in a challenge, where the best students are given a chance to use their skills and bind the mist into something solid and walk out on the water using nothing but their arcane skills and boots. Whether at the college or elsewhere, the tests take 3 days and require Arcanology checks (TD 15, 25, 25, 35), Cast checks (TD 10, 15, 20), Channel checks (TD 10, 15, 20, 25), Ceremony checks (TD 15, 20) and Arduinian Culture checks (TD 15, 25). A candidate must make 12 out of the 15 checks before progressing. Only given once per year at the college (as a festival) but the tests can be given at any time otherwise.

**Tribulation of the Purple Hall:** This series of tests is to prepare the student for the power they are about to learn and to demonstrate the power and knowledge on has already gained. The Purple Hall (actually Moelkor's Hall but it has gained the nickname due to the one wall that is embedded with purple blood stones) is infamous as a “make or break” part of the curriculum. For those at the college, they are sequestered in the Purple Hall and engaged in a battery of tests, many of them dangerous and all one after another without rest. The length of the tribulation is up to the student: those well rounded in

book work and practical application does best. It starts with a battery of tests within the hall that require an Arcanalogy, Cast, Ceremony and Channel skill check, each starting at TD 20 and growing by +5 TD, one after another, until TD 75. Each check takes d3 hours and no rest if given. If one is failed, the student starts over until they quit, fall over from exhaustion or die. If they succeed, they pass. If they fail they may try again in one year. At the end, the student (usually very tired at this point) is offered an extra curricular challenge (only at the college in Talismondé). They are given 25 hours to navigate their way out of a nexus tesseract, using their knowledge of Arduin history and nexus. It requires 3 Arduin History checks (TD 20, 25, 35) and 3 Nexus Lore checks (TD 20, 35, 45) and takes d6 hours for each check. Those who succeed are given an invitation to the Covenant of Winds on the Plains of Paranon (convocation of wizardry that meets spring and winter).

**Gauntlet of the Yellow Hall:** Similar to the earlier Purple Hall Tribulation, a student is tested and prepared for new knowledge. Equally similar, the test is seen as a make or break part of the curriculum. Those who fail must wait a year to try again. The Gauntlet is a series of tests and battles, consecutively given, without rest. The focus of Yellow Hall is one battle tactics and arcane canon and it thoroughly tests each. Each of the 5 areas tests, in growing difficulty, the skills of Arcanalogy, Cast, Ceremony and Channel. A student must decipher a code or cryptic puzzle, use spells to defeat an obstacle, perform a ritual and channel power, usually for more mana, to handle a spirit or to open up a new area. The beginning TD for each is TD 50 and each area is +10 TD harder (TD 50, 60, 70, 80, and 90 respectively).

**Seven Trials:** A relief of sorts from previous tests, these trials are esoteric and bookish in nature. Each is a major arcane project, taking d3+2 months and TD 65, 75, 85, 95, 105, 115, and 125 to complete. However, a student can “test out” of a project by presenting a magikal dissertation on it instead, but with at a TD + 50 for the project. They can also elect to “test out” by introducing new knowledge to the arcane canon, either by research or new spells/rituals. If by spell/ritual, each OP of the spell/ritual counts as a project, erasing the requirement from the lowest to the highest. Thus, a mage providing an OP 2 and OP 3 spell to “test out”, would need only to complete the last 2 projects.

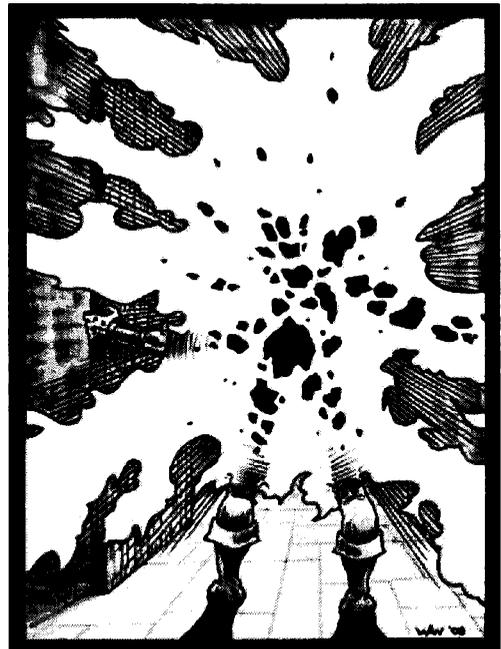
**Ordeal of the Blue Hall:** The Blue Hall is plain compared to the others and is the starting point of the journey the student is about to make. The journey requires the student to travel to 3 points of their

master's choosing, in order to harmonize and align their centers of power. The points are usually set to far enough apart that it will take a year for the student to reach each of the three and return. At each chosen point the student must succeed at a TD 100 Ceremony and TD 100 Channel skill check in a simple nameless ritual that takes 2d8 days for each site.

**Atop the Towers:** The final “test”, this is a practical exercise of power. The student is invited to the “towers” of the college, which are 99 high points scattered across the many buildings of the college. A student is randomly teleported to one of the high points and presented with a challenge that can only be overcome or defeated with a single spell or ritual. No other intervention beyond the single spell/ritual, the student's ingenuity, skills or native talents are allowed. If the GM doesn't desire to role play this activity then the test will take 75 – Cast skill rank in the school + d10 days to complete, with a minimum of 1-day.

### ACADEMY OF THE MIND

Mental Powers in Arduin Eternal can be learned singly or through instruction in a particular style or academy. Academy of the Mind is mechanically handled like a School of Magik but uses mental powers instead. Each different Academy of the Mind is an approach or study that a person, organization or institution uses to teach mental powers. For game purposes this also provides a guide to the mental powers and rituals that are introduced and taught within an individual Academy of the Mind.



## TSCHAIRCHTSK

This style of arcane learning is named after Tschairchtsk, a Red Phraint time-shorn from the past and landed in Arduin under King Elnik's reign. It organized a series of teaching out of self-defense, to keep the prying minds constantly visiting it busy and to form a barrier of defense between it and the Phraint queens that desired its death (and DNA). The Tschairchtsk way of learning took root in Talismondé and stands as pretty much the only organized method of standard instruction.

**Prerequisite:** 28+ APT, 24+ MA, Trd Noetics, Trd Channel, Trd Meditation

**School Focus:** The curriculum has a strong application and battle-focus.

**Concentration Skills:** Ceremony, Channel, Meditation, Noetics

### MENTAL POWERS[M]/RITUALS[R]

All Seeing Eyes [R-OP 1]

Amphora [M-OP 1]

Body Image Alignment [M-OP 1]

Cast Eyes Abroad [M-OP 1]

Find the Beat [M-OP 1]

Hard Buffer [M-OP 1]

Intellectual Shield [M-OP 1]

Mind Flood [M-OP 1]

Mind Hands [M-OP 1]

Next Second [M-OP 1]

Shield Self [M-OP 1]

Anonymity [M-OP 2]

Anticipate [M-OP 2]

Body Image Adjustment [M-OP 2]

Banished Fatigue {Khurtol's} [R-OP 2]

Cleft Mind [M-OP 2]

Harden Nerves [M-OP 2]

Kinetic Shield [M-OP 2]

Mind Link [M-OP 2]

Psychic Lift [M-OP 2]

Psychokinesis [M-OP 2]

——Walk the Landscape of the Mind——

E.S.P. [M-OP 3]

Eyes of the Mind [M-OP 3]

Heart Stopper [M-OP 3]

Mind Probe [M-OP 3]

Psychometry [M-OP 3]

Speed Up [M-OP 3]

Team Fortress [M-OP 3]

Body Image Correction [M-OP 4]

Mind and Body in Harmony [M-OP 4]

Mind Seal [M-OP 4]

Avoidance [M-OP 5]

Cardiac Arrest [M-OP 5]

Eyes of the Warlord {Orlyndon's} [R-OP 5]

Mind and Body Are One [M-OP 5]

Decoy [M-OP 5]

——Assertion of Self——

Cerebral Hemorrhage [M-OP 6]

Clean Psychic Trail [M-OP 6]

Teleporting [M-OP 6]

Aerie of the Ethereal [M-OP 7]

Stonebrow [M-OP 7]

Incinerate [M-OP 8]

Precognition [M-OP 8]

Psychic Program [M-OP 9]

Explode Heart [M-OP 10]

Psychic Holography [M-OP 10]

**Walk the Landscape of the Mind:** The first test Tschairchtsk focused on a student knowing their own internal self. Using telepathy, the teacher links with the student and sets them to a list of tasks that force them to travel through their own inner thoughts and id. The student is required to make 5 Noetics skill checks, starting at TD 15 and grow by +10 (TD 25, 35, 45, and 55 respectively), 5 Channel skill checks at the same TDs and 2 Meditation skill checks at TD 50 and TD 65 to move on to greater teaching.

**Assertion of Self:** The next test Tschairchtsk devised revolved around a student keeping their sense of self while being flooded by a wave of aggressive, overwhelming thoughts. A student is required to go to crowded, busy place, such as a market or sellers lot and open their mind to the wash of thoughts around them. The act requires a successful TD 75 Meditation check to enter the proper trance and another TD 75 Noetics check to disband all the protections and filters normally in place. The student will spend the next 100 – Noetics skill ranks in days wallowing in the thoughts of others. At the end of this time they must succeed in an MA check versus the number of days spent or they cannot assert their sense of self and become lost. Those lost accrue d6 insanities and stay in this state for 125 – Noetics skill ranks of days. At this point they can try one more time but if they fail, the insanity is permanent and they literally become selfless parrots of the living beings around them, without individual personality.

# RUNES - CHAPTER NINETEEN



**R**une magik is the most powerful and the most difficult magik in Arduin Eternal. The magik of runeweaving does not use the Orders of Power to define their difficulty and strength. Rather for runeweaving it's the depth of one's lexicon and one's creativity and desires that make rune magik tick.

Rune magik is very freeform and flexible beyond the dreams of any spell, prayer or mental power. Its strength, however, is also its weakness, as such freedom can be confusing and difficult to use in game play for such. As such, it is suggested that only experienced players take on the challenge of a Runeweaver or Runesinger and the rune magik they employ.

### RUNES AND ELДАРIN

Eldarin is the language of power. It's a constructed language, one bestowed by the Kthoi to their minions long in the hoary past to allow them to use certain powers in a crude parody of their eldritch strength. Eldarin is the primary vehicle for rune magik. The rune concepts within Eldarin are secrets, similar to the secrets of other skills, and constitute the bulk of the known runic vocabulary.

### ADVANCING IN ELДАРIN

Among the skills, Eldarin differs somewhat. When a runeweaver (or runesinger, for that matter) successfully uses Eldarin to complete a rune, they mark it for possible advancement as they would any other skill. Runeweaving doesn't fail and is not susceptible to criticals or fumbles; it ignores them. Eldarin among the skills has neither.

Interrupts also do not disrupt runeweaving though shutting off their ability to channel would.

### ACQUIRING SECRETS

Few places teach rune magik and fewer still provide free access to the glossary of runic knowledge. Rune secrets are found like forgotten treasures and valued as much or more as the greatest glittering baubles every formed. The GM is the ultimate arbitrator of rune knowledge accessibility.

Regardless of availability, a **rune secret requires the expenditure of one EPS** in addition to any other defined prerequisites.

### USING RUNES

Rune magik follows a simple format. Determine the effect you desire, usually by writing it into a simple sentence or description.

*Example – A simple definition might be, "A rune of fire to burn an enemy 10 ft in front of me".*

Next figure out what secrets are required to make the effect happen.

*Example – A simple rune of fire as we defined would require the secrets of Shape (to mold the fire into a 2d area), Range (to project the fire) and Fire (for the flames).*

From the secrets chosen, determine how long it will take to form the rune and how much mana it will take.

*Example – Our simple rune of fire will require 4 melee rounds and 2 Mana for the Range secret, 4 melee rounds and 1 Mana for the Shape secret, and a final 10 melee rounds and 3 Mana for the Fire secret, giving us a total of 18 melee rounds and 6 Mana to create the rune.*

This rune would be either instantaneous or last up to 1 CF Count, inflict 1/4 APT in damage out to a distance of 1 ft per Eldarin skill ranks to one opponent. Typically this is a ray-style attack though with the runic secret "2d shape", any shape is possible within the stated dimensions. If we had applied the Measure secret, the rune could have formed more complex shapes.

### RESISTING RUNES

Runes that interact with another being, object or anything able to resist it (usually defined as having an MD score) require the Runeweaver to make an Eldarin skill check against the victim's MD to interact or affect them.

Thus, using our rune of fire example above, we still have to make an Eldarin roll against their MD or they resist/avoid the effect of the rune.

### MODIFYING RUNES ON THE FLY

You can modify one of your existing runes at any point. Once you begin modifying a rune it ceases its function and becomes a part of your new rune. You do not need to spend the time previously invested in the current rune. Only the time needed for the modifying rune secrets need to be spent.

*Example – After using the fire rune to burn as a weapon, we choose to modify its function by turning it into a fiery wall. This requires the Sculpt secret and only the Time requirement for this secret would need to be spent in order to modify the rune of fire. Once we begin the change, the current rune of fire ceases to exist until we finish.*

Runes built with the secret Eternal and other similar secrets that create a permanent effect cannot be modified once formed.

The previous parameters and attributes of an



existing rune still apply unless modified. If you cast a rune with a duration of one hour and then modify it 59 minutes later to have a new effect, it still only has 1 minute remaining for duration unless you factor this into your modification. It is perfectly legal to modify the duration of a rune to extend it.

You can only modify runes you wove. Others cannot ordinarily transfer their "ownership" of a rune. However, the legendary secrets do allow for this option if they are woven into the rune when crafted.

### DEALING WITH EXISTING ELEMENTS

When you use an existing source as an elemental base for a rune, you gain a powerful boost to the one or more attributes of the rune. Each attribute you modify affects the others to some degree. You cannot use an existing elemental source if you do not have the corresponding rune that governs it.

You can use existing elements and weave them into your rune without calling the element into being. However, you must still reference the element in your rune when you do so. This will half the Time requirement for the element. However, the rune must take on the Form, Dimension, Damage and Duration of the element as outlined below.

- **Form.** Your rune is part or the entire existing element and takes on the same form as the element. If you use a secret to modify Form it takes 25% longer for Time to do so.
- **Dimension.** Your rune is part or the entire existing element. Your rune within the element diffuses to your half APT in feet unless you use a secret to do otherwise. You cannot separate your rune-empowered portion of the element from the rest of the element without dissolving the rune or adding an appropriate rune secret to allow you to do so. If you use a secret to modify Dimension then double its effect if applicable.
- **Damage.** Your rune is part or the entire existing element and inflicts the same damage as the existing element. You cannot separate your rune-empowered portion of the element from the rest of the element without dissolving the rune or adding an appropriate rune secret to allow you to do so. If you use a secret to modify Damage you apply its effect normally.
- **Duration.** Your rune is part or the entire existing element and just as long as the existing element or a period equal to your APT in hours, whichever comes first. You cannot separate your rune-empowered portion of the element from the rest of the element without dissolving the rune or adding an appropriate rune secret to allow you to do so. If you use a secret to modify Duration

you double its effect if applicable.

*Example – You are in a low lying area full of fog. You use it as an existing element and half the time to summon your rune. However, unless you use a rune to override the effect, your rune expands to half your APT in size within the existing fog bank. The GM rules you only control half the fog bank but the rune will last for as long as the fog bank lasts.*

*A little later, a prowling Jump-Jump comes along, sniffing the area trying to find you so it can have its lunch. You modify the rune of mist on the fly, adding the secrets Sculpt, Damage and Control to your existing to your rune. You craft misty claws from your portion of the fog and use them to attack and savage the hunting Jump-Jump.*

If you use an existing element but exceed its Dimension, Duration or Form you only lower the Time requirement for the element by one-quarter instead of one-half and lose any doubling benefits to Dimension or Duration.

*Example – You find yourself trapped in an ambush with enemies raining arrows down on your position. You call forth a rune of wind, using the air around you as a reference element. Since the GM rules little to no wind is currently blowing you add the secrets of Measure (to expand the Dimension), Shape (to change the Form), and Sustain (to extend the Duration). This allows you to form a concave "wall" of blowing wind to turn away the arrows. You gain the benefit of reducing the Time cost by one-quarter but still suffer the one-quarter penalty for changing its Form.*

*Example – Alternatively, you could have used the air around you as part of your rune of air, gaining the half Time reduction benefit and add only the secrets of Shape and Sustain. This would allow you to handle half your APT of air and still make a concave shape. Since there is no wind, you could add the secret of Earth instead, using the ground around you as a reference. Then you could harden the air, providing you with a concave wall of hard air. You would pay half Time costs for the secrets of Air, three-quarters Time cost for Earth, normal Time cost for Sustain and one-quarter more Time cost for Shape.*

*Both the secrets of Shape and Earth modify the attribute of Form in the example. Earth gains a half benefit since there is ample earth around to use as a reference but suffers the same one-quarter penalty at the same time. Thus, it only costs three-quarters normal. Shape, however, costs the full 125% Time.*

### USING MULTIPLE EXISTING ELEMENTS

As the example above implies, using multiple existing elements is allowed. The penalties or benefits gained in doing so are not cumulative. The penalty of Time to Form secrets is always +25%, regardless of

whether you reference two, three or more elements in your rune. The same applies to the doubling effect gained to Dimension and Duration.

### DOUBLING UP RUNES

Certain situations exist where doubling (or more) runes will provide advantages. A case example is our previous one. Using the existing fog provided control over half of it. A second rune of the same type, with the same requirements of Time, Mana and so on would give you full control.

The GM arbitrates these situations as they arise and may require the runeweaver to handle each rune independently or weave them together to handle them as one by applying the Control secret (or a higher equivalent) as a modification to both.

### ELEMENTLESS QUALITIES

Several rune secrets do not have an “elemental” quality to them. The secret of Damage, for instance, or Delay, Intangible, and so on. Linguistically, these are the parts of Eldarin that modify the main action. Secrets that cannot stand “alone” like those mentioned above are considered elementless for the purpose of gaining a benefit from an “existing” element.

### NOT FINISHING A RUNE

Instances will occur where you do not finish a rune. It could be a function of time, necessity or dozens of other factors. Nothing happens if you don't finish a rune. Any mana required is not paid until the culmination of the rune.

If you are modifying a rune and do not complete it, the rune is also gone. The initial mana paid for the existing rune you modified is not gained back. That energy went out to power the rune while it was in existence.

*Example – You begin a rune to call forth a burning sword but do not finish. Nothing happens.*

*Later you attempt the same thing in a different melee but get attacked several times before you can finish. In one of the attacks you are overran and then stunned. While lucky not to get killed, you come away with a few bruises. Nothing happens in regard to the rune.*

*Even later still, you wisely pre-weave the sword of flame into being before the melee begins. This time you are ready and account for yourself well. Several of your opponents flee and hide behind a protective wall. Unwilling to overly expose yourself to any missiles they have, you chose instead to modify your flaming sword rune with the secret of Control (to wield it remotely) and Sensor (to see remotely). Your allies slay them before you finish. Disgusted, you let the rune go. The original 14 mana you spent to bring out the flaming sword rune does not*

*return. The 7 mana you had allocated to modify the rune with Control and Sensor does.*

### UNWEAVING A RUNE

You can unweave any rune you “own”, a process that takes just as long as it did to craft it. When you do so, you recapture any of the energy invested within it, whether its mana, APT or ESS. However, you can only unweave runes whose duration has not expired and you cannot unweave a rune that was not completed or was in the process of being modified.

*Example – You use the small camp fire nearby to create a rune that places a wall of fire around several people attacking your camp. After you deal with the others, you and your companions are ready to deal with the trapped ones. You unweave the rune, taking the same amount of time it took to craft it, but recoup the power you had invested in it.*

### DISMISSING A RUNE

It's not always pragmatic or timely to unweave a rune. You can dismiss a rune at any time but it takes a normal action to do so.

### OTHER DETAILS

APT and the use of Eldarin are two of the key factors for runeweaving. For times where a rule does not seem to exist to cover a situation, one of these two (APT and Eldarin) generally covers it in some form.

### RUNE ANATOMY / DESCRIPTIONS

**Name:** runes are named after the concepts they define.

**Preq:** The prerequisites needed for the rune. Skills, secrets, professions, paths and even other runes are typical requirements

**Time:** the time it takes to use the secret. Add the time requirements listed for each secret together to determine how long it takes to form the rune.

**Mana:** the amount of mana required to use this secret.

**Use:** when using a secret you must factor in all the required secrets to effectively use the secret. If no required secrets are stated, the secret is used stand alone. Thus, a secret that requires the secret of Shape requires you to add this Shape into your rune in order to use it.

**APT:** The amount of APT impaired, damaged or destroyed when the secret is when used.

**DME:** the base damage the secret inflicts. When an secret indicates damage, it will reference the damage as # HP, ¼ APT, ½ APT, APT, or APT + #.

If you combine damage types, the strongest damage type applies. For example, if you mix secrets with APT and APT + 10 defined for damage, the

damage you inflict is APT + 10.

Damage inflicted is HP damage unless otherwise specified. You can define exactly how much damage is inflicted, choosing between a minimum of 1 HP or the maximum amount provided. However, this decision affects all beings equally and takes effect when the rune is cast.

**Form:** basic shape the secret takes when the rune is created

**Special Effect:** resultant effect of using the secret

**Dimension:** basic size of the secret

**Duration:** base length of time the secret lasts

**Maintenance:** required action needed to direct or use the secret. When combining secrets, more than one secret may call for active or passive maintenance. The most time intensive requirement is all that is required unless otherwise specified in the write up.

RUNE LEXICON	
Air	Logic
Aura	Magnetism
Beast	Measure
Cerebral	Metal
Chaos	Mist
Cold	Mobility
Control	Mold
Create	Persevere
Damage	Persist
Dark	Planar
Death	Program
Delay	Puppetry
Destruction	Range
Disintegrate	Scale
Earth	Sculpt
Electricity	Self
Endure	Senses
Energy	Sensor
Entropy	Shape
Eternal	Somatic
Fire	Storm
Gravity	Summon
Heal	Sustain
Heat	Target Other
Hostile	Telegraphy
Ice	Transdimensional
Illusion	Transmute
Intangible	Undetectable
Law	Vibration
Life	Warp
Light	Water
Linger	Wood

## AIR

**Preq:** Prof Eldarin

**Time:** 6 m/r

**Mana:** 3

**DME:** none (see below)

**Form:** formless and transparent

**Special Effect:** Can surround or engulf an object equal to your APT in ft size by touch; can dry material it comes in contact with, drying 1 ft cubed per minute of exposure.

**Dimension:** Air exists in an ever changing mass ranging 1-inch to 1-ft in diameter attached to your hand or in a 1-inch coating around your body.

**Duration:** Instantaneous to 1 CF Action Count

Air is the creation and manipulation of wind, air movements or effects but not storms, magnetism or other environmental effects. You can use wind and air to cause gusts, move still airs, and other uses of air. Without Control, Shape or other secrets you can only exert a crude, single direction movement. When used as motive force, Air provides an equivalent to your APT in BODY for the force. With the Damage secret you can inflict half (1/2) APT in damage; Air inflicts Bash or Slash damage at the election of the runeweaver.

## AURA

**Preq:** Spec Eldarin, Energy, Sculpt, Scale

**Time:** 5 minutes

**Mana:** 7

**APT:** 1-APT impairment

Aura creates a permeating effect that infiltrates every part of a target's physical form. An aura effect cannot be physically surmounted or overwhelmed as it infuses the being entirely.

## BEAST

**Preq:** Spec Eldarin, Measure, Puppetry, Sculpt

**Time:** 10 minutes

**Mana:** 7 (does not include Use requirements)

**Use:** Sculpt, Measure

**Maintenance:** quickened action

Beast covers any kind of creature but only those you understand via the Bestiary secret (Beast Ken) or those you have at least Experienced Knowledge (beast type).

- You can physically take on a single characteristic of a specific beast and emulate its abilities; Beast does not provide transformation into the actual creature.
- Negate an ability of such a creature
- You can form beasts, creature and beings out of imagination or based in reality. Such creatures only exist for as long as you provide the

maintenance on the rune that makes their existence possible. When crafting an imaginary beast, subtract your Eldarin skill ranks from 300. This is the number of minutes it takes to form the creature. To maintain it requires a normal action instead of a quickened one.

### CEREBRAL

**Preq:** Exp Eldarin, Energy, Measure, Puppetry

**Time:** 12 m/r

**Mana:** 8

**DME:** ½ APT (see below)

**Duration:** Instantaneous to 1 CF Action Count

Cerebral covers things that affect the mind or nerves.

- Cause any mental or emotional effects or status ailment in a creature
- Cause damage due to burning nerves or internal brain disruption
- Cross-link nerve responses (you try to move your leg but your arm moves).
- Accelerate the brain's capacity to handle input, providing a bonus to RE.AS or WTS equal to one-half (½) APT.

Other mental or emotion effects are possible. Without the Range secret you are limited to touch. With the Damage secret you can inflict APT in Bash damage.



### CHAOS

**Preq:** Spec Eldarin, Energy, Entropy, Uncertainty

Principles [Engineer]

**Time:** 2 minutes

**Use:** Energy, Control

**Mana:** 10

**APT:** 1-APT impairment

**Duration:** Instantaneous to 1 CF Action Count

Chaos is unpredictability and change, randomness and chance. Chaos can:

- Make any game mechanic a random roll with GM adjudication.
- Allow for a re-roll of any random game mechanic with GM adjudication.
- Provide the ability to break natural laws, like the limitation of gravity.

### COLD

**Preq:** Prof Eldarin

**Time:** 6 m/r

**Mana:** 3

**DME:** none (see below)

**Form:** formless and transparent

**Special Effect:** can cool material/beings it comes in contact with, dropping the temperature of 1 ft cubed of material by 1 degree per m/r of exposure until freezing temperature is attained; can Slow a being equal to your APT in BODY.

**Dimension:** Cold exists as a 1-inch to 1-ft in diameter region of cold attached to your hand or in a 1-inch coating around your body.

**Duration:** Instantaneous to 1 CF Action Count

Cold is the creation or manipulation of a region of lower than normal temperature in material or an area. You can chill objects, form fluids into ice or lower the temperature of an area. Without Control, Shape or other secrets you are limited to touch only. With the Damage secret you can inflict one-quarter (¼) APT in Bash damage.

### CONTROL

**Preq:** Prof Eldarin

**Time:** 6 m/r

**Mana:** 1

**Maintenance:** quickened action

Ability to apply rudimentary control over the rune you bring forth, to make it dance, attack someone, or swirl around you like a glittering mist. Control allows you to define one course of action you can normally do yourself in a single CF Action Count and give it to the rune. The following rules apply:

- The rune and the form it takes must be capable of the Control you provide. If you can move 20 ft in a CF Action Count, you could apply Control to Fire have a rune of fire move 20 ft. Giving the same ability to a square block of stone would be a waste of time. You would need to apply additional secrets to instill that effect. You could build in ability to attack, dodge, dance, and roll, move and so on, as long as the rune you apply it to can support the action.
- Multiple stacks of Control allow multiple actions. Thus, you could form a sword made of fire and use Control twice to give it the ability to move and attack.
- Regardless of the Control provided, you must use an a quickened action to maintain and direct the rune or it does nothing, sitting idle until its duration expires.

## CREATE

**Preq:** Expert Eldarin, Cerebral, Chaos, Energy, Law, Somatic

**Time:** 2 hours

**Use:** Chaos, Energy, Law

**Mana:** 25

**APT:** 3-APT impairment

Create allows you to impart some semblance of life to a runic creation, giving the ability for the creation to live or exist on its own merit. For instance, a 40 ft column of stone would retain its shape but a 40 ft column of fire would die out once its fuel was destroyed. A rabbit made with a Beast rune would survive until it naturally died or was eaten.

## DAMAGE

**Preq:** Prof Eldarin

**Time:** 4 m/r

**Mana:** 3

Apply this secret to bolster the damage of a rune. Each secret defines how the Damage secret affects it. If a secret causes no damage or has no stated DME, it gains no benefit from this secret.

## DARK

**Preq:** Trd Eldarin

**Time:** 6 m/r

**Mana:** 4

**DME:** none (see below)

**Form:** dark is formless and shapeless.

**Special Effect:** can darken a 1 ft squared area equal to the runeweaver's APT; can cause minor, harmless chill as a side effect

**Dimension:** Dark exists in a formless mass ranging 1 -inch to 1-ft in diameter attached to your hand or in a 1-inch coating around your body.

**Duration:** Instantaneous to 1 CF Action Count

Dark is the absence or absorption of light and includes shadow.

- Dark can causes complete darkness or any range of shadow.
- Dark can inflict blindness if applied against the vision of a target creature. Make an Eldarin skill check against the victim's MD. If you succeed, they are blinded for the Duration.

With the Damage secret you can inflict ¼ APT in Bash damage.

## DEATH

**Preq:** Spec Eldarin, Control, Destruction, Energy, Entropy,

**Time:** 10 m/r

**Use:** Energy, Control

**Mana:** 15

**APT:** 1-APT impairment

**Duration:** Instantaneous to 1 CF Action Count

Death is the ever-present energy encompassing the decay, disorder and termination of life.

- Death can decay, rust or decompose any living or non-living, unresisting creature or object, destroying an amount of BODY or DUR equal to your APT each CF Action Count.
- Death can slay a living being or destroy anything susceptible to its touch. Compare your APT to the creature's BODY or an object's DUR. If you meet or exceed the value, the being dies or the object breaks into base components. Otherwise, it is unharmed.

## DELAY

**Preq:** Trd Eldarin, Control

**Time:** 10 m/r

**Mana:** 3

Hold the execution of a rune for 1 CF Action Count for every Eldarin skill rank. You may release the rune at any time before the delay expires. If the rune is not activated previously, the rune activates when the delay ends. If you have not given it direction (if necessary) it acts randomly.

## DESTRUCTION

**Preq:** Exp Eldarin, Control, Damage

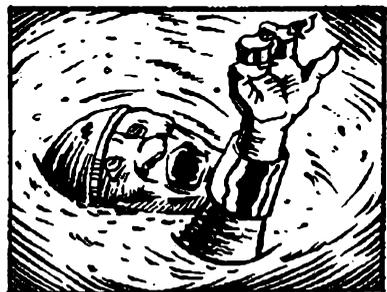
**Time:** 20 m/r

**Mana:** 15

**APT:** 1-APT impairment

Enhances the damage of any normally damaging secret and gives damaging power to runes that normally do not cause damage.

- Runes that do not cause damage will inflict ¼ APT in HP damage.
- Runes that normally inflict damage can inflict damage equal to your Eldarin skill ranks instead of their listed values unless the listed value is higher than your skill ranks in Eldarin.



## DISINTEGRATE

**Preq:** Gen Eldarin, Chaos, Death, Destruction, Intangible, Life, Law, Transmute, Warp,

**Time:** 2 minutes

**Mana:** 21

**APT:** 3-APT impairment

Disintegrate is the capability to utterly destroy in part or fully, a single creature, entity or object. Apply your skill ranks against its BODY or DUR. If you meet or exceed the listed value it disintegrates.

## EARTH

**Preq:** Trd Eldarin, Measure

**Time:** 10 m/r

**Mana:** 5

**DME:** 4 HP (see below)

**Form:** geometric shape

**Special Effect:** creates a solid, non-flowing mass; you can also form soil, sand, stone or mixtures but not metal or metal ores.

**Dimension:** Earth is a geometric shape of your choice attached to your hand (1-inch to 1-ft diameter) or in a 1-inch coating around your body.

**Duration:** Instantaneous to 1 CF Action Count

Earth covers the various compositions of soil, sand, and stone, including its manipulation and creation (but not transformation). Thus, you could create sand but not turn stone to sand or earth to rock without the Transmute secret. The weight of the object you create or manipulation is equivalent to your APT in pounds or less per one-ft diameter.

If coated around you, Earth will absorb your APT in HP before crumbling but reduce your CF, ADROIT, and REF by 10. If you create a 10 ft cube of earth, it will weigh up to 10 times your APT. Without Control, Shape or other secrets you are limited to touch only. With the Damage secret you can inflict your APT in Bash or Pierce damage.

## ELECTRICITY

**Preq:** Trd Eldarin, Control

**Time:** 12 m/r

**Mana:** 7

**DME:** ½ APT

**Form:** formless and shapeless

**Special Effect:** Electricity is attracted to some materials, such as metal and can attack such materials with a +30 bonus. Electricity is also conductive and will flow through touched objects or beings (see below). Electricity also has the ability to re-strike or affect an area. Once used against a region, person, or object, Electricity can be used again with a +20 bonus for 6 m/r.

**Dimension:** Electricity exists as a 1-inch to 1-ft in

diameter region of energy attached to your hand or in a 1-inch coating around your body.

**Duration:** Instantaneous to 1 CF Action Count

Electricity is the creation or manipulation of a region of energy we know as electricity.

- You can use Electricity to Disorientate or Stun a being or distort its senses. Make an Eldarin skill check against the victim's MD. If you succeed, they are affected for the Duration. Sensory distortion reduces a victim's PER by ½ APT.
- Can be used to strike a victim and/or flow into a touching object or person, damaging or affecting them as well. Electricity can do this to ¼ APT in touching objects or people before dissipating. A Runeweaver must specifically use Control (see secret) to prevent this. Otherwise, it occurs every time Electricity is used.

Without Control, Shape or other secrets you are limited to touch only. With the Damage secret you can inflict APT+15 in Pierce damage.

## ENDURE

**Preq:** Gen Eldarin, Continuum Laws [Engineer], Energy, Program, Sustain, Transmute

**Time:** 10 minutes

**Mana:** 27

**APT:** 1-APT impairment

Similar to Sustain, except you can extend the duration of a rune for 1 hour per Eldarin skill rank instead of minutes per skill rank.

## ENERGY

**Preq:** Exp Eldarin, Control, Measure, Shape

**Time:** 6 m/r

**Use:** Control, Measure, Shape

**Mana:** 16

**DME:** ½ APT (see below)

**Form:** formless and shapeless

**Dimension:** as defined by Measure and Shape

**Duration:** Instantaneous to 1 CF Action Count

Non-elemental defined energy in a raw state, moldable into any form or method. Energy is used to define Eldarin concepts otherwise indefinable by other concepts. An example is creating a pure energy construct, such as a wall of pure energy or a conduit to siphon energy and other concepts. Without Range or other secrets you are limited to touch only. With the Damage secret you can inflict your APT in Bash, Pierce or Slash damage.

## ENTROPY

**Preq:** Exp Eldarin, Control, Logic

**Time:** 10 m/r

**Mana:** 11

Entropy is negativity and anti-forces.

- Apply Entropy as a negative or NOT/anti-[insert rune]. Forming a region of anti-magik power would require Sculpt, Energy, Control, Measure and Entropy, for instance.
- Apply Entropy to protect. Making a barrier to resist fire, would require Fire, Shape, Control, Measure and Entropy.
- Apply Entropy to banish summon or conjured creatures by countering the magik that called them. Energy, Range (unless you touch them), Control, and Entropy for instance could create this effect.

## ETERNAL

**Preq:** Leg Eldarin, Dimensionless Qualities [Engineer], Endure, Planar, Transdimensional

**Time:** 12 days

**Mana:** 400

**APT:** Permanent loss of 1 APT

Eternal makes any rune you create last forever until dispelled, destroyed or unwoven.

## FIRE

**Preq:** Prof Eldarin

**Time:** 10 m/r

**Mana:** 3

**DME:** ¼ APT (see below)

**Form:** sphere attached to hand (1-inch to 1-ft diameter) or in a 1-inch coating around your body.

**Special Effect:** can scorch material/beings it comes in contact with, raising the temperature of 1 ft cubed of material by 10 degrees per m/r of exposure until flashpoint is attained; can produce artificial light.

**Dimension:** Fire takes on a sphere shape ranging 1-inch to 1-ft in diameter attached to your hand.

**Duration:** Instantaneous to 1 CF Action Count

Fire is flame, intense heat and combustion. You can scorch, burn, sear, cook or incinerate with Fire. When applied to flesh or living beings Fire inflicts damage as indicated. Without Control, Shape or other secrets you are limited to touch only. With the Damage secret you can inflict APT + 10 in Slash damage.

## GRAVITY

**Preq:** Trd Eldarin, Control

**Time:** 8 m/r

**Mana:** 5

**DME:** none (see below)

**Form:** formless and transparent

**Special Effect:** can weigh down or lighten a single being or object by adding or subtracting your APT in MASS.

**Dimension:** Gravity exists as a 1-inch to 1-ft in diameter region of weight changing energy attached to your hand.

**Duration:** Instantaneous to 1 CF Action Count

Gravity is deals with the manipulation of gravity.

- Affect a touched target (or area), creating an effect like zero gravity, negating gravity relative to the target. Inertia stays constant for the target (or area) in this state and if they were pushed or running, they will keep doing so until another force acts upon them.
- Suspend a touched target (or area of suspension), placing the target in a fixed position relative of choice (like the ground).
- Levitate, where the movement rate is equal to your APT
- Slow all beings in an area. Make an Eldarin skill check against the victims' MD. If you succeed, they are affected for the Duration.
- Reverse gravity and "throw" victims in an area; you can only affect a combined amount of BODY equal your APT or less. A victim or victims are "thrown" your APT in feet upwards each melee round.

Without Control, Shape, Measure or other secrets you are limited to touch only. With the Damage secret you can inflict one-quarter (¼) APT in damage; Gravity inflicts Bash damage. Damage inflicted as a result of being thrown is handled normally.

## HEAL

**Preq:** Exp Eldarin, Logic, Persist

**Time:** 20 m/r

**Use:** Logic

**Mana:** 5

Heal allows you to heal a living being 1 HP for every two skill ranks OR 1 attribute point for every 10 skill ranks. The healing takes 1 minute per HP and 1 hour per attribute point healed.

## HEAT

**Preq:** Prof Eldarin

**Time:** 6 m/r

**Mana:** 1

**DME:** none (see below)

**Form:** formless and transparent

**Special Effect:** can warm material/beings it comes in contact with, raising the temperature of 1 ft cubed of material by 1 degree per m/r of exposure until boiling temperature is attained.

**Dimension:** Heat exists as a 1-inch to 1-ft in diameter region of warmth attached to your hand or in a 1-inch coating around your body.

**Duration:** Instantaneous to 1 CF Action Count

Heat is the creation or manipulation of a region of higher than normal temperature in material or an area. You can warm objects or raise the temperature of an area. Without Control, Shape or other secrets you are limited to touch only. With the Damage secret you can inflict ¼ APT in Bash damage.

## HOSTILE

**Preq:** Gen Eldarin, Chaos, Death, Energy, Law, Life, Illusion, Target Other

**Time:** 5 minutes

**Mana:** 24

**APT:** 2-APT impairment

Hostile provides the ability to affect an unwilling target with a damaging or hostile spell without making a roll to determine success or failure. MR and other resistances apply like normal.

## ICE

**Preq:** Trd Eldarin, Cold

**Time:** 10 m/r

**DME:** ¼ APT

**Form:** transparent or opaque; random or runeweaver chosen geometric shape

**Special Effect:** forms a hard coating over 1 ft cubed of material, dropping the temperature by 5 degrees per m/r until freezing temperature is attained; can Immobilize (Status and Condition section) a being equal to your APT in size.

**Dimension:** Ice exists as a 1-inch to 1-ft in diameter sphere of frozen liquid attached to your hand or in a 1-inch coating around your body.

**Duration:** Instantaneous to 1 CF Action Count

Ice is the creation or manipulation of a region of ice.

- Use Ice to Stun or Stagger a being. Make an Eldarin skill check against the victim's MD. If you succeed, they are affected for the Duration.
- If Ice is coated around you (see dimension), Ice will absorb ½ APT in HP before crumbling.

Without Control, Shape, Measure or other secrets you are limited to touch only. With the Damage secret you can inflict ½ APT in Bash damage.

## ILLUSION

**Preq:** Spec Eldarin, Energy, Senses, Telegraphy

**Time:** 2 minutes

**Mana:** 15

Illusion is creating something that looks and acts real but exists only in the mind and senses of the beings affected. You can affect 1 being for every 5 skill ranks.

## INTANGIBLE

**Preq:** Expert Eldarin, Illusion, Energy, Sculpt, Transmute, Undetectable

**Time:** 1 hour

**Use:** Energy, Transmute, Undetectable

**Mana:** 18

Intangible allows you to render anything incorporeal, without mass or substance, or as close to zero and still exist. Intangible provides the full benefits of incorporeal to what you apply it to, be it a creature, object or magik.

## LAW

**Preq:** Spec Eldarin, Energy, Entropy, Uncertainty Principles [Engineer]

**Time:** 2 minutes

**Use:** Control, Energy

**Mana:** 12

**APT:** 1-APT impairment

**Duration:** Instantaneous to 1 CF Action Count

Law is pure order and harmonious structure. Law governs belief, reinforces the natural "laws" (such as gravity, combustion, etc.) and absolutes. Law can:

- Make change any random game mechanic to a fixed number equal to your Eldarin skill ranks (GM adjudication).
- Allow for a re-roll of any random game mechanic (GM adjudication).
- Law provides the ability to reinforce natural laws, to counter things "breaking" them like levitation through magik or transmutation of materials, etc..

## LIFE

**Preq:** Expert Eldarin, Chaos, Destruction, Energy, Entropy, Law

**Time:** 2 minutes

**Use:** Chaos, Energy, Law

**Mana:** 20

**APT:** 1-APT impairment

Life is the ever-present energy encompassing birth and celebration of life. Life is used to instill regrowth, regeneration, resurrection and restoration

- Life accelerates native healing, regrowth, regeneration, but Life can regrow lost tissue, limbs, and other effects native to the regeneration ability (as long as the being in question is still alive). Life can heal your APT in attribute damage at a rate of 1 point per minute.
- Life can resurrect a being, but will not cure the effect that killed the being in the first place; if it still exists, the being will die again when you bring them back.
- Life can restore broken and damage objects as well; repairing an amount of DUR equal to your APT score at a rate of 1 DUR per minute.



## LIGHT

**Preq:** Prof Eldarin

**Time:** 6 m/r

**Mana:** 1

**DME:** none (see below)

**Form:** formless but colored as runeweaver chooses.

**Special Effect:** can light a 1 ft squared area equal to the runeweaver's APT; can cause minor, harmless heat as a side effect; can cause of shadows when its path is blocked.

**Dimension:** Light exists in a formless mass ranging 1 -inch to 1-ft in diameter attached to your hand or in a 1-inch coating around your body.

**Duration:** Instantaneous to 1 CF Action Count

Light is the forms of visual radiation. It can be ambient or not. You can choose 1 color or multiple colors, including a rainbow of hues.

Light can inflict blindness if applied against the vision of a target creature. Make an Eldarin skill check against the victim's MD. If you succeed, they are blinded for the Duration. With the Damage secret you can inflict 1/4 APT in Slash damage.



## LINGER

**Preq:** Exp Eldarin, Delay, Persist

**Time:** 2 minutes

**Mana:** 6

**APT:** 1-APT impairment

Linger is a way to make the effects (the result) of a rune linger or occur again with the same result. A rune can be made to linger for an additional CF Count for every 25 skill ranks. For instance, you use Fire and Linger to attack an enemy. The target will take Fire damage (the result) the first CF Action Count and then again the next and maybe multiple times depending on the skill rank of the runeweaver. No additional cost or effort is required by the runeweaver, aside from weaving the Linger secret into the original magik. Linger cannot be applied to an existing rune but must be woven in when made.

## LOGIC

**Preq:** Trd Eldarin, Control

**Time:** 6 m/r

**Mana:** 5

Logic is used to provide logic, instruction or structures to runeweaving, such as combining Logic with Delay and Fire rune to have it wait (Delay) until you are attacked (Logic) and then burn the attacker (Fire).

- You may only state 1 condition to be true or false. Multiple uses of Logic can be used.
- When apply Logic, it waits until the condition occurs and then activates the rune.

Without Persist, Sustain or other secrets Logic lasts no longer than 1 melee round.

## MAGNETISM

**Preq:** Exp Eldarin, Gravity, Vibration

**Time:** 18 m/r

**DME:** none (see below)

**Form:** formless and shapeless

**Special Effect:** see below

**Dimension:** Magnetism exists as a 1-inch to 1-ft in diameter approximate area attached to your hand or in a 1-inch coating around your body.

**Mana:** 11

**Duration:** Instantaneous to 1 CF Action Count

Magnetism deals with magnetic fields and their relative strengths and can do the following:

- Detect the relative strength of magnetic fields in an area equal to your APT in feet
- Draw metallic items together; the force of the bond equal to your APT or demagnetize objects the same way
- Warp metallic or magnetic material, inflicting



your APT in DUR damage

Without other secrets, Magnetism can only affect an area 1-ft squared in diameter. Without Control, Shape, Measure or other secrets you are limited to touch only. With the Damage secret you can inflict ½ APT in Bash, Pierce or Slash damage.

### MEASURE

**Preq:** Prof Eldarin  
**Time:** 4 m/r  
**Mana:** 1

Measure is the ability to apply size to a rune, equal to 1 ft square per Eldarin skill rank.

### METAL

**Preq:** Trd Eldarin, Shape  
**Time:** 12 m/r  
**Use:** Shape

**DME:** ½ APT (see below)

**Form:** runeweaver chooses the form

**Special Effect:** can alter the polarity and magnetism of 1 ft cubed of material

**Dimension:** Metal exists as a 1 inch to 1 ft in diameter cube of metal attached to your hand or in a 1-inch coating around your body.

**Duration:** Instantaneous to 1 CF Action Count

The ability to create or manipulate metal, alter its magnetism or polarity. You cannot transmute one metal into another metal or into another element. Without other secrets, Metal can only alter the magnetic and polarity attributes of an item 1 ft cubed in diameter. Without Control, Shape, Measure or other secrets you are limited to touch only. When you use Metal to directly damage a creature, you form physical metal to inflict Pierce or Bash damage. If Metal is coated around you (see dimension), Metal will absorb double APT in HP before crumbling. With the Damage secret you can inflict your APT in Bash, Pierce or Slash damage.

### MIST

**Preq:** Proficient  
**Time:** 6 m/r  
**Mana:** 2

**DME:** none (see below)

**Form:** formless but visible

**Dimension:** Mist exists as a 1-inch to 1-ft in diameter sphere of vapor, mist or fog attached to your hand or in a 1-inch coating around your body.

**Duration:** Instantaneous to 1 CF Action Count

Mist creates any type of mist, spray, fog, and vapor. If Mist is applied as a coating, it breaks up the lines of your form and provides one-half (½) APT as a bonus to DEF. Without Control, Shape or other secrets you

are limited to touch only. With the Damage secret you can inflict ¼ APT in Bash damage.

### MOBILITY

**Preq:** Exp Eldarin, Gravity, Logic  
**Time:** 2 minutes  
**Mana:** 5

Mobility provides a rune with independent movement (no maintenance required) though the movement is limited to the restriction of the rune formed. A stone wall moves poorly, if at all, while a fire may be directed to burn across great stretches of land. A blade of force may be shaped and directed at a target and due to its unrestricted form and substance, fly easily to the target and strike them until dictated otherwise. Mobility is essentially Control without the need for maintenance on the runeweaver's part.

### MOLD

**Preq:** Trd Eldarin  
**Time:** 10 m/r  
**DME:** none (see below)  
**Form:** (see below)

**Dimension:** Mold exists as a 1-inch in diameter coating on your hand or in a quarter-inch coating around your body.

**Duration:** Instantaneous to 1 CF Action Count

Mold is the ability to create or manipulate or destroy mold and includes bacteria, yeast and related organisms. You cannot transmute one mold into another mold or into something else. Without other secrets, Mold can only affect the mold infesting an item 1 ft cubed in diameter. Without Control, Shape, Measure or other secrets you are limited to touch only. With the Damage secret you can inflict ¼ APT in Bash damage.

### PERSEVERE

**Preq:** Expert Eldarin, Illusion, Persist  
**Time:** 15 minutes  
**Mana:** 21

Similar to Persist, except you can extend the duration of a rune to 1 minute per Eldarin skill rank instead.

### PERSIST

**Preq:** Trd Eldarin, Control  
**Time:** 10 m/r  
**Mana:** 8

Use Persist to make a rune last for 5 CF Counts for every Eldarin skill rank. When apply the Persist secret to magik, you lengthen the duration of the method or mechanism of the rune and not the result. For instance, normally if you use Fire, Measure, Range and Shape to make a lance of fire to strike an opponent, the fiery lance disappears afterward. If you

use Persist with this magic, the lance continues to exist, in the dimensions and length you defined. You could wield it like a weapon and even work further runes on it.

### PLANAR

**Preq:** Gen Eldarin, Create, Intangible, Self, Supertask [Know], Transmute, Warp

**Time:** one hour

**Use:** Self, Warp

**Mana:** 35

Planar allows you to move across planes or dimensions as detailed in the Warp secret. The Supertask must be tied to Eldarin and be in the Knowledge skill of Planes, Dimensions or a similar area of study.

### PROGRAM

**Preq:** Expert Eldarin, Logic, Recursion [Engineer]

**Time:** 1 minute (see below)

**Mana:** 10 per condition

Program allows you to apply complex conditional logic to a rune, including nesting conditional loops or statements within 1 another. Each conditional element you apply takes 1 minute. If you put 10 conditional elements, it takes 10 minutes to weave.

- Apply conditional loops or repetitive control structures to have the rune repeat 1 or more actions based on conditions you setup. An example would be, "While I am being attacked, use the Fire rune to burn my opponent". Conditional loops will repeat once every CF Action Count for as long as the condition stated continues to exist.
- Apply conditional loops to have a rune repeat a specific number of times when called. For instance, Use a rune of Illusion to form a copy of me 10 times.
- Apply conditional statements to have the rune execute actions based on a given condition. An example would be, "If I am attacked, use the Fire rune to cover me in a flaming shield". Conditional statements execute once and then are done.
- Apply an "Else" condition to a conditional statement. An example would be, "If I am attacked with Ice, use a Fire rune, Else if I am attacked with Fire, use an Ice rune.

Program is still limited to the duration you build into the rune. If you do not use Persist, Sustain or other secrets, it lasts only 1 melee round.

### PUPPETRY

**Preq:** Exp Eldarin, Control, Mold

**Time:** 20 m/r

**Mana:** 7

**Maintenance:** normal action

Puppetry is Control on a grander scale, building into the rune the ability to take any action, no matter how complex. The rules outlined under Control still apply. Regardless Puppetry requires you to use a normal action to maintain the rune or it hangs idle.

### RANGE

**Preq:** Prof Eldarin

**Time:** 4 m/r

**Mana:** 2

Range is the ability to project a rune at a distance equal to 1 ft per Eldarin skill rank.

### SCALE

**Preq:** Trd Eldarin, Control, Measure

**Time:** 4 m/r

**Mana:** 3

Change the dimensions of a formed rune or to alter the dimensions of an existing shape, item, object or person (to the limits of measure).

### SCULPT

**Preq:** Trd Eldarin, Shape

**Time:** 8 m/r

**Mana:** 4

Form is the understanding to frame a rune in three-dimensions. The limit of your capability is defined by Measure, except cubed instead of squared.

### SELF

**Preq:** Prof Eldarin

**Time:** 4 m/r

**Mana:** 1

Self allows you to use a rune on yourself as a target without making a skill check.

### SENSES

**Preq:** Prof Eldarin

**Time:** 12 m/r

**Mana:** 5

**Dimension:** Self or being you touch.

**Duration:** Instantaneous to 1 CF Action Count

Senses are the ability to describe a sense with Eldarin and use the rune to raise or lower sensory capability. Below are uses of Senses (each one must be applied separately to gain its benefit).

- You affect the senses adding a bonus or penalty to PER, equal to your APT.
- You can also convey sensory sharpness or dullness for input you ordinarily do not have,

such as using your nose or ears to track people or the proximity around you.

- You can accept sensory input for a sense you do not have, such as vibration sensitivity, the electromagnetic spectrum or the intuitive understanding of structures or places like some races, such as the Dwarf or Elf.

### SENSOR

**Preq:** Exp Eldarin, Range, Senses

**Use:** Range

**Time:** 20 m/r

**Mana:** 6

**Duration:** Instantaneous to 1 CF Action Count

Project one sense you have remotely from your body, such as clairvoyance, clairaudience.

### SHAPE

**Preq:** Prof Eldarin

**Time:** 4 m/r

**Mana:** 1

Shape is the understanding to frame a rune into two-dimensions.

### SOMATIC

**Preq:** Exp Eldarin, Energy, Measure, Puppetry

**Time:** 12 m/r

**Mana:** 9

**DME:** APT (see below)

**Duration:** Instantaneous to 1 CF Action Count

Somatic covers things that affect the body. You can:

- Change internal temperature by an amount equal to your APT
- Accelerate natural healing, using your APT as the RR
- Cause fainting, stun, pain and other bodily affects or cause muscles to spasm (normal saves apply)
- Cause damage due to internal or external damage
- Accelerate the body's physical capacity (bonus to STR, MASS, Adroit, REF, CON, SIZE,) equal to on  $\frac{1}{2}$  APT

Other physical effects are possible. Without the Range secret you are limited to touch. With the Damage secret you can inflict APT in Pierce, Slash or Bash damage

### STORM

**Preq:** Exp Eldarin, Air, Gravity

**Time:** 4 minutes

**Use:** Air, Gravity

**Mana:** 10

**DME:**  $\frac{1}{2}$  APT (see below)

**Form:** see below

**Special Effect:** see below

**Dimension:** Storm exists as 10-ft square diameter approximate area around your body.

**Duration:** Instantaneous to 1 hour

Storm is all the power of weather like summoning forth lightning from the sky, changing atmospheric pressure, hard pouring rain or any other climate change is possible. Without Control, Shape or other secrets you are limited to the area you can affect. With the Damage secret you can inflict APT+20 in damage per minute in Slash, Pierce or Bash damage

### SUMMON

**Preq:** Expert Eldarin, Chaos, Energy, Logic, Sensor, Target Other

**Time:** 10 minutes

**Use:** Chaos, Energy, Logic, Sensor, Target Other

**Mana:** 16

**APT:** 2-APT impairment

Summon is the magik to bring forth a creature or being from another place in the world, another plane, dimension or world to your location. The rune forms a portal only usable to the summoned but does not compel or force (unless such magik is woven into the summons) the being summoned. To work this power with Eldarin you must know what you summoning, even if only generally, such as "I summon a beast from the Whisper Trees!" The portal back to the summoned creature's location remains for as long as the power to keep it here exists. Of course this portal only exists for the summoned being. Others cannot use it, not even the runeweaver. For anything other than the summoned being, it simply doesn't exist. If the summoned being is not a part of the same world as the summoner, it remains only for the duration of the rune. However, as an option, you can provide it with 1 ESS per day (yours or someone else's) to remain in your world without maintaining the rune.

If the summoned creature dies, it truly dies, like any other being. The time to summon a being in your world is as listed and requires a TD 150 skill check. Beings from farther abroad (different worlds, planes or dimensions) are harder to summon. Convert the time into hours instead of minutes. Each degree of separation from your world increases the targeted difficulty (TD) by +25 points and takes an additional +10 hours.

## SUSTAIN

**Preq:** Spec Eldarin, Energy, Linger, Logic

**Time:** 10 minutes

**Mana:** 12

Similar to Persist, except you can extend the duration of a rune to 1 melee round per Eldarin skill rank instead.

## TARGET OTHER

**Preq:** Exp Eldarin, Range, Self

**Time:** 10 m/r

**Mana:** 9

Target Other provides the ability to affect a willing target with a non-hostile magik without making a roll to determine success or failure. Non-hostile magik is any magik that is uncontested by the targeted being. Non-living things like objects do not contest any magik.

## TELEGRAPHY

**Preq:** Trd Eldarin, Senses

**Time:** 6 m/r

**Mana:** 5

Communication in raw form; Telegraphy allows you to communicate with another living sentient (REAS 1) being, no matter how strange, using Eldarin. Telegraphy requires line of sight to function.

## TRANSDIMENSIONAL

**Preq:** Gen Eldarin, Continuum Laws [Engineer], Create, Energy Intangible, Undetectable, Transmute, Warp

**Time:** 10 days

**Use:** Planar

**Mana:** 40

Allows a rune to convey or attain the properties of transdimensional. Transdimensional magik, beings or objects instinctively attune themselves to whatever world, dimension or plane allowing them to act as if they were natives of said place in the singular sense of how they interact with their environment. Thus, a runeweaver transported to a world with a highly poisonous atmosphere but under the effect of transdimensional, could survive their unhindered; affect creatures and the environment there as if he was a native. However, if a beast from that place devoured him, he is no less dead. Another example is applying transdimensional to a weapon. Said weapon would strike evenly across all planes and dimensions, dealing normal damage to undead, spiritual, incorporeal, astral, or other slivers of reality, dimensional or space.

## TRANSMUTE

**Preq:** Spec Eldarin, Energy, Measure, Sculpt, Scale

**Time:** 10 minutes

**Mana:** 12

Transmute allows you to change the dimensions of a pre-existing item, object or person, to the limits of Measure.

## UNDETECTABLE

**Preq:** Spec Eldarin, Energy, Measure, Scale, Sculpt

**Time:** 2 minutes

**Use:** Energy

**Mana:** 10

Undetectable allows you to render anything undetectable to a form of sensory perception. Each application of Undetectable masks one form of sensory detection against anyone or anything that can detect using that sense. Thus, using Undetectable you could render yourself immune to discovery through sight, sound, scent, touch and other senses.

## VIBRATION

**Preq:** Prof Eldarin

**Time:** 8 m/r

**Mana:** 1

**DME:** none (see below)

**Form:** formless and transparent

**Special Effect:** can inflict 1 BODY of damage to 1 ft cubed of material per minute of exposure; can move the same amount of material 1 ft per minute of exposure.

**Dimension:** Vibration exists as a 1-inch to 1-ft in diameter region of vibration attached to your hand or in a 1-inch coating around your body.

**Duration:** Instantaneous to 1 CF Action Count

Vibration is the creation or manipulation of a region of vibration, including the formation of sound. You can use Vibration to Deafen, Disorientate or Stun a being or distort its senses. Make an Eldarin skill check against the victim's MD. If you succeed, they are affected for the Duration. Without Control, Shape or other secrets you are limited to touch only. With the Damage secret you can inflict ¼ APT in Pierce damage.

## WARP

**Preq:** Expert, Aura Energy, Illusion, Sculpt, Transmute

**Time:** 5 minutes

**Mana:** 14

Warp is teleportation or distance alteration but not planar travel or dimensional hopping.

- Teleport to anyplace you can describe. You can take a max BODY equal to your skill ranks.

- Use Warp to absorb, reflect or redirect energy equal to 1 HP per skill rank.

## WATER

**Preq:** Prof Eldarin

**Time:** 6 m/r

**Mana:** 1

**DME:** none (see below)

**Form:** sphere attached to hand (1-inch to 1-ft diameter) or in a 1-inch coating around your body.

**Special Effect:** can saturate material, objects or beings it comes in contact with, including rehydration or dehydration (see below)

**Dimension:** Water takes on a sphere shape ranging 1 -inch to 1-ft in diameter attached to your hand.

**Duration:** Instantaneous to 1 CF Action Count

Water is the creation or control of fluid of all kinds. Includes the secondary effects of saturation (the amount of water something can or cannot absorb). You can use Water to suffocate a creature. Make an Eldarin skill check against the victim's MD. If you succeed, they are affected for the Duration. Without Control, Shape or other secrets you are limited to touch. With the Damage secret you can inflict ½ APT in Bash or Pierce damage.

## WOOD

**Preq:** Trd Eldarin

**Time:** 12 m/r

**Mana:** 3

**DME:** none (see below)

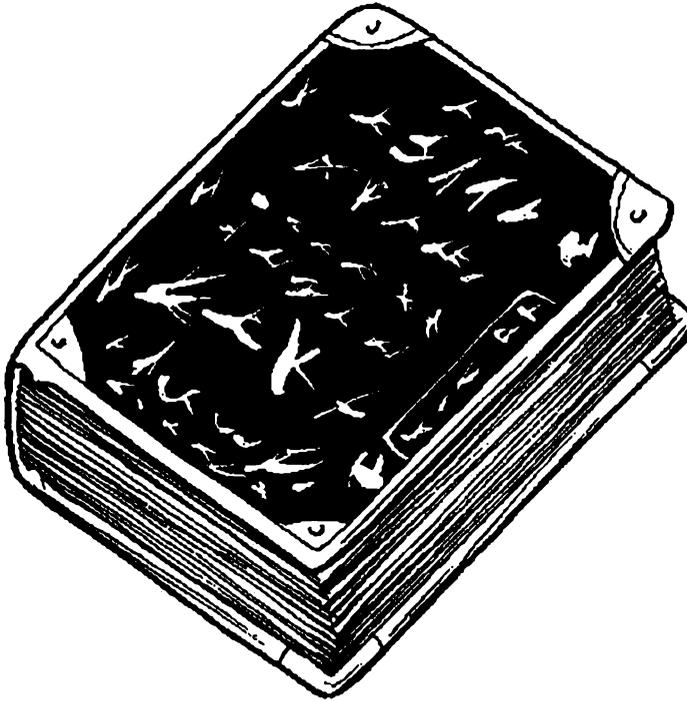
**Form:** runeweaver chooses the form

**Special Effect:**

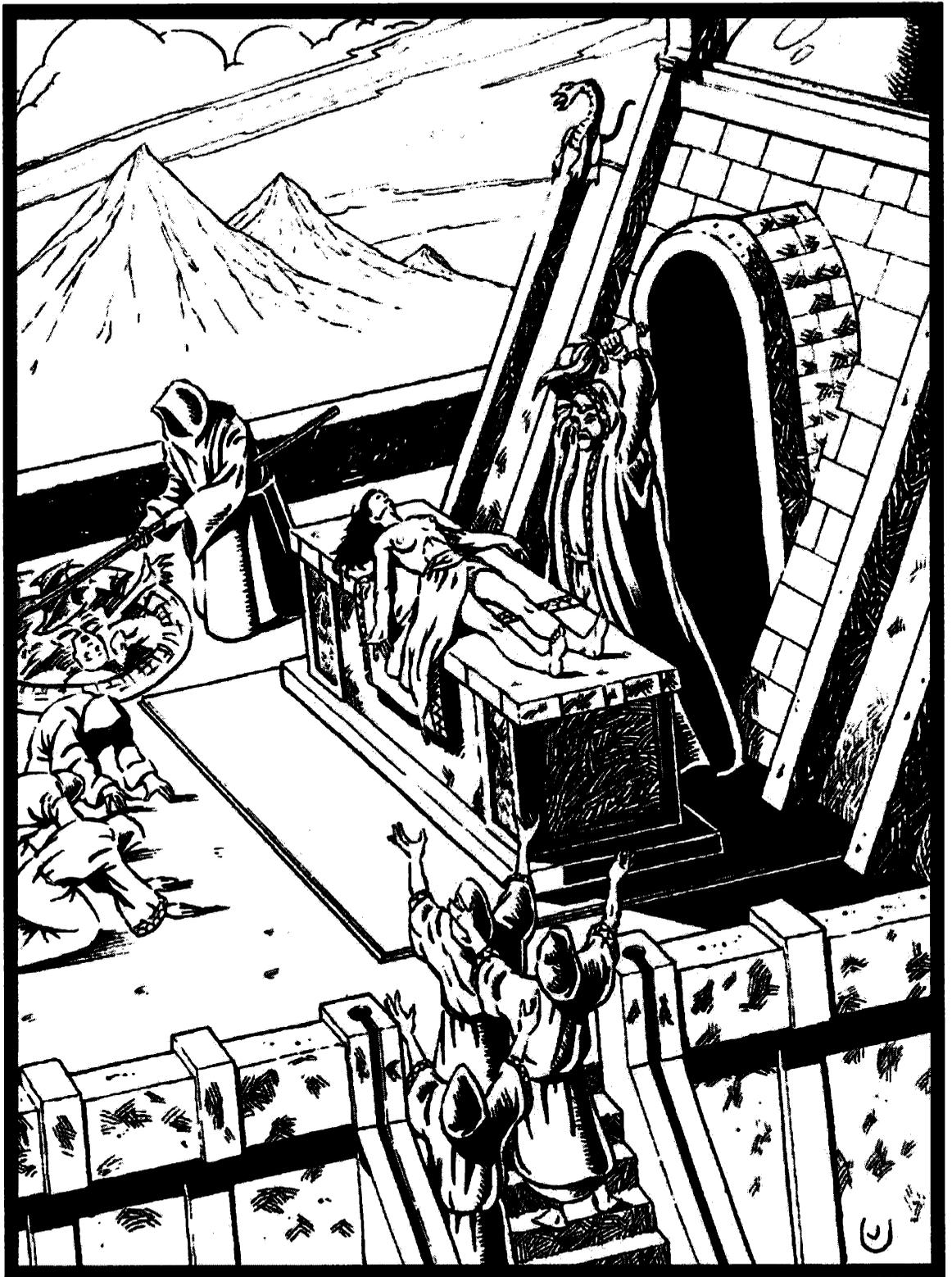
**Dimension:** Wood exists as a 1-inch to 1-ft in diameter approximate sphere of vegetation, wood and other flora elements attached to your hand or in a 1-inch coating around your body.

**Duration:** Instantaneous to 1 CF Action Count

Wood is concerned with plants, vegetation and flora. Wood can create, manipulate, or wither flora. You cannot transmute one type of flora into another or into another element with the secret of Transmute. Without other secrets, Wood can only form 1 ft cubed in diameter. Without Control, Shape, Measure or other secrets you are limited to touch. With the Damage secret you can inflict ¼ APT in Bash, Pierce or Slash damage.



RITUALS - CHAPTER TWENTY



Ceremonial magik was explained in the *Magik and Psychic* section. What follows is the rituals that are the core of ceremonial magik. These rituals can be stand alone or part of a school of magik See also the *Spells, Prayers and Mental Powers* sections for additional information.

### RITUAL DESCRIPTIONS

#### Ritual Name

**OP:** Order of Power is the power level of the magik.

**Preq:** The prerequisites needed to use the ritual. If a Faith Pool, PSI Pool or Mana Pool is noted, this is the amount you must have in the appropriate pool before you being to power the ritual. Calculate this amount before you subtract the power requirements for the current magik.

**APT:** The amount of APT required to power the ritual from all ritual members followed by the amount of APT impairment all members take for using the ritual. Typically written as #/#, such as 30/3 or 150/10.

**Required TD:** The Ceremony skill check required to finish the ritual.

**Time:** The time required to fulfill the ritual.

**Influence Allowed:** The amount of influences allowed. Usually given as a number followed by a notation (person, object, any) followed by the maximum amount of APT that can be provided by a participant given as a number or the notation ALL.

**Learn:** The amount of funds it takes to learn/master the ritual before you can use it. This value factors in the costs to experiment and work with the ritual until its mastered.

**[R-OP 4]:** [R] means the name is a Ritual

**[R-OP 4]:** [-OP 4] shows that it is a Order of Power level 4.

### IMPORTANT NOTES

**NOTE 1:** If the target of this spell is not willing or hostile, you make a normal roll against their MD to succeed.

**NOTE 2:** You only need to make the TD required to cast the spell to affect the target area, regardless of the MD of creatures or individuals within it.

### DOMAIN NOTES

Next to some rituals you will find abbreviations for the deities that allow their religious followings to use the listed ritual. Where a deity is not listed next to a ritual, the ritual is not ordinarily allowed for the deity. The rituals listed and any prayers allowed combine to create the divine domain for the listed deity. A GM may allow that some religious sects allow different rituals.

ABBREVIATION	DEITY
A	Amarydion
B	Borsala
D	Druid
ES	Emerald Star Cult
E	Eru
H	Heldoré
SL	Lady of the Silver Moon
M	Megalon
S	Saren
SH	Shagrath
SK	Skinin
X	Xuanth

### ARDUIN HISTORY: MEGALON'S BROTHERHOOD

The Megalon brotherhood is highly respected for their ability to create an army of soldiers out of the least likely beings. Rituals like Holy Arms and the Blessed Armaments are their stock and trade. In the Seven Nights Battle in Chyrsolia, Megalonian priests raised a massive army of warriors capable of beating back the waves of madness stricken beasts that poured out of the Silencarl Forest. Megalon's touch was upon many the sky lit in shades of blue and gold, a contrast to the red and green blood on the fields.

### GM HINT

GMs can really embolden game play by enforcing a relationship between the player and their deity. Signs, portents, subtle hints or overt actions, all of these can build on the interaction between god and man. Adding or taking away rituals and prayers is an easy way to give feedback to players on their game play.



## OP 1

Afflatus [R-OP 1]  
All Seeing Eyes [R-OP 1]  
Anti-Evilness Aura {Hansa's} [R-OP 1]  
Anti-Fear Aura [R-OP 1]  
Armored Feet {Gorfolh's} [R-OP 1]  
Aura of Godly Warmth [R-OP 1]  
Aura of Protection from All Things Evil [R-OP 1]  
Banish Exhaustion [R-OP 1]  
Basic Wards [R-OP 1]  
Battle Hymn [R-OP 1]  
Beast Claws [R-OP 1]  
Blessed Armaments [R-OP 1]  
Carry Burden [R-OP 1]  
Curse [R-OP 1]  
Dance of Fallen Leaves [R-OP 1]  
Detection [R-OP 1]  
Divine Summons [R-OP 1]  
Ensorcelled Word {Edrik's} [R-OP 1]  
Faith's Foe [R-OP 1]  
Faith's Guidance [R-OP 1]  
Faithful Item [R-OP 1]  
Feel the Land [R-OP 1]  
Finding Doors Most Hidden [R-OP 1]  
Gentle Rains of Spring [R-OP 1]  
God Speed [R-OP 1]  
Hangfire {Nehlsohn's} [R-OP 1]  
Healing {Namphrook's} [R-OP 1]  
Heart of Winter [R-OP 1]  
High Green [R-OP 1]  
Identification {Arturon's} [R-OP 1]  
Magikal Alarm [R-OP 1]  
Mend Cloth [R-OP 1]  
Moon Calls Forth Its Light [R-OP 1]  
Peaceful Sequester [R-OP 1]  
Prayers [R-OP 1]  
Protection [R-OP 1]  
Purification {Buhao's} [R-OP 1]  
Red Moon Minion: Brown Spydron [R-OP 1]  
Righteous Resistance [R-OP 1]  
Self Heal [R-OP 1]  
Shades upon Leaf Verdure [R-OP 1]  
Speak in Tongues [R-OP 1]  
Time That's Told [R-OP 1]  
Walk in the World [R-OP 1]

## OP 2

Anger {Amarydion's} [R-OP 2]  
Anointment of the Wind [R-OP 2]  
Augury [R-OP 2]  
Banished Fatigue {Khurtol's} [R-OP 2]  
Binding Chains of Light [R-OP 2]  
Bless {Megalon's} [R-OP 2]  
Boon of the Summer Winds [R-OP 2]

Boost [R-OP 2]  
Bounteous Bucket {Bhucknehl's} [R-OP 2]  
Cloaked in Skirin's Wings [R-OP 2]  
Curse {Megalon's} [R-OP 2]  
Dominion of the Green [R-OP 2]  
Drunk-Away {Dworkyn's} [R-OP 2]  
Earth Friend: Ground Maggot [R-OP 2]  
Earth Mother's Embrace [R-OP 2]  
Fantastic Flush {Flemyng's} [R-OP 2]  
Graft Flesh [R-OP 2]  
Give Blood to the Earth [R-OP 2]  
Hand of Thorns [R-OP 2]  
Hasten Decay [R-OP 2]  
Hidden Torrents [R-OP 2]  
Holy Bless [R-OP 2]  
In Fate, Strength [R-OP 2]  
Inner Crèche of Trees [R-OP 2]  
Land Fast [R-OP 2]  
Lasting Light {Styx's} [R-OP 2]  
Law of the Moon [R-OP 2]  
Mana Mirror {Santander's} [R-OP 2]  
Missile Magiking [R-OP 2]  
Mystik Gecko {Scarlyng's} [R-OP 2]  
Mystik Monetary Succor {MacDave's} [R-OP 2]  
Nature's Ally: Screaming Scarlet Itchies [R-OP 2]  
Patch [R-OP 2]  
Pocket Protection {Ajkireon's} [R-OP 2]  
Ruthlessness [R-OP 2]  
Sense the Land [R-OP 2]  
Solid Ground [R-OP 2]  
Sound Wipe {Tuatha's} [R-OP 2]  
Swing {Stafford's} [R-OP 2]  
Thorg Heart [R-OP 2]  
Tossing Earth [R-OP 2]  
Twofer {Nehlsohn's} [R-OP 2]  
Unshakeable Earth [R-OP 2]  
Weapon Skills of Erejungin [R-OP 2]  
Wine Cup of the Gods [R-OP 2]

## OP 3

Abrasive Wind [R-OP 3]  
Anointed Armaments [R-OP 3]  
Aspect of the Predator [R-OP 3]  
Black Channels [R-OP 3]  
Brisk Blood {Alarat's} [R-OP 3]  
Call Upon Ally [R-OP 3]  
Cheap {Jheep's} [R-OP 3]  
Cleansing Poisons/Venoms [R-OP 3]  
Coordinate Forces [R-OP 3]  
Death Strike [R-OP 3]  
Divine Strategy [R-OP 3]  
Drawing Death {Yammrau's} [R-OP 3]  
Earth Crawler [R-OP 3]  
Earth Leech [R-OP 3]



Empathic Cure {Evenoe's} [R-OP 3]  
 Ever Vigilant Eye {Xundomere's} [R-OP 3]  
 Gathering of the Sheaves [R-OP 3]  
 Golden Guardianship {Siadamura's} [R-OP 3]  
 Godly Growth [R-OP 3]  
 Heavy Hand of Retribution {Hargrond's} [R-OP 3]  
 Hideous Heat {Orhken's} [R-OP 3]  
 Holy Cure [R-OP 3]  
 Immovable [R-OP 3]  
 Intermediate Wards [R-OP 3]  
 Lament of Morality [R-OP 3]  
 Lesser Call of Command {Danforth's} [R-OP 3]  
 Mark Heretic [R-OP 3]  
 Mend Wood [R-OP 3]  
 Mountain Endures [R-OP 3]  
 Mystik Grindstone {Mad Michelle's} [R-OP 3]  
 Nature's Ally: Tharkhalan Termite [R-OP 3]  
 Night Eyes {Taoraen's} [R-OP 3]  
 Passing Through Woods {Salatyra's} [R-OP 3]  
 Pathfinder {Bradley's} [R-OP 3]  
 Pentagram of Protection {Syndryn's} [R-OP 3]  
 Rapid Fire {Rhedd's} [R-OP 3]  
 Secret Spy {Sholnon's} [R-OP 3]  
 Take On the Beast [R-OP 3]  
 Water Walking {Chadra's} [R-OP 3]  
 Wings of the Gods [R-OP 3]

#### OP 4

Accouterments of Faith [R-OP 4]  
 Advanced Mending {Davron's} [R-OP 4]  
 Arcane Truth {Raffalasia's} [R-OP 4]  
 Aura of Aversion {Cerdigahl's} [R-OP 4]  
 Aura of Megalon's Glory {Phoordang's} [R-OP 4]  
 Cleanse the Bitter Stone [R-OP 4]  
 Death Breaker {Cuelchain's} [R-OP 4]  
 Death Voice {Tuatha's} [R-OP 4]  
 Decompose [R-OP 4]  
 Enigmatic Eye {Korun's} [R-OP 4]  
 Fabulous Finding {Partholomew's} [R-OP 4]  
 Fire Wall {Sarachander's} [R-OP 4]  
 Holy Arms [R-OP 4]  
 Ice Wall {Yathagon's} [R-OP 4]  
 Indestructible Object [R-OP 4]  
 Inter-Planal Homing {Drallahar's} [R-OP 4]  
 Inter-Planal Shift {Drallahar's} [R-OP 4]  
 Jumping Shoes {Jorge's} [R-OP 4]  
 Lesser Regeneration [R-OP 4]  
 Misty Feet of Silent Speed {Martirion's} [R-OP 4]  
 Mystik Mole {Pardlyng's} [R-OP 4]  
 Mystik Passage {Danroath's} [R-OP 4]  
 Night Walker {Waragen's} [R-OP 4]  
 One-Way Darkness {Zym's} [R-OP 4]  
 Rapid Transit {Rhoar-ee's} [R-OP 4]  
 Rehydration {Hamilton's} [R-OP 4]

Revenge {Kyler's} [R-OP 4]  
 Ring of Night {Shaemnon's} [R-OP 4]  
 Sanctuary Seal {Rimanni's} [R-OP 4]  
 Snake Staff {Stanson's} [R-OP 4]  
 Spiders from Stones {Stanson's} [R-OP 4]  
 Stupendous Holding [R-OP 4]  
 Stupendous Seven League Boots {Koran's} [R-OP 4]  
 Wall of Ice and Fire {Tirinyo's} [R-OP 4]  
 War Bird {Skirin's} [R-OP 4]  
 Wasp {Santander's} [R-OP 4]  
 Wind's Companion [R-OP 4]  
 Wizardly Wagon {Wynoki's} [R-OP 4]  
 Wizardly Window {Gorbach's} [R-OP 4]

#### OP 5

Advanced Binding Chains of Light {Tuatha's} [R-OP 5]  
 Aura of Command [R-OP 5]  
 Black Fields of Famine {Taoraen's} [R-OP 5]  
 Control Waters [R-OP 5]  
 Curse of the Screaming Skull {Khoreb's} [R-OP 5]  
 Deconstruction {Davond's} [R-OP 5]  
 Dimensional Ward [R-OP 5]  
 Earth Burrower [R-OP 5]  
 Earth In My Veins [R-OP 5]  
 Eyes of the Warlord {Orlyndon's} [R-OP 5]  
 Fearn [R-OP 5]  
 Healing Critical Wounds {ShaHui's} [R-OP 5]  
 Healing Madness of the Mind {ShaHui's} [R-OP 5]  
 Heavenly Fog of Hiding and Help {Quarzan's} [R-OP 5]  
 Homing {Chandrell's} [R-OP 5]  
 Infinite Insect {Druch's} [R-OP 5]  
 Lasting Impression {La-Deaux's} [R-OP 5]  
 Mystik Dart of Destruction and Slaying {Morgault's} [R-OP 5]  
 Mystik Divination {Urzorn's} [R-OP 5]  
 Not My Time [R-OP 5]  
 Regrowth [R-OP 5]  
 Returning Flesh From Stone {Skehlmon's} [R-OP 5]  
 Silent Sentry {Solomon's} [R-OP 5]  
 Suffer Not Wrongdoing [R-OP 5]  
 Unbroken Flesh {Creotoen's} [R-OP 5]  
 Walking Wood {Cynwyren's} [R-OP 5]  
 Wonderful Wind Horse {Cuelchain's} [R-OP 5]

#### OP 6

Advanced Wards [R-OP 6]  
 Animation {Fanalorn's} [R-OP 6]  
 Awaken the Land [R-OP 6]  
 Bane {Noad's} [R-OP 6]  
 Basic Summoning [R-OP 6]  
 Crusade [R-OP 6]  
 Cyclonus {Mickledi's} [R-OP 6]



Gesture of Defiance {Yar-Akuu's} [R-OP 6]  
 Granite's Virtue [R-OP 6]  
 Greater Regeneration [R-OP 6]  
 Greater Misty Feet of Silent Speed {Martirion's} [R-OP 6]  
 Immure [R-OP 6]  
 Intermediate Pentagonagram of Protection {Shavorn's} [R-OP 6]  
 Lesser Gates {Skarkhonen's} [R-OP 6]  
 Lesser Metal Mending {Crimbley's} [R-OP 6]  
 Mystik Attraction [R-OP 6]  
 Mystik Sink [R-OP 6]  
 Resplendent Repulsion Aura {Jastrakhan's} [R-OP 6]  
 Secret Defense {Goodman Allan's} [R-OP 6]  
 Shirk Death's Door [R-OP 6]  
 Silent Slayer {ShaHui's} [R-OP 6]  
 Succor {Wilamon's} [R-OP 6]  
 Supreme Aura of Megalon's Glory {Moralla's} [R-OP 6]  
 True Seeing {Merlin's} [R-OP 6]  
 Wraith Hold {Charonard's} [R-OP 6]

### OP 7

Altar of Battle [R-OP 7]  
 Breath of Flame {Boitano's} [R-OP 7]  
 Call to the Star Hawks [R-OP 7]  
 Dimensional Teleportation {Harling's} [R-OP 7]  
 Friend From Beyond {Fazalla's} [R-OP 7]  
 Golden Fog of Light and Reason {Chancer's} [R-OP 7]  
 Hand of Doom {Darvohl's} [R-OP 7]  
 Heavenly Fog of Forgetfulness {Soringon's} [R-OP 7]  
 Kinetic Walls {Kaid's} [R-OP 7]  
 Righteousness [R-OP 7]  
 Serpents of Shardoorn {Star Blight's} [R-OP 7]  
 Shed Unnatural Shapes [R-OP 7]  
 Silver Serpent {ShaHui's} [R-OP 7]  
 Spectral Self {Charonard's} [R-OP 7]  
 Still Restless Souls [R-OP 7]  
 Storms Sibling [R-OP 7]

### OP 8

Advanced Death Breaker [R-OP 8]  
 Black Sending of Sorrow {Sarchimus'} [R-OP 8]  
 Blaze of Glory {Sulthoe's} [R-OP 8]  
 Call the Lancers of Galloping Light [R-OP 8]  
 Creeping Green Death {Xandoman's} [R-OP 8]  
 Hand of Red Death {Morgom's} [R-OP 8]  
 Horror {Hadaag's} [R-OP 8]  
 Mending of the Hardest Substance {Badley's} [R-OP 8]  
 Red Sending of Sorrow {Sarchimus'} [R-OP 8]  
 Rend the Earth [R-OP 8]

Sainly Golden Horn {Pheldoe's} [R-OP 8]  
 Vampire Heart {Charonard's} [R-OP 8]

### OP 9

Allegiance of the Land [R-OP 9]  
 Astral Eye {Elric's} [R-OP 9]  
 Blessed Aura of Megalon's Glory [R-OP 9]  
 Call of the Hell Spawn {Khurduu's} [R-OP 9]  
 Earth Portal [R-OP 9]  
 Infinite Eyes {Illyander's} [R-OP 9]  
 Opening Gate {Goraling's} [R-OP 9]  
 Star Bridge {Stafford's} [R-OP 9]  
 Super Warding {Jheraem's} [R-OP 9]  
 True Regeneration [R-OP 9]

### OP 10

Firecloud {Jhawwynter's} [R-OP 10]  
 Hell Storm {Greylom's} [R-OP 10]  
 Living Land [R-OP 10]  
 Mist of Mystik Stone {Medalia's} [R-OP 10]  
 Spell Catcher {Cenjen's} [R-OP 10]  
 Ultimate Death Breaker [R-OP 10]

### OP 11

Black Binding {Talso's} [R-OP 11]  
 Doom {Borsala's} [R-OP 11]  
 Rebirth of Self [R-OP 11]

### OP 12

Elemental Self {Murta's} [R-OP 12]  
 Resurgence [R-OP 12]  
 Wrath of Heaven Scorned [R-OP 12]

### OP 13

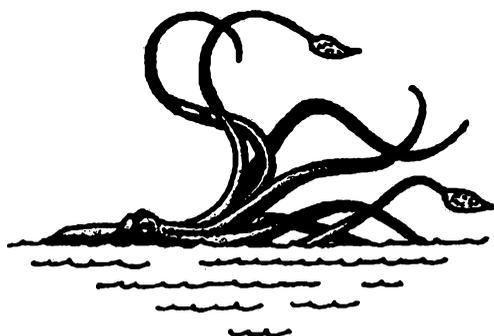
Scirefacias [R-OP 13]  
 Immunities {Khronebarg's} [R-OP 13]

### OP 14

Extend Life [R-OP 14]  
 Mask of the Medusa {Coelon's} [R-OP 14]

### OP 15

Time Lining [R-OP 15]



## OP 1

### AFFLATUS – OP 1

**Preq:** 20+ APT, 3+ Faith Pool  
**APT:** see below      **C:** 96      **F:** 6  
**Range:** 50      **Time:** 1 Minute  
**TD:** 75<sup>Note1</sup>      **Duration:** 1 day/F/FP  
**Learn:** 455 GS      **Influence:** Any/All

Seeks divine inspiration for one living being who is a member of the same religion. The ritual requires 22/1 APT to enact and can be placed upon a non-member of the same religion for 25/3 APT and 1-Faith. Those graced by this ritual are moved by the hand of the divine, gifted with a +10 bonus on rolls directly related to the single, simply stated act given afflatus. The act must be defined by the ritualist, not the recipient, and be one aligned with the ritualist's religion.

*Example – Khronin serves Helderé and on his last quest slew, with much help, a Grey Horror that was plaguing the Mickleback Mountains. He salvaged much of its chitin and brought it back to the mountain settlement of Dawnspear. He leaves it in the care of Ghommiur, a smith and follower of Helderé, asking him to hammer its potency into shields for the warriors of the settlement, so what previously harmed them might stand in protection instead. Ghommiur agrees and Khronin gives him a blessing, using the Afflatus ritual to give him a bonus for the task.*

### ALL SEEING EYES – OP 1

**Preq:** 14+ APT  
**APT:** 18/3      **C:** 100      **F:** 8  
**Range:** 0      **Time:** 1 minute  
**TD:** 100      **Duration:** 1 hour  
**Learn:** 145 GS      **Influence:** none

Also known as Korum's Wizard Eyes. Allows you to "see clearly" anything invisible or hidden magically from sight. All Seeing Eyes is ineffective against forms of psychic invisibility, anonymity and hiding. It can be cast on any living being by touch.

### ANTI-EVILNESS AURA {HANSA'S} – OP 1

**Preq:** 20+ APT, Trd Ceremony, 3+ Faith Pool  
**APT:** 12/3, +1 Faith      **C:** 97      **F:** 11  
**Range:** 0      **Time:** 1 minute  
**TD:** 75      **Duration:** 10 minutes/F/FP  
**Learn:** 125 GS      **Influence:** Any/All

Ritualist will radiate in a 10 ft radius a powerful, but invisible "anti-evilness" aura. All beings considered "evil" and "vile" by the priest's religion that come within the aura function as if Shaken for as long as they are within this aura.

## ANTI-FAEAR AURA – OP 1

**Preq:** 20+ APT, Trd Ceremony, 3+ Faith Pool  
**APT:** 18/2      **C:** 97      **F:** 11  
**Range:** 0      **Time:** 1 minute  
**TD:** 75      **Duration:** 1 hour/F/FP  
**Learn:** 45 GS      **Influence:** Any/3

Renders any single sentient being 100% immune to all fear, regardless of source, potency, origin, demonic intervention, etc.

### ARMORED FEET {GORFOLH'S} – OP 1

**Preq:** 16+ APT, 1+ Faith Pool  
**APT:** 12/1      **C:** 100      **F:** 6  
**Range:** 0      **Time:** 1 minute  
**TD:** 75      **Duration:** 4 hours/F/FP  
**Learn:** 6 GS      **Influence:** Any/All

Renders any living creature's feet (any two) totally immune to the normal blisters, cuts and abrasions of walking (barefoot or not). It also keeps them from getting as tired as they normally would and, strangely enough, keeps all normal road dirt and grime off them.

### AURA OF GODLY WARMTH – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**APT:** 14/1      **C:** 96      **F:** 6  
**Range:** 0      **Time:** 1 Minute  
**TD:** 75      **Duration:** see below  
**Learn:** 94 GS      **Influence:** Any/All

Also known as Angwyn's Aura of Godly Warmth. Any single living being may be made warm, even in polar lands. It works to keep the caster at a steady 70 degrees temperature but begins to lose effect a zero degrees, dropping at a rate 5 degrees for every 10 below zero the air temperature is. Duration is a base 1 hour +1 minute per skill rank. Unfortunately, there is no way to modify this ritual to provide higher temperatures. Arcane cold is not reduced by this magik in any way.

### AURA OF PROTECTION FROM ALL THINGS EVIL – OP 1

**Preq:** 22+ APT, 3+ Faith Pool  
**APT:** 24/3, 1 F      **C:** 96      **F:** 10  
**Range:** 0      **Time:** 1 Minute  
**TD:** 100      **Duration:** 1 m/r/F/FP  
**Learn:** 175 GS      **Influence:** Any/All

Target will glow with a pure, white light equivalent to full daylight, in a 15 ft radius. All beings considered "evil" and "vile" by the priest's religion cannot enter the radius of the ritual unless they can overcome its protection. The aura repulses evil by using the ritualist's skill check against the MD of any "evil"



being attempting to enter into the rituals protected area. If this fails, they shatter the protection and end the ritual. The ritualist can bolster this protect at any point by expending Faith, adding +25 to their skill check to repulse evil per Faith point expended. This bonus lasts for the duration.

### BANISH EXHAUSTION – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**APT:** see below/1      **C:** 99      **F:** 9  
**Range:** 0      **Time:** 1 minute  
**TD:** 75      **Duration:** see below  
**Learn:** 100 GS      **Influence:** Any/All

Requires a base 18 APT affect a single living creature of up to 35 BODY in size. Creatures of larger size add +3 APT to the ritual requirement for every +10 BODY. This ritual will totally and effectively banish/take away *all* tiredness and/or exhaustion. It's as if they are fully rested and full of a new day's energy. Please note, however, that if used more than 3 times in one day on *any* creature, there will be a cumulative 15% chance that it will not only *not* work but will backfire and render the being immediately unconscious for d20 hours!

### BASIC WARDS – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**APT:** 18/3      **C:** 99      **F:** 6  
**Range:** 0      **Time:** 5 minutes  
**TD:** 75      **Duration:** 1 hour/F/FP  
**Learn:** 175 GS      **Influence:** Any/All

Bar or seal any area up to 10 ft square or on a line up to 20 ft long but not more than 1 ft wide. Any area thus warded will do the following:

- Allow no non-sentient creature of 20 BODY or less to enter or cross the warded area for the duration of its effect.
- Affect Undead up to 40 BODY as well.
- Affect spirits up to 35 APT in the same manner.

Finally, those same Undead or spirits will be effectively Shaken within the confines of the warded area or for 13 minutes after crossing a ward line.

### BATTLE HYMN – OP 1

**Preq:** 20+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 21/1      **C:** 97      **F:** 6  
**Range:** see below      **Time:** 2 melee rounds  
**TD:** 50      **Duration:** 1 minute/F/FP  
**Learn:** 235 GS      **Influence:** Any/All

Inspires those around the ritualist, for as far as the song can be heard by allies. For individuals not of the same religion to be affected, the ritual will require the

expenditure of 1 Faith. Those touched by the Battle Hymn have a +5 bonus to Athletics skill checks, +5 ATK, and +10 to Fear and Shock Saves. Those who are already berserk, or attacking with holy fervor are unaffected by this magik.

### BEAST CLAWS – OP 1

**Preq:** 20+ APT, Trd Ceremony, 3+ Faith Pool  
**APT:** 21/3      **C:** 97      **F:** 11  
**Range:** 0      **Time:** 1 minute  
**TD:** 75      **Duration:** 1 minute/F/FP  
**Learn:** 255 GS      **Influence:** Any/All

Converts two hands or similar appendages into claws of a beast (chosen by the ritualist when performed). The claws are ATK 5, DEF 3, CF 0, d4+8, Crit 97, Fumble 6, and have a Medium attack range. This ritual is a favorite of druids and medicine men.

### BLESSED ARMAMENTS – OP 1

**Preq:** 21+ APT, 3+ Faith Pool  
**APT:** 21/3 + 1 Faith      **C:** 99      **F:** 9  
**Range:** 0      **Time:** 2 Minutes  
**TD:** 75      **Duration:** 1 hour/F/FP  
**Learn:** 133 GS      **Influence:** Any/All

Instills the ritualist's Faith in a weapon, protective armor, or a shield, making the item one dedicated to their god, giving it both significance and weight. The object is discernable both in sight and touch by those of the same and opposed religions as blessed and contains some sign or signature of the religion. The object is light in the hands of those of the same religion and wielders suffer only half the normal hindrances for the weapon. Those not of the same religion are uncomfortable with its use and suffer double the normal hindrances. This ritual has no effect on benefits gained from secrets, magik, psych or other like changes to the base attributes of the weapon, armor or shield. Only the unchanged, base state of the weapon, armor or shield is affected as noted above. Only one instance of the ritual or any greater version of the ritual can be placed upon an object.

### CARRY BURDEN – OP 1

**Preq:** 22+ APT, 3+ Faith Pool  
**APT:** 21/3      **C:** 96      **F:** 10  
**Range:** 0      **Time:** 3 Minutes  
**TD:** 50      **Duration:** see below  
**Learn:** 175 GS      **Influence:** Any/All

Imbues the recipient (a single living being) the ability to carry any number of objects that they can physically fit in their arms and/or on their back that weighs less than the ritualist's APT x 10. While doing so the recipient will not suffer any discomfort or



fatigue from it, nor will the burden slow them down while moving. This does not make the recipient stronger than they actually are; they cannot suddenly pick up something normally beyond their ability to so, it's just that the load they can carry doesn't overly strain them. The effect lasts for the ritualist's APT in minutes plus 5 additional minutes per F/FP.

### CURSE (SEE BELOW) – OP 1

**Preq:** see below  
**APT:** see below                    **C:** 100                    **F:** 6  
**Range:** see below                **Time:** see below  
**TD:** see below                    **Duration:** see below  
**Learn:** see below                **Influence:** Any/All

Curses should be creative and appropriate to the situation. Curses should be interesting and never be reduced to just being a set of penalties. A curse without an escape clause automatically has a set duration of your APT in minutes unless otherwise defined. Curses with them last until their escape clause is met or released via other magik.

Curses are individualized and vary greatly. When learning this ritual, a person learns how to form a curse of their own, which they define or an existing curse which they learn to use. Each curse is considered a separate ritual and is learned individually. The curses provided below are a few examples of very well known curses across Khaas and known to most cultures.

**Bad Luck** – While the words that deliver this curse vary from culture to culture, all end the same: “I curse thee with terrible luck!”. Under the effects of this curse, given two or more possibilities that do not depend on dice rolls, the most detrimental will occur to the cursed person. If dice rolls are involved, a penalty equal to half the ritualist's APT is applied. It can only be applied once to a living being and lasts for a total of days equal to the ritualist's APT unless an escape clause is given. Regardless, the curse will last no longer than the ritualist's APT in years. The requirements are 30+ APT and Trd Ceremony; APT cost 32/7, TD 75, Time is 1 minute, duration is immediate and the ritual requires 12 GS to learn.

**Karmic Justice** – Curses of this nature vary as widely as bad luck curses. Examples are cursing a thief who steals food from a starving beggar to buy food to feed any homeless man they see or cursing a swordsman to suffer fear when confronts a sword. Curses of this nature can be applied as appropriate to the situation to a living being and lasts for a total of days equal to the ritualist's APT unless an escape clause is given. Regardless, the curse will last no longer than the ritualist's APT in years. The requirements are 35+ APT, Trd Ceremony, Trd Channel; and APT cost

38/11, TD 100, Time is 5 minutes, duration is immediate and the ritual requires 48 GS to learn.

### DANCE OF FALLEN LEAVES – OP 1

**Preq:** 20+ APT, Trd Ceremony, 3+ Faith Pool  
**APT:** 20/1                                **C:** 96                                **F:** 10  
**Range:** 0                                **Time:** 1 hour  
**TD:** 75                                    **Duration:** 1 day  
**Learn:** 17 GS                            **Influence:** Any/All  
Instills a deep calmness and sense of peace (Calm Status). The effect lasts for a full day.

### DETECTION (SEE BELOW) – OP 1

**Preq:** see below  
**APT:** see below                        **C:** 100                        **F:** 6  
**Range:** see below                    **Time:** see below  
**TD:** see below                        **Duration:** see below  
**Learn:** see below                    **Influence:** Any/All  
Numerous variations of this ritual exist and are covered below along with respective notes. Each ritual must be learned individually.

**Astral/Ethereal** – This ritual may be used to detect one or the other of the above kinds of things within a 30 ft radius. The ritualist completes the ritual then slowly turns for one melee round, during which time all such Ethereal or Astral (one at a time only) will show up to his eyes as a glowing red splotch. Preq is 35+ APT, Trd Ceremony. The APT cost 30/3, TD 125, Time is 1 hour, and the ritual requires 210 G.S. to learn.

**Curses** – This ritual detects curses on a single item or area 10 ft square and provides a short, one sentence description of them. Preq is 27+ APT and Trd Ceremony. The APT cost 28/3, TD 125, Time is 1 minute, and the ritual requires 75 GS to learn.

**Disease** – Once done the ritualist will absolutely know what sickness ails any single living entity upon which it was done. The entity can be up to 5 ft distant and up to 500 BODY. Preq is 21+ APT and Trd Ceremony. The APT cost 28/3, TD 100, Time is 1 hour, and the ritual requires 100 GS to learn.

**Enemies** – Once done the ritualist will detect any entity that is specifically thinking of harming him within a 30 ft radius. However, instead of meeting a normal TD, the ritualist rolls a ceremonial check like normal and this is applied against the PD of all beings, in the area of effect, whether hidden or not. The ritual will pierce up to a foot of stone or lesser material. If the ritualist's roll is not enough to pierce their PD, the ritual does not detect them. On successful detects, the ritualist becomes “aware” of the location and the number of those enemies but not what or who they are. Preq is 18+ APT and Trd Ceremony. The APT cost is 24/3, Time is 1 minute,



and the ritual requires 45 G.S. to learn.

**Gates** – Once done the ritualist will become “aware” of the exact distance and direction to 100 ft away, regardless of obstruction, of all “gates” and other magikal portals. Preq is 35+ APT and Trd Ceremony. The APT cost is 28/3, Time is 5 minutes, and the ritual requires 175 G.S. to learn.

**Illusion** – Upon completion, the ritualist will see all illusory things within a 150 ft radius outlined in a bright, glowing green for one melee round. Preq is 15+ APT and Trd Ceremony. The APT cost is 18/1, Time is 1 minute, and the ritual requires 65 G.S. to learn.

**Injury** – Once done the ritualist will absolutely know what injuries or wounds ails any single living entity upon which it was done. The entity can be up to 5 ft distant and up to 500 BODY. All hidden and internal wounds are detected via this ritual. The APT cost 18/1, TD 100, Time 1 minute, and the ritual requires 65 GS to learn.

**Life** – The ritualist is able to physically see any and all living things within a 30 ft range, outlined in pure white light, for one melee round. Preq is 12+ APT and Trd Ceremony. The APT cost is 18/1, Time is 1 minute, and the ritual requires 175 G.S. to learn.

**Location** – The ritualist is able to determine his precise location, relative to a defined “original location” in terms that are meaningful to him. Preq is 9+ APT and Trd Ceremony. The APT cost is 15/1, Time is 1 hour, and the ritual requires 55 GS to learn. The GM sets the TD to detect the location.

**Magik** – This ritual can be used to determine if an object is magik. The object in question must be handled, worn or otherwise manipulated during the ritual. Preq is 12+ APT and Trd Ceremony. The APT cost is 18/3, Time is 1 hour, and the ritual requires 25 GS to learn. The GM sets the TD for each magik item and what it takes to detect it.

**Magikal Trap** – This ritual detects all traps of a magikal kind within a 30 ft radius and provides a short, one sentence description of them. Preq is 18+ APT and Trd Ceremony. The APT cost 21/3, TD 125, Time is 2 minutes, and the ritual requires 100 GS to learn.

**Poison** – This ritual can be used to detect any poison or venom in any one specific area not to exceed one cubic foot in volume at a range of 5 ft. The ritual reveals the poison as haloed in a green-yellow glow. Preq is 15+ APT and Trd Ceremony. The APT cost 20/1, TD 125, Time is 1 minute, and the ritual requires 35 GS to learn.

**Possession** – Ritual determines exactly what entity, given as its “common” name is in possession of any single particular object or being up to 10 ft distant.

Preq is 18+ APT, Prof Ceremony, and Prof Pneuma. The APT cost 18/3, TD 125, Time is 1 hour, and the ritual requires 205 GS to learn.

**Psychic Emanations** – This ritual can be used to detect any and all psychic forces/emanations within a 30 ft radius. You won’t know what kind they are, just that they are there (and where they emanate from). Preq is 12+ APT, Prof Ceremony, and Prof Noetics. The APT cost 21/1, TD 125, Time is 1 minute, and the ritual requires 25 GS to learn.

**Secret Closures** – This ritual can be used to detect all secret doors or other closures in a 10 ft square area up to 30 ft distant. The ritual reveals the poison as haloed in a green-yellow glow. Preq is 18+ APT and Trd Ceremony. The APT cost 20/1, TD 100, Time is 5 minutes, and the ritual requires 50 GS to learn.

**Time Warp** – This ritual can be used to detect the presence of any magikal time-related field, aura, etc., specifically those things that “shorten” or “lengthen” the time flow in the area. You won’t know what kind they are, just that they are there (and where they emanate from). Preq is 30+ APT and Trd Ceremony. The APT cost 35/6, TD 125, Time is 1 hour, and the ritual requires 125 GS to learn.

**Treasure** – This ritual can be used to detect all valuable items (gold, silver, gems, etc.) within a 20 ft radius. This works through all obstructions, regardless of type, except for silver, which blocks it. Preq is 21+ APT and Trd Ceremony. The APT cost 28/3, TD 75, Time is 1 minute, and the ritual requires 45 GS to learn.

**Undead** – The ritual detects all Undead kind within a 45 ft radius, regardless of obstruction. The ritualist will know the number and kind of Undead in the area of effect, if successful. Preq is 15+ APT and Trd Ceremony. The APT cost 21/3, TD 100, Time is 2 minutes, and the ritual requires 75 GS to learn.

**Water** – The ritual finds any and all water within a 120 ft radius, up to 20 ft underground. The ritualist simply knows where it is. Preq is 9+ APT and Prof Ceremony. The APT cost 15/1, TD 75, Time is 1 minute, and the ritual requires 5 GS to learn.

**Weather** – This might be more properly called a “weather predictor” as it gives the ritualist one hour advance notice of what the weather will be like then, in a one square mile area. Preq is 18+ APT and Trd Ceremony. The APT cost 24/1, TD 100, Time is 10 minutes, and the ritual requires 85 GS to learn.



## DIVINE SUMMONS – OP 1

**Preq:** 26+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 30/10 + 1 Faith      **C:** 95      **F:** 7  
**Range:** see below      **Time:** see below  
**TD:** see below      **Duration:** see below  
**Learn:** 25 GS      **Influence:** Any/All

The ritualist cries out with faith, seeking to those who share the ritualist religion, who revere the same god, or who are allied to its cause to him or her. What is summoned and how many is determined by the area, and its inhabitants, and ultimately, the GM. It can be anything from bugs to large animals, monsters to people as long as what comes is relevant to the ritualist's religion. The ritual's takes 50 minus the ritualist's Faith Pool in minutes, with a minimum of 1 minute. The TD to succeed is 100 minus the ritualist's Faith Pool. The GM determines how fast or slow those summoned show up.

*Example – After a recent adventure, Khronin wanders alone, into a strange town, and soon ends up on the run from several Settite thugs who would like nothing better than to eat his entrails. Giving them the slip temporarily, he quickly uses Divine Summons, his vast reservoir of Faith (62) making the ritual a quick one and easy one. Luckily he is not the only follower of Helderé in the town and a few of them respond to his call, ones who would like nothing better than to strike at the thugs who have long terrorized their town.*

## ENSORCELLED WORD {EDRIK'S} – OP 1

**Preq:** 16+ APT  
**APT:** 30/8      **C:** 100      **F:** 8  
**Range:** 0      **Time:** 1 hour  
**TD:** 75      **Duration:** see below  
**Learn:** 330 GS      **Influence:** Any/All

Allows the ritualist to protect writing on any surface, up to a full page's worth, encrypting the writing and making it illegible to anyone, even the caster. The writing turns to indecipherable gibberish until the unlocking key word (determine at the time of the spell's casting) is written over the writing.

## FAITH'S FOE – OP 1

**Preq:** 20+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 24/1      **C:** 97      **F:** 9  
**Range:** see below      **Time:** 2 melee rounds  
**TD:** 50<sup>Note1</sup>      **Duration:** 1 minute/F/FP  
**Learn:** 235 GS      **Influence:** Any/All

Enacts a specialized curse that marks the recipient as an enemy of the ritualist's religion. The mark can be visible to all or invisible to all but those who follow the same religion. The mark can be made permanent with the application of 3-Faith.

## FAITH'S GUIDANCE – OP 1

**Preq:** 24+ APT, Trd Ceremony  
**APT:** 24/1      **C:** 97      **F:** 6  
**Range:** 0      **Time:** 1 melee round  
**TD:** 50      **Duration:** 1 minute  
**Learn:** 82 GS      **Influence:** none

Calls upon faith to guide and show them along the right path as it relates to a single action. In the single minute of game play, the recipient (if not the priest or a follower of the same religion requires 1 Faith as well) gains a one-time bonus equal to the ritualist's Faith Pool to a single roll or action. This can be anything from an ATK roll to a critical hit chart roll.

## FAITHFUL ITEM – OP 1

**Preq:** 18+ APT, Trd Ceremony  
**APT:** 23/3 (see below)      **C:** 99      **F:** 11  
**Range:** 0      **Time:** 15 minutes  
**TD:** 75      **Duration:** see below  
**Learn:** 150 GS      **Influence:** Object/20

Also known as the Marriage Bond as well. Essentially it binds an item to the recipient's aura as long as the item is no greater than the ritualist's APT in inches square, and that it can fit on the person of or in the hands of the recipient. An item so bonded can only be given away, not taken, unless force greater than the ritualist's APT in equivalent STR (or triple the ritualist's APT in BODY if STR is not used). The effect lasts for the ritualist's APT in days; however, at anytime while the ritual is still in effect, the recipient can extend the duration by taking the APT impairment to gain their APT in days.

## FEEL THE LAND – OP 1

**Preq:** 26+ APT, Trd Ceremony, 3+ Faith Pool  
**APT:** 25/5, +1 Faith      **C:** 99      **F:** 6  
**Range:** 0      **Time:** 20 minutes  
**TD:** 75      **Duration:** see below  
**Learn:** 75 GS      **Influence:** Any/All

Conveys the ability to read the land around the ritualist, an area 1-mile square per APT. The ritualist must be in physical contact with the earth for the ritual to succeed. At its culmination the ritualist gets a sense of the health of land, its vegetation and inhabitants. In the 1-mile square area immediately around the ritual, the ritualist also gains information about the land's content (soil, minerals, salinity, etc.), number of inhabitants and specific vegetation. If used upon the ocean or sea, the same information is given for the waters below, up to a depth of 10 ft per APT. It includes information like current, temperature, pressure, presence of oceanic life, location of shoals, shallows or reefs, and other, similar bits of information.



### FINDING DOORS MOST HIDDEN – OP 1

**Preq:** 14+ APT, Trd Ceremony  
**APT:** 18/3                      **C:** 99                      **F:** 6  
**Range:** 0                      **Time:** 2 minutes  
**TD:** 75                      **Duration:** see below  
**Learn:** 10 GS                      **Influence:** Any/All  
 Cause all hidden or secret doors within a 15 ft radius of himself to become outlined to his eyes only with faint, ghostly green light for a his APT in minutes.

### GENTLE RAINS OF SPRING – OP 1

**Preq:** 16+ APT, Trd Ceremony  
**APT:** 24/2                      **C:** 94                      **F:** 8  
**Range:** 0                      **Time:** 1 minute  
**TD:** 75                      **Duration:** see below  
**Learn:** 14 GS                      **Influence:** none  
 Calls forth a 5 ft diameter “rain cloud” directly over the ritualist’s head (7 ft up). A “gentle spring rain” will begin to fall (about one gallon per minute). Duration is 3-minutes but the ritualist can add +2 minutes to this time by adding +1 APT to the ritual’s requirements.

### GOD SPEED – OP 1

**Preq:** 20+ APT, 3+ Faith Pool, Trd Channel  
**APT:** 21/1                      **C:** 98                      **F:** 9  
**Range:** 0                      **Time:** 1 minute  
**TD:** 75                      **Duration:** 1 hour/F/FP  
**Learn:** 345 GS                      **Influence:** Person/50  
 A blessing of divine power to speed up a single recipient’s movements and actions. The ritual provides a +1 bonus to CF and adds +50% to the recipient’s movement. Hostile targets require you to make an opposed Ceremony skill check against their MD.

### HANGFIRE {NEHLSOHN’S}– OP 1

**Preq:** 24+ APT, Trd Ceremony, Trd Arcanalog  
**APT:** 27/9                      **C:** 100                      **F:** 11  
**Range:** 0                      **Time:** 30 minutes  
**TD:** 100                      **Duration:** see below  
**Learn:** 55 GS                      **Influence:** none  
 Creates a synergy between a spell (Cast skill) and the ritual, allowing the ritualist to hold off using the magik, even if it has already been cast! He can hold it for 10 minute per Ceremony skill rank. At the end of that time, the magik is automatically discharged in the normal manner. Of course, the holding ritualist can also elect to fire at will at any point during this time with the utterance of a simple, one syllable release sound. The only drawback is that while any magik is thus hung up, no other magik (Cast skill) may be performed.

### HEALING {NAMPHROOK’S} – OP 1

**Preq:** 18+ APT, Trd Ceremony  
**APT:** 18/3                      **C:** 97                      **F:** 8  
**Range:** 0                      **Time:** 1 minute  
**TD:** 75                      **Duration:** see below  
**Learn:** 5 GS                      **Influence:** none  
 Heal any living creature of 10 points of HP damage. Those thus healed may be healed more than once so that all normal damage may be removed. However, this will not heal burns, acid damage, or wounds of a critical nature that are not pure HP. It will stop the bleeding and heal Hidden or Internal wounds that are not solely pure HP in nature.

### HEART OF WINTER – OP 1

**Preq:** 20+ APT, Trd Ceremony  
**APT:** 21/3                      **C:** 97                      **F:** 10  
**Range:** 0                      **Time:** 1 minute  
**TD:** 75                      **Duration:** 1 day  
**Learn:** 22 GS                      **Influence:** Any/All  
 Bestow upon a single living creature near immunity to the effects of cold weather, including frostbite, wind chill and other effects. Consider the target to be able to adjust their temperature 100 degrees warmer and to have DR 30 versus any weather effects.

### HIGH GREEN – OP 1

**Preq:** 16+ APT, 3+ Faith Pool  
**APT:** 12/1                      **C:** 100                      **F:** 6  
**Range:** 0                      **Time:** 1 minute  
**TD:** 75                      **Duration:** see below  
**Learn:** 10 GS                      **Influence:** Any/All  
 Affects a 10 ft square area for every Ceremony skill rank. The results are simple: all “grass” (from rye, to wheat, to rice, to crabgrass, etc.) will immediately commence growing at a rate of 1 ft in height per second. This growth spurt lasts d100 melee rounds. No other forms of plant life (except grass) are affected. Once growth is stopped, it will remain at its new size for 1 melee round per skill rank. At the end of this time it will commence to shrink back to its normal size/height at the same rate of speed it grew.

### IDENTIFICATION {ARTURON’S} – OP 1

**Preq:** 16+ APT, Trd Ceremony  
**APT:** 15/3                      **C:** 100                      **F:** 6  
**Range:** 0                      **Time:** 1 Minute  
**TD:** 75                      **Duration:** see below  
**Learn:** 55 GS                      **Influence:** none  
 Places the ritualist into a light trance for d10 minutes. During this time he will identify the basic functions of any object he handles for 1 minute equal as if he had made a roll of 150 on either Arcanalog or an appropriate Knowledge skill check for the object.



### MAGIKAL ALARM – OP 1

**Preq:** 20+ APT, Trd Ceremony  
**APT:** 18/3                      **C:** 90                      **F:** 6  
**Range:** 0                      **Time:** 1 minute  
**TD:** 75                      **Duration:** 10 minutes  
**Learn:** 88 GS                      **Influence:** none  
Puts an invisible aura in a 30 ft radius around the ritualist. If anyone tries to magically observe the ritualist the ritualist “knows” it immediately.

### MEND CLOTH – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**APT:** see below/1                      **C:** 99                      **F:** 9  
**Range:** 0                      **Time:** see below  
**TD:** 75                      **Duration:** see below  
**Learn:** 55 GS                      **Influence:** Any/All  
Requires a base 18 APT to mend 2 ft square of most soft substances, up to and including soft leather armor and such. Additional 2 ft increments of soft substances add +3 APT to the ritual requirement. Each 2 ft square requires 10 full minutes to mend. The mending is permanent and total, so that it appears as if it had never been damaged. If the material to be mended is magikal, the time required is tripled, and the APT is doubled.

### MOON CALLS FORTH ITS LIGHT – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**APT:** 30/3 + 1 Faith                      **C:** 99                      **F:** 6  
**Range:** 0                      **Time:** 1 minute  
**TD:** 75                      **Duration:** 1 minute/F/  
FP  
**Learn:** 43 GS                      **Influence:** Any/All  
Soft beams of light spill forth and heal one creature it's RR in HP every minute.

### PEACEFUL SEQUESTER – OP 1

**Preq:** 20+ APT, Trd Ceremony  
**APT:** 21/1                      **C:** 97                      **F:** 10  
**Range:** 0                      **Time:** 1 minute  
**TD:** 50                      **Duration:** see below  
**Learn:** 122 GS                      **Influence:** none  
At the culmination of the ritual all participants heal and recover as if they were in a peaceful place and taking full bed rest, no matter how harsh the actual conditions. The ritualist must designate a certain area, such as a cave, a bamboo grove, a small cabin, or other shelter, and while within this space all ritual participants are able to find rest even in the middle of a blizzard. This does not allow ritual participants to ignore the other considerations of survival in this environment, but even when freezing, drenched, or surrounded by foes, ritual participants feel as comfortable as if at home and surrounded by friends.

### PRAYERS (SEE BELOW) – OP 1

**Preq:** 15+ APT, Prof Ceremony  
**APT:** see below                      **C:** 100                      **F:** 6  
**Range:** see below                      **Time:** see below  
**TD:** see below                      **Duration:** see below  
**Learn:** see below                      **Influence:** Any/All  
Numerous variations of this ritual exist and are covered below along with respective notes. Each ritual must be learned individually.

**Birth** – The ritual allows the ritualist to pray for and lay a blessing upon a newly born living being. It can only be applied once to the being and provides a blessing of health and good luck. The APT cost 20/1, TD 75, Time is 10 minutes, duration is immediate and the ritual is free of cost to learn.

**Bounty** – This special bless spell can be used once per day. This blessing will make the land produce at 150% its normal yield. A collective field of crops can only be so blessed once a year.

**Coming of Age** – The ritual allows the ritualist to pray for and lay a blessing upon living beings achieving an age milestone. It can only be applied once to the being and provides a one-time intervention miracle, as if a priest had succeeded at a 3-Faith Entreat Boon as listed under the Pneuma skill. The ritual requires 1 Faith per participant, APT base cost of 18/1 with an additional requirement of +3 APT per participant, TD 75, Time is 10 minutes, duration is one year and the ritual is free of cost to learn.

**Death** – The ritual allows the ritualist to pray for a newly deceased living being in order to smooth its path into the afterlife/reincarnation. It can only be applied once to the being and provides a 1-Faith Entreat Boon as listed under the Pneuma skill against the being returning as an undead or spiritual creature. The APT cost 28/1, TD 75, Time is 10 minutes, duration is indefinite and the ritual is free of cost to learn.

**Fertility** – The ritual allows the ritualist to pray for and lay a blessing upon a single being to bolster their fertility, doubling normal chances to conceive. The APT cost 15/1, TD 75, Time is 1 minute, duration is one year and the ritual is free of cost to learn.

**Guidance** – This ritual allows the ritualist to pray for guidance from his deity. This guidance can be almost anything the GM will allow but each god should be played by the GM accordingly. If the god is prone to verse, ambiguous answers, or to trickery then the divine guidance should reflect that. If the god is terse, succinct and to the point, then that is how he should answer. And perhaps in some cases the correct answer is no answer at all. The GM is the final arbiter here. The APT cost 21/1, TD 75, Time is 2 minutes,



duration is immediate and the ritual is free of cost to learn.

**Marriage** – The ritual allows the ritualist to pray for newly wed beings, wishing them health, wealth and happiness. It can only be applied once to the being and provides a single, one-time 1-Faith Entreat Boon as listed under the Pneuma skill to bring the wedded persons good fortune or wealth; or, to prevent bad health or misfortune. The APT cost 28/1, TD 75, Time is 1 hour, duration is one year and the ritual is free of cost to learn.

**Vessel** – The ritual allows the ritualist to pray for a ship to provide it good fortune. It can only be applied once per year and provides a 3-Faith Entreat Boon as listed under the Pneuma skill against the vessel suffering misfortune. The APT cost 32/6, TD 100, Time is 1 hour, duration is one year and the ritual is free of cost to learn.

#### PROTECTION (SEE BELOW) – OP 1

**Preq:** 15+ APT, Trd Ceremony  
**APT:** see below                    **C:** 100                    **F:** 6  
**Range:** see below                **Time:** see below  
**TD:** see below                    **Duration:** see below  
**Learn:** see below                **Influence:** Any/All

Numerous variations of this ritual exist and are covered below along with respective notes. Each ritual must be learned individually.

**Aphrodisiac** – This ritual protects a single living being from all forms of aphrodisiacs. The APT cost 21/3, TD 75, Time is 1 minute, duration is 1 hour/F/FP or 1 hour/M/MP and the ritual requires 50 G.S. to learn.

**Elements** – The ritual manifests protection against one type of element, allowing you to accept some or all of it into you, rendering it harmless. You can negate 5 HP of the one element you declare and an additional 5 HP for every +3 APT you add when you perform the ritual. The APT cost 18/3, TD 100, Time is 10 minutes, Duration is 1 minute/F/FP or 1 hour/M/MP and the ritual requires 125 GS to learn.

**Melee Attacks** – This ritual protects a single living by adding an unmodifiable +50 DEF and +20 Dodge against melee attacks. The APT cost 18/3, TD 75, Time is 1 minute, duration is 1 minute/F/FP or 1 hour/M/MP and the ritual requires 100 G.S. to learn.

**Ranged Attacks** – This ritual protects a single living by adding an unmodifiable +50 DEF and +20 Dodge against missile attacks. The APT cost 18/3, TD 75, Time is 1 minute, duration is 1 minute/F/FP or 1 hour/M/MP and the ritual requires 100 G.S. to learn.

**Sleep** – This ritual protects a single living being from all forms of mental or magikal somnolence and sleep. The APT cost 24/3, TD 75, Time is 1 minute,

duration is 1 hour/F/FP or 1 hour/M/MP and the ritual requires 50 G.S. to learn.

#### PURIFICATION {BUHAO'S}– OP 1

**Preq:** 16+ APT, Trd Ceremony  
**APT:** 12/1                            **C:** 93                    **F:** 13  
**Range:** 0                            **Time:** 1 minute  
**TD:** 75                                **Duration:** see below  
**Learn:** 55 GS                        **Influence:** any/all  
Purify up to 10 pounds of dry material, or 1 gallon of liquid. The ritual will not, however, neutralize poisons or venoms. What it does do is make swamp water drinkable, even if not tastier and stale or old food safe.

#### RED MOON MINION: BROWN SPYDRON – OP 1

**Preq:** 22+ APT, 3+ Faith Pool  
**APT:** 22/1 APT + 1 Faith            **C:** 97                    **F:** 8  
**Range:** 0                            **Time:** 1 Minute  
**TD:** 75                                **Duration:** 1 minute/F/FP

**Learn:** 400 GS                        **Influence:** Any/All  
A minor, using faith to form a temporary portal to bring forth a small brown spydron. Once called upon, the being takes d4 melee rounds to arrive. It will stay for the duration listed; however, if it successfully bites a victim beforehand, it will return earlier. The brown spydron is small, barely the size of a clenched fist but otherwise resembles a hairy tarantula. Brown Spydron: ATK 35, DEF 90, DR 3, MD 75, PD 50, CF 29, Move 17, BODY 25, HP 20. Its venom causes a toxic reaction, inflicting 2d8+4 HP immediately if a TD 80 P/V Save is failed. Secondary effects take place after a minute if a TD 50 P/V Save is failed and inflict a wasting disease upon victims. The disease inflicts 1-BODY per month unless a TD 75 Disease Save is made.

#### RIGHTEOUS RESISTANCE – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**APT:** see below                    **C:** 99                    **F:** 6  
**Range:** 0                            **Time:** 1 minute  
**TD:** 75                                **Duration:** 5 minutes/F/FP

**Learn:** 188 GS                        **Influence:** Any/All  
Requires a base 30/3 APT and 1 Faith and will render a single living being of up to 40 BODY in size resistant to the effects of one of: fire, cold, lightning, paralysis, fear or mesmerization. The effect is immediate once the ritual is finished and the person to be protected is touched. Those blessed in this manner gain +10 MR and +75 MD or full resistance in the case of fear, paralysis and mesmerization. Beings of greater size can be affected by adding +2 APT/+1 impairment for every +5 BODY. To affect



a being not of your religion requires the expenditure of 1 Faith in addition to the stated requirements. Each separate protection must be learned independently.

### SELF HEAL – OP 1

**Preq:** 14+ APT  
**APT:** 16/1                      **C:** 99                      **F:** 6  
**Range:** 0                      **Time:** 3 minutes  
**TD:** 100                      **Duration:** see below  
**Learn:** 35 GS                      **Influence:** none  
Magically heals 1-HP damage per 2 Ceremony skill ranks. It may only be performed on one's self, and not others.

### SHADES UPON LEAF VERDURE – OP 1

**Preq:** 22+ APT, 3+ Faith Pool  
**APT:** 18/1                      **C:** 95                      **F:** 8  
**Range:** 0                      **Time:** 1 Minute  
**TD:** 75                      **Duration:** 1 hour/F/FP  
**Learn:** 12 GS                      **Influence:** Any/All  
Works only in non-urban, "wild" areas. Any flora around the target of the ritual subtly grows more wild, rugged and thick, making the recipient of the ritual more difficult to spot and see and giving Partial Concealment.

### SPEAK IN TONGUES – OP 1

**Preq:** 16+ APT, Trd Ceremony  
**APT:** 12/1 (see below)                      **C:** 93                      **F:** 9  
**Range:** 0                      **Time:** 1 minute  
**TD:** 75                      **Duration:** see below  
**Learn:** 55 GS                      **Influence:** any/all  
Allows the ritualist to speak, read and write any single language desired for one hour. This may be extended by one hour but it requires an additional expenditure of +3 APT per hour desired when the ritual is performed.

### TIME THAT'S TOLD – OP 1

**Preq:** 20+ APT, Trd Ceremony, 3+ Faith Pool  
**APT:** 18/3 + 1 Faith                      **C:** 95                      **F:** 7  
**Range:** 0                      **Time:** 5 minutes  
**TD:** 75                      **Duration:** see below  
**Learn:** 225 GS                      **Influence:** Any/All  
Sends the ritualist into a trance where he or she will learn and know the true age of a single object and get a feel for its history. The feel will be only for general information about the item, equivalent to 45 skill ranks in a Knowledge skill about the object. The trance will last 1 minute times the object's age (or d100 minutes if the age is unknown). At the end of the trance, the Knowledge skill rank are lost.

### WALK IN THE WORLD – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**APT:** 14/1                      **C:** 96                      **F:** 6  
**Range:** 0                      **Time:** 1 Minute  
**TD:** 75                      **Duration:** 1 minute/F/FP  
**Learn:** 11 GS                      **Influence:** Any/All  
The ritualist glows with a pale green light and is able to move through briars, tall grass, bushes, hedges, thorns, shrubs, small trees, and other large plants etc., safely and at two-thirds his normal speed. The plants will literally writhe and bend out of his way, snapping back instantly behind him as he passes.

### OP 2

#### ANGER {AMARYDION'S} – OP 2

**Preq:** 28+ APT, Trd Ceremony, Trd Pneuma, 5+ Faith Pool  
**APT:** 32/3 + 1 Faith                      **C:** 97                      **F:** 9  
**Range:** 0                      **Time:** 8 minutes  
**TD:** 100                      **Duration:** see below  
**Learn:** 120 GS                      **Influence:** Any/All  
Imbues a handful of dirt with divine anger towards those who have distress, damaged or hurt the "land". The dirt (or sand, loam, soil, etc.) must be from an area of the world where some tragedy has occurred, such as pollution, over-planting, and other damaging actions to power the ritual properly. Amarydion's anger is manifest when the dirt is thrown or placed on another and the final part of the ritual, which takes a quickened action, is invoked. A number (d100) of the particles of dirt grow heavy, seeking to crush the target of the ritual. Each particle is equivalent to 1 BODY/10 pounds of impedance. If the weight overwhelms the target, each point beyond their BODY inflicts 1-HP damage for every minute that passes as it crushes the life out of them. Please note that the dirt does not increase in size or otherwise change so the effect may not be immediately noticeable by an outside observer. If the dirt equals double or more of the target's BODY then the target cannot speak due to the crushing weight. The dirt, once treated with the ritual, will last for 1 day/F/FP unless used prior to this time.



## ANOINTMENT OF THE WIND – OP 2

**Preq:** 24+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 28/4                      **C:** 98                      **F:** 11  
**Range:** 0                      **Time:** 3 minutes  
**TD:** 100                      **Duration:** one hour  
**Learn:** 50 GS                      **Influence:** Any/All

Summons forth the essence of the great wind, embracing and protecting a single living target from harm, adding +5 DEF for every Faith in your Faith Pool.

## AUGURY (SEE BELOW) – OP 2

**Preq:** 18+ APT, Trd Ceremony, 3+ Faith Pool  
**APT:** see below                      **C:** 100                      **F:** 7  
**Range:** see below                      **Time:** see below  
**TD:** see below                      **Duration:** see below  
**Learn:** see below                      **Influence:** Object/All

Numerous variations of this ritual exist and two of the most prominent are covered below along with respective notes. Each ritual must be learned individually.

**Early Warming** – At the conclusion of the ritual, the ritualist or one of the participants gains the ability to sense any living being or creature thinking about harming the him or his companions. He can check a 45 ft radius or scan ahead on his proposed path to a distance of 180 ft. The ritual applies a 125-point check against each person's MD. Those it overcomes are successfully probed. It applies this against every being in its radius or path each minute. The APT cost 25/1, TD 100, Time is 2 minutes, Duration is 1 minute/F/FP, and the ritual requires 85 G.S. to learn.

**Presage** – The ritual tells the ritualist if one action he is contemplating in the next 10 minutes will be beneficial, detrimental, or of no consequence. It will not tell him why it will be any of these things, only that it will be so. The APT cost 20/1, TD 75, Time is 1 minute, and the ritual requires 58 G.S. to learn.

*Example* – Wildren wants to enter an old tomb he's found, but the door has an old clay seal upon it that must be broken to do so. Wildren works the ritual to see if breaking the seal will have an immediate effect, either beneficial or detrimental or no apparent effect at all. The GM must tell the player the truth; for instance, if the seal is cursed to harm whosoever breaks it, he'd say the breaking will be detrimental.

## BANISHED FATIGUE {KHURTOL'S} – OP 2

**Preq:** 16+ APT, Trd Ceremony  
**APT:** 15/1                      **C:** 95                      **F:** 11  
**Range:** 0                      **Time:** 10 minute  
**TD:** 75                      **Duration:** see below  
**Learn:** 20 GS                      **Influence:** Any/All

The base APT listed above will handle 60 BODY in total of living beings and will utterly banish all fatigue/tiredness. The ritualist can add to this in increments of 5 BODY each by adding +10/+1 respectively to the APT requirements. This ritual may be done but once per day per each individual creature. The spell is instantaneous in effect and is by touch only. To apply this ritual on one being for a number of consecutive days equal to or greater than his CON is to invite physical disaster such as death. GM adjudicates.

## BINDING CHAINS OF LIGHT – OP 2

**Preq:** 24+ APT, Exp Ceremony, 5+ Faith Pool  
**APT:** 30/6                      **C:** 98                      **F:** 14  
**Range:** 5                      **Time:** 3 minutes  
**TD:** 100                      **Duration:** 1 minute/F/FP  
**Learn:** 325 GS                      **Influence:** Any/All

Effective against undead and spirits only. The ritualist creates glowing chains of golden light that render all undead and spirits absolutely immobile and unable to fly, become gaseous, or to otherwise flee. There is a 3% chance per 15 BODY (or APT for spirits) that the affected being can break the chains.

## BLESS {MEGALON'S} – OP 2

**Preq:** 28+ APT, Trd Ceremony, 7+ Faith Pool  
**APT:** 30/1 (see below)                      **C:** 91                      **F:** 13  
**Range:** 10                      **Time:** see below  
**TD:** 100                      **Duration:** 1 hour  
**Learn:** 245 GS                      **Influence:** Any/All

Requires 1 minute for bestowing the blessing to a single individual of Megalon's faith. Each additional person adds +1 minute and adds +2/+1 to APT requirements. Individuals not of the same religion require the expenditure of 1 Faith per person to be blessed. Those blessed fall into a state of divine berserker rage! In this state, you gain a total disregard for danger but are not mindless like a normal berserker. You have 0 DEF while berserk but are also at +30 ATK, +5 to all DME and +50 to Shock saves. You will discard any shield normally carried and will wield two weapons (if a second is available). It also makes those thus blessed 100% immune to all forms of fear. Those who are already berserk, or attacking with holy fervor are unaffected by this magik.



### BOON OF THE SUMMER WINDS – OP 2

**Preq:** 21+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 18/3                      **C:** 100                      **F:** 9  
**Range:** 0                      **Time:** 2 minutes  
**TD:** 100                      **Duration:** 5 minutes/F/  
FP

**Learn:** 145 GS                      **Influence:** any/3  
Wraps the target in the warm clasp of the summer winds, protecting them from harm. The ritual adds +30 DEF and +10 Dodge against melee attacks and +100 DEF against missile attacks. Other attacks are unaffected.

### BOOST (SEE BELOW) – OP 2

**Preq:** see below  
**APT:** see below                      **C:** 99                      **F:** 8  
**Range:** see below                      **Time:** see below  
**TD:** see below                      **Duration:** see below  
**Learn:** see below                      **Influence:** Any/All

Numerous variations of this ritual exist and are covered below along with respective notes. Each ritual must be learned individually.

**Attribute** – This ritual may be used to add a +5 bonus to one of the below listed attributes: ADROIT, REF, STR, MASS, WITS, CON, REAS, or EGO. Multiple rituals applied to the same attribute do not stack. Preq is 25+ APT, Trd Ceremony, Trd Arcanalog. The APT cost 35/5, TD 125, Time is 1 hour, Duration is 1 day, and the ritual requires 388 G.S. to learn.

**Characteristic** – This ritual may be used to add a +2 bonus to one of the below listed characteristics: COORD, CF, MA, APT, LEAD, and PER. Multiple rituals applied to the same attribute do not stack. Preq is 35+ APT, Exp Ceremony, Trd Arcanalog. The APT cost 45/8, TD 150, Time is 1 hour, Duration is 1 day, and the ritual requires 544 G.S. to learn.

### BOUNTEOUS BUCKET {BHUCKNEHL'S}– OP 2

**Preq:** 16+ APT, Trd Ceremony  
**APT:** 16/1                      **C:** 96                      **F:** 13  
**Range:** 15                      **Time:** 3 minutes  
**TD:** 75                      **Duration:** see below  
**Learn:** 15 GS                      **Influence:** Any/All

Evokes a misty grey bucket with a one gallon capacity appears up to 13 ft distant and commences to empty out any liquid at that spot, one bucket at a time. It will move up to a total of 13 ft to get rid of the liquid but will never go beyond its 13 ft distance from the caster. It works at the same CF speed as the ritualist. It will hold anything liquid in nature, from acid to booze. The ritualist must totally concentrate on this for it to work (no actions of any kind allowed). Fail to

do so and the magik will immediately terminate. Base duration is 3 minutes but the ritualist can add to this time in +2 minute increments by adding +1 APT to the ritual when performed.

### CLOAKED IN SKIRIN'S WINGS – OP 2

**Preq:** 28+ APT, Exp Ceremony, 5+ Faith Pool  
**APT:** 28/2 (see below)                      **C:** 95                      **F:** 12  
**Range:** 0                      **Time:** 2 minutes  
**TD:** 100                      **Duration:** 1 hour/F/  
FP

**Learn:** 345 GS                      **Influence:** Any/All  
Cloaks the recipient in the feathery, raven dark caress of Skirin's wings, making him 100% invisible in darkness or gloom and even had to notice in complete daylight – individuals who would normally notice the recipient are -50 PER/-30 Recon checks to do so.

### CURSE {MEGALON'S} – OP 2

**Preq:** 28+ APT, Trd Ceremony, 7+ Faith Pool  
**APT:** 35/1, 2 F                      **C:** 93                      **F:** 16  
**Range:** see below                      **Time:** 3 minutes  
**TD:** see below                      **Duration:** 3 minutes  
**Learn:** 425 GS                      **Influence:** Any/All

Essentially an "opposite" of the "bless" of the same name. The hands of the ritualist are imbued with power at the end of the ritual and anyone they directly physically touch over the next 2 melee rounds is affected by the ritual's power. Each touched being still gets their MD against the ritual and the ritualist must make a Ceremony skill check to overcome it like normal. The ritual causes cowardice, craven action, fear and inability to fight or confront an adversary in any way. All weapons, shields, etc., are immediately thrown away and the individual will not even try to protect himself from incoming blows other than to hunker down and huddle behind raised arms. Those affected by this curse will turn tail and immediately run away at the fastest possible speed 75% of the time.

### DOMINION OF THE GREEN – OP 2

**Preq:** 24+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 32/3                      **C:** 94                      **F:** 12  
**Range:** 0                      **Time:** 2 minutes  
**TD:** 100                      **Duration:** 1 minute/F/  
FP

**Learn:** 185 GS                      **Influence:** Any/All  
Calls upon flora in the area to entangle, snarl and bind those beings the ritualist indicates. You can affect a 5 ft area square and the plants will hold 15 BODY worth of creatures for every Faith in your Faith Pool.



### DRUNK-AWAY {DWORKYN'S} – OP 2

**Preq:** 24+ APT, Trd Ceremony, 5+ Faith Pool, Namphrook's Healing [Ritual]

**APT:** 22/1 (see below)      **C:** 100      **F:** 10

**Range:** 0      **Time:** 3 minutes

**TD:** 75      **Duration:** immediate

**Learn:** 175 GS      **Influence:** Object/15

Instantly banish drunkenness with no hangover at all, up to 35 BODY. Every +3 APT added to the initial ritual adds +15 BODY that can be affected.

### EARTH FRIEND: GROUND MAGGOT – OP 2

**Preq:** 28+ APT, Exp Ceremony, 5+ Faith Pool

**APT:** 28/3 (see below)      **C:** 99      **F:** 12

**Range:** 0      **Time:** 2 minutes

**TD:** 100      **Duration:** 1 hour/F/FP

**Learn:** 545 GS      **Influence:** Any/All

Minor summoning that summons a creature friendly to Amarydion, a ground maggot. The ritual will summon d6 of these creatures to any area where earth is available. More can be called but it requires an additional +3 APT for every d6 more called. Regardless of how many are summoned, it takes 2d4 minutes for them to arrive (not counted as part of the duration). Ground maggots are 1 ft long, purplish to brown in color and resemble slimeless maggots. They can burrow through the ground at a rate of 5 ft per minute and can enhance the fertility of an area, even dead arid soils in a few months. If 10 or more are summoned they can attack as a unit, literally eating the ground underneath a target and whatever part of the target is touching the ground. The attack can be done once per melee round but ground maggots can continue to damage a target every CF Count until it moves from the area. This attack has a bonus to ATK equal to the number of ground maggots and will inflict 1 HP for every 3 ground maggots present. Ground Maggots have 1 HP and no DEF, MD or PD. They can eat anything organic but cannot digest metals.

### EARTH MOTHER'S EMBRACE – OP 2

**Preq:** 21+ APT, Trd Ceremony, 5+ Faith Pool

**APT:** 21/1 +1 Faith      **C:** 99      **F:** 7

**Range:** 0      **Time:** 5 minutes

**TD:** 75      **Duration:** 1 day/F/FP

**Learn:** 85 GS      **Influence:** Any/All

Sinks a willing recipient down into the Earth Mother's bosom. The recipient descends 3d10+30 ft into earth (soil, soft stone, sand, loam, but not rock or hard minerals) and is placed in a state of exhilarant religious joy. While in the embrace of earth the recipient does not notice the passing at time but when

they return (which can be done at any point in the duration) they are released fully rested and healed for the time elapsed. This ritual is a favorite of Amarydion priestesses.



### FANTASTIC FLUSH {FLEMYNG'S} – OP 2

**Preq:** 21+ APT, Prof Ceremony

**APT:** 15/1 (see below)      **C:** 97      **F:** 6

**Range:** 0      **Time:** 5 minutes

**TD:** 50      **Duration:** see below

**Learn:** 150 GS      **Influence:** Any/All

A small whirlpool 6-inch to 6 ft across will appear in any liquid up to 13 ft away. Each single (1) second it is in operation it will drain away (into some unknown plane) five gallons of said liquid. Base duration is 100 CF Counts but the ritualist can add to this time in +5 CF Count increments by adding +1 APT to the ritual when performed. There is no known way to increase either the size of the whirlpool beyond listed limits or the rate of swallowing - only the duration as previously noted.

### GRAFT FLESH – OP 2

**Preq:** 24+ APT, Trd Ceremony, Trd Arcanology

**APT:** 18/3 (see below)      **C:** 91      **F:** 14

**Range:** 0      **Time:** 10 minutes

**TD:** 100      **Duration:** see below

**Learn:** 55 GS      **Influence:** Any/All

When you perform the ritual, you strip the flesh from a corpse and use it to temporarily seal wounds or disguise the appearance of another being (not necessarily a living one). You can graft a base 5 BODY of flesh to a being and more in increments of +5-BODY by adding +4 APT to the ritual. The grafted flesh falls away after a 10-hour period. However this too can be increased in 10-hour increments by adding +3 APT to the ritual. You can choose whether the grafted flesh conforms to the appearance of the creature it is applied to, or if it remains as lifted from its source. While you can use this to disguise or change your appearance the flesh grafted is cosmetic only and provides no true functionality.



## GIVE BLOOD TO THE EARTH – OP 2

**Preq:** 30+ APT, Exp Ceremony, 7+ Faith Pool  
**APT:** 35/3 + 1 Faith      **C:** 99      **F:** 13  
**Range:** 150      **Time:** 3 melee rounds  
**TD:** 100      **Duration:** see below  
**Learn:** 225 GS      **Influence:** Any/All

The 7th day of Khoros is a special day for the Amarydion religion, one where blood is shed to rejuvenate the land, turn the seasons and keep right all that lives. This ritual is one on a smaller scale, a calling to that rite, but one used against Amarydion's enemies, ripping the blood from their bodies forcefully and casting it out on the land around them. At the culmination of the ritual, the ritualist has 1 minute to designate a single living target. If the ritualist overcomes the target's MD with his or her Ceremony skill check, they must make an immediate TD 100 Shock save. If they fail, they take the difference in HP damage, which flies from their body in a great explosion of blood.

## HAND OF THORNS – OP 2

**Preq:** 21+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 24/3      **C:** 94      **F:** 7  
**Range:** 0      **Time:** 2 minutes  
**TD:** 75      **Duration:** 1 minute/F/FP  
**Learn:** 185 GS      **Influence:** Any/All

Covers the ritualist's hand (choice - left or right) with a veritable sphere of needle/razor sharp thorns from 3 to 5 inches long! The hand of thorns does d6+7 HP of damage per strike, plus the wielder's BODY bonuses (if any), and attacks armored targets as well as non-armored ones equally. The thorns are as hard as petrified wood (so they *can* be broken, but not easily) and unusually resistant to fire and flame - so much so that any heat of less than 15 HP potency will not harm them in the least and all above this will do but 1/4 damage to them. Consider the Hand of Thorns to have 35 HP of its own.

## HASTEN DECAY – OP 2

**Preq:** 22+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** see below      **C:** 96      **F:** 8  
**Range:** 0      **Time:** 2 melee rounds  
**TD:** 100<sup>note 1</sup>      **Duration:** immediate  
**Learn:** 45 GS      **Influence:** Any/All

Requires a base 21/1 APT and will accelerate the decay of any organic matter in a 5 ft square area. The ritual empowers the natural process of decay, speeding it up greatly so that organic matter will decay into the soil within 2d4 minutes. The ritual will work on any plant or animal matter, including wood, bone, paper, and leather. The ritual has no effect on living

matter but may work on some types of undead or spiritually possessed hosts whose corporeal form is dead or decaying.

## HIDDEN TORRENTS – OP 2

**Preq:** 24+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 20/1      **C:** 99      **F:** 14  
**Range:** 0      **Time:** 1 minute (see below)  
**TD:** 100      **Duration:** 1 day/F/FP  
**Learn:** 55 GS      **Influence:** Any/All

Base requirement of 1 minute but each 100 gallons or part thereof drank adds 1 minute to the ritual. To release the contents takes but a single word. The ritualist begins drinking water and for every Ceremony skill rank he can safely swallow 100 gallons! He'll only feel like he's drunk a glass of water but it's in there, tucked away like gold in a bag of infinite holding. When he says the firing word it all spews out of his mouth at the rate of 10 gallons per CF Count to a maximum of 400 gallons in a melee round. The stream, once started, cannot be stopped until all the water is gone! The stream of water will be d6+4 ft long per each 100 gallons swallowed, to a 40 ft maximum range. Once the ritual is done and the water drank it will only "hold safely" for the duration. If he waits too long, he suddenly bursts from all that water suddenly "inside" himself.

## HOLY BLESS – OP 2

**Preq:** 18+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 25/5 (see below)      **C:** 96      **F:** 9  
**Range:** 30      **Time:** 1 minute  
**TD:** 75      **Duration:** see below  
**Learn:** 325 GS      **Influence:** any/all

Bless any single individual of the same faith or can be used to consecrate an article (object) considered sacred by the ritualist's religion with temporary holy power. For the individual, they gain +20 ATK, +20 DEF, +30 MD, +30 PD and +10 to all skill checks. This lasts for one hour only. An item thus consecrated is temporarily is considered "holy" and will burn undead for d10 HP and affect spirits like normal. If used to draw holy symbols, these symbols will keep all non-free-willed Undead (like Zombies and such) from crossing said symbols for 5D10+50 minutes. Free-willed Undead, such as Wraiths, etc., have a 10% chance of being affected in the same way. To bless an unbeliever or an article not normally related to one's faith requires the expenditure of 1 Faith.



## IN FATE, STRENGTH – OP 2

**Preq:** 24+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 17/3 (see below)      **C:** 98      **F:** 10  
**Range:** see below      **Time:** see below  
**TD:** 100      **Duration:** 10 minutes  
**Learn:** 75 GS      **Influence:** Any/All

Common among priests of Xuanth, this prayer invests followers of the same religion with a certain fatality towards death, allowing them to fight and act with total abandon and ferocity. The ritual requires 1 minute for bestowing the blessing to a single individual of the same religion. Each additional person adds +1 minute and adds +3 to APT requirements. Individuals not of the same religion require the expenditure of 1 Faith per person to be affected. Those touched in this manner gain a +10 bonus to ATK, a +2 bonus to DME, and +10 bonus to skill checks for the duration. However at the end of the prayer, those affected are Staggered for d3 minutes.

## INNER CRÈCHE OF TREES – OP 2

**Preq:** 24+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 31/5      **C:** 97      **F:** 13  
**Range:** 0      **Time:** see below  
**TD:** 100      **Duration:** 1 day/F/FP  
**Learn:** 55 GS      **Influence:** Any/All

Base requirement of 1 minute but every tree ingested adds 1 minute to the ritual. To release the contents takes but a single word. The ritualist can “ingest” one tree whose size is no greater than 3 times his or her Faith Pool and for every Ceremony skill rank he can safely “eat” another! He or she will only feel like they have eaten a good sized meal, but it’s in there, tucked away like gold in a bag of infinite holding. When the firing word is spoken, the trees are ejected out of his or her mouth at the rate of 1 tree per 5 CF Counts to a maximum of 8 trees in a melee round. The barrage of trees, once started, cannot be stopped until all the trees are gone! Each tree is expelled out to a max 30 ft range with some force and inflicts its size in HP damage to any opponent it strikes (consider the tree to have an ATK bonus equal to four times its size) and bowling them over if it hits. Trees immediately attempt to take root after being expelled and will cover the ground (and any being they strike and bowl over) with a net of roots. This counts as a Grapple and Restrain maneuver (see Battle and Melee Section for details) with the tree having a BODY equivalent to 4 times its size. Once the ritual is done and the trees “eaten” it will only “hold safely” for the duration. If the ritualist waits too long, he or she suddenly explodes as the trees take root from the inside!

## LAND FAST – OP 2

**Preq:** 24+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** see below      **C:** 98      **F:** 11  
**Range:** 180      **Time:** 2 melee rounds  
**TD:** 75<sup>Note1</sup>      **Duration:** 1 minute/F/FP  
**Learn:** 225 GS      **Influence:** Any/All

Any single being or object within range gains a bond with the earth one that weighs it down and keeps it adhered to the earth (soil, rock, etc). Those affected must keep some part of their body or structure in contact with the land at all times. If the ritual is used against a being or object not in touch with the land, they drop towards the land at a rate of the ritualist’s APT in feet every melee round until they are in contact with it. The base ritual requires 21/2 APT and affects 50 BODY of a target. This amount can be increased in 2-BODY increments by adding +1 APT to the initial ritual.

## LASTING LIGHT {STYX’S}– OP 2

**Preq:** 24+ APT, Trd Ceremony  
**APT:** 24/3      **C:** 99      **F:** 7  
**Range:** 0      **Time:** 3 minutes  
**TD:** 100      **Duration:** permanent  
**Learn:** 65 GS      **Influence:** Any/All

What it does is imbue any single non-living object no larger than the castor (by touch) with a steady, yellow-orange colored light equivalent to a standard torch in brightness.

## LAW OF THE MOON – OP 2

**Preq:** 21+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 35/3      **C:** 93      **F:** 6  
**Range:** 40      **Time:** 2 minutes  
**TD:** 100      **Duration:** immediate  
**Learn:** 335 GS      **Influence:** Any/All

Geared towards undead, piercing such beings with moonbeams. The ritual hits a 40 ft square area of choice, inflicting d6 DME for every Faith in your Faith Pool to mindless undead in the area.

## MANA MIRROR {SANTANDER’S}– OP 2

**Preq:** 21+ APT, Trd Ceremony, Trd Arcanology  
**APT:** 18/3      **C:** 100      **F:** 9  
**Range:** 5      **Time:** 3 minutes  
**TD:** 75      **Duration:** 1 minute  
**Learn:** 105 GS      **Influence:** Object/All

Turn any reflective surface (still water, mirrors, etc.) into a scrying device. One can use the mirror to see into locked boxes, behind closed doors, etc. OR see events (when one knows the exact location) up to 100 miles away. However, the use of this ritual requires a one hour rest afterwards. If used more than 3 times



per day, it has a 5% cumulative chance of causing insanity!

### MISSILE MAGIKING – OP 2

**Preq:** 21+ APT, Trd Ceremony  
**APT:** 18/3                      **C:** 100                      **F:** 6  
**Range:** 20                      **Time:** 1 minutes  
**TD:** 75                      **Duration:** see below  
**Learn:** 75 GS                      **Influence:** Object/3

Allows the ritualist to cause any single arrow, sling stone, or other such missile (only!) to become +10 ATK for 30 minutes. You can elect to increase this duration by +30 minutes OR add an additional +10 ATK for every +3/+1 APT when the ritual is performed. Regardless, the ritual is limited to a maximum of +50 ATK and 150 minutes duration.

### MYSTIK GECKO {SCARLYNG'S}– OP 2

**Preq:** 21+ APT, Trd Ceremony, Trd Arcanology  
**APT:** 21/1 (see below)                      **C:** 100                      **F:** 6  
**Range:** 0                      **Time:** 4 minutes  
**TD:** 100                      **Duration:** see below  
**Learn:** 110 GS                      **Influence:** Any/All

Allow any single creature of 50 BODY or less to climb any real, solid surface like as if adhered perfectly to its surface. A creature thus “enabled” can move at one-third normal movement without practice or at up to three-quarters normal movement with practice. Base duration is 10 minutes but the ritualist can add to this time in +5 minute increments by adding +3 APT to the ritual when performed.

### MYSTIK MONETARY SUCCOR {MACDAVE'S}– OP 2

**Preq:** 28+ APT, Trd Ceremony, Trd Pneuma, 7+ Faith Pool  
**APT:** 150/35                      **C:** 99                      **F:** 13  
**Range:** 0                      **Time:** 13 hours  
**TD:** 100                      **Duration:** see below  
**Learn:** 545 GS                      **Influence:** Any/All

Form of divine intervention on behalf of some specific person *other than himself*. The requested succor is for *monetary aid only* and, if granted, will take the form that is most convenient for the god. A huge pearl (lots of small ones?), a gem or even a pile of coins may be “found” by the person prayed for. The “finding” is always within d100 hours of the completion of this ritual. However, there are a few restrictions which can never be broken or “gotten around”. The recipient must be of the same religion as the priest. The person must never know that the ritual was done for them – for what the gods giveth, they can also take away. Be warned! Although the priest may do one of these rituals (only) per year, the recipient may only have it done for them but once in

their entire lifetime - regardless of how long they live. Anyone “out of favor” with their patron deity is not eligible. The person so blessed must be within one mile of the ritual to work. The amount of the god(s) grant is GM adjudicated but will never exceed an amount equal to 1,000 G.S. times the Faith Pool of the priest performing the ritual!

### NATURE'S ALLY:

#### SCREAMING SCARLET ITCHIES – OP 2

**Preq:** 21+ APT, Trd Ceremony, Trd Pneuma, Trd Channel, 7+ Faith Pool

**APT:** see below                      **C:** 100                      **F:** 9  
**Range:** 30                      **Time:** 3 minutes  
**TD:** 75                      **Duration:** 1 minute/F/FP

**Learn:** 575 GS                      **Influence:** Any/All  
A minor call of summoning, the ritual uses faith to bridge the gulfs of space and dimension to call forth a swarm of screaming scarlet itches to the invoker. The base cost of the ritual is 25/2 APT and 2-Faith. The swarm takes 2d4 minutes to arrive (not included as part of the duration) and d100+50 will be present. The number that will show up can be increased in d100 increments by adding +5 APT to the prayer's initial cost.

#### PATCH – OP 2

**Preq:** 16+ APT, Trd Ceremony  
**APT:** 21/3                      **C:** 96                      **F:** 13  
**Range:** 10                      **Time:** 3 minutes  
**TD:** 75                      **Duration:** see below  
**Learn:** 400 GS                      **Influence:** Any/All

You can affect 1 ft square of non-magikal cloth or other soft material per Ceremony skill rank. It may be 100% rewoven, rebuilt, or repaired by the ritualist. This includes belts, boots, even leather armor and such like. The item is completely restored at the conclusion of the ritual and the repair is permanent. it's RR in HP every minute.

#### POCKET PROTECTION {AJKIREON'S} – OP 2

**Preq:** 21+ APT, Trd Ceremony, Trd Arcanology  
**APT:** 24/1                      **C:** 95                      **F:** 8  
**Range:** 0                      **Time:** 5 minutes  
**TD:** 100                      **Duration:** 1 day  
**Learn:** 145 GS                      **Influence:** Any/All

Protect pockets, backpacks, pouches, and/or any similar item worn by the target of the ritual. Any other being aside the ritualist or the recipient of the ritual that opens and reaches inside one of the above, is treated as if they had reached into the mouth of a slaving beast, suffering an automatic bite of d8+5 HP as it snaps closed on the offending appendage.



### RUTHLESSNESS – OP 2

**Preq:** 18+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 24/6                      **C:** 95                      **F:** 14  
**Range:** 0                      **Time:** 5 minutes  
**TD:** 100                      **Duration:** see below  
**Learn:** 240 GS                      **Influence:** Person/10

Affects any single living being, rendering them utterly and relentlessly ruthless for one full hour. Those thus affected will do absolutely anything necessary to get their own way, do not know fear or trepidation, and will fight at +30 ATK and +3 CF. However, they also have a distressing habit of quite regularly slaying anyone and everyone who even slightly disagrees with them about anything...

### SENSE THE LAND – OP 2

**Preq:** 26+ APT, Exp Ceremony, 5+ Faith Pool  
**APT:** 29/6, +1 Faith                      **C:** 99                      **F:** 9  
**Range:** 0                      **Time:** 30 minutes  
**TD:** 75                      **Duration:** 1 hour/F/FP  
**Learn:** 115 GS                      **Influence:** Any/All

Conveys the ability to sense the land, allowing the ritualist to see into the earth as if it were a light mist (partial concealment) in an area no farther distant than their APT in feet. The ritualist must be in physical contact with the earth for the ritual to succeed. Note this only conveys the ability to see through natural earth or soil but not rocks, minerals, and similar substances.

### SOLID GROUND – OP 2

**Preq:** 21+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 27/6                      **C:** 97                      **F:** 6  
**Range:** 0                      **Time:** 2 minutes  
**TD:** 100                      **Duration:** 1 hour/F/FP  
**Learn:** 245 GS                      **Influence:** Any/All

Participants in the ritual resist being knocked from their feet, even voluntarily, and resist other actions that attempt to move them involuntarily, gaining a +75 bonus versus such effects. This includes Charge/Overrun attempts, gusts of wind, overwhelming size and any other magikal, mental or other means which attempt to physically move a ritual participant.

### SOUND WIPE {TUATHA'S}– OP 2

**Preq:** 21+ APT, Trd Ceremony, Trd Arcanology  
**APT:** 21/1 (see below)                      **C:** 100                      **F:** 6  
**Range:** 20                      **Time:** 5 minutes  
**TD:** 100                      **Duration:** see below  
**Learn:** 45 GS                      **Influence:** Any/All

Any 20 ft diameter area may have all sound suppressed for 5 minutes. The ritualist can add to this in increments of 5 minutes each by adding +2

APT when the ritual is performed. No sound enters or exits from the silenced area, but creatures may recover their ability to make and hear sounds by leaving the affected area. The ritualist does not need to overcome the MD of targets in the effect. The effect is stationary.

### SWING {STAFFORD'S}– OP 2

**Preq:** 18+ APT, Trd Ceremony, Trd Arcanology  
**APT:** 21/1                      **C:** 98                      **F:** 9  
**Range:** see below                      **Time:** 1 minute  
**TD:** 75                      **Duration:** see below  
**Learn:** 500 GS                      **Influence:** Object

Creates a rope of mystik substance up to 60 ft long that can be anchored immovably at the spot indicated by the ritualist at the end of the ceremony and will end in his outstretched hands (thus, no farther than 60 ft away). This arcane line will anchor anywhere: on a wall, in the air, or in water, etc., and will have last d100 melee rounds + 1 melee round/M/MP. The rope is utterly indestructible to all purely physical forces. However, even one point of arcane force of any kind will cut it instantly. It can support any weight put upon it (it has never seen a limit yet - as much as 128 tons having been held up by it in the past!). Remember that it must have a pre-determined anchor point and, once conjured up can never be pulled off said point. It can be swung on, used to tie something (briefly), climbed, etc.

### THORG HEART – OP 2

**Preq:** 24+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 25/3                      **C:** 98                      **F:** 14  
**Range:** 0                      **Time:** 3 melee rounds  
**TD:** 100                      **Duration:** 1 melee round/  
 F/FP  
**Learn:** 325 GS                      **Influence:** Any/All

Imbues a single living being with the embodiment of courage. The recipient gains a +50 bonus to Fear Saves and provides a +20 bonus to Fear Saves for allies (of the same religion or not) within a 20 ft radius. If the recipient of the ritual is not of the same religion then this ritual also requires 1 Faith to work properly.

### TOSSING EARTH – OP 2

**Preq:** 28+ APT, Trd Ceremony, Trd Pneuma, 7+ Faith Pool  
**APT:** 24/3                      **C:** 99                      **F:** 13  
**Range:** 50                      **Time:** 2 melee rounds  
**TD:** 75<sup>Note 1</sup>                      **Duration:** 1 melee round/F/  
 FP

**Learn:** 345 GS                      **Influence:** Any/All  
 Unsettles the land underneath the feet of a single target, making it buck and toss, throwing the target



from their feet. Every CF Count the target suffers a Knockdown attempt (see Battle and Melee Section). The ritualist applies their Ceremony skill check against the DEF of the target and uses 75 BODY to determine if they can knockdown the target but only inflicts d3 HP of damage.

### TWOFRER {NEHLSOHN'S}- OP 2

**Preq:** 30+ APT, Trd Ceremony, Exp Arcanology, Nehlsohn's Hangfire [Ritual]

**APT:** 35/9 (see below)      **C:** 100      **F:** 14

**Range:** 0      **Time:** 1 hour

**TD:** 100      **Duration:** see below

**Learn:** 145 GS      **Influence:** Any/All

What it does is to link any two magiks, regardless of type, OP, etc., so that they may be fired simultaneously by a single firing phrase of three words. Thus a magician could fire a Flash Point and a Lightning Strike spells simultaneously at the same target. Note that the restrictions, mana costs and other features of each spell linked must be met when they are cast. Thus, combining the two spells above would combine their requirements to cast as well. Note also that Rhedd's Rapid Fire Ritual cannot be used in conjunction with this magik. The ritual lasts for 10 weeks before it must be renewed.

### UNSHAKEABLE EARTH - OP 2

**Preq:** 25+ APT, Trd Ceremony, Trd Pneuma, 5+ Faith Pool

**APT:** 32/1 + 1 Faith      **C:** 97      **F:** 12

**Range:** 30      **Time:** 3 melee rounds

**TD:** 75<sup>Note1</sup>      **Duration:** 1 minute/F/FP

**Learn:** 450 GS      **Influence:** Any/All

Imbues the recipient with special power and the land underneath them resonates in tune with it. The patch of land directly underneath the recipient will always be calm, soothed and unchanged, even against the effects of magik or psyche power OP 5 or less. Thus, a priestess of Amarydion with this ritual in effect could walk through an earthquake and the land underneath her feet would be calm. The same priestess could ignore the effects of prayers such as Earth's Grasp.

### WEAPON SKILLS OF EREJUNGIN - OP 2

**Preq:** 28+ APT, Trd Ceremony, Trd Wood Elf History, 5+ Faith Pool

**APT:** 32/4 + 1 Faith      **C:** 98      **F:** 12

**Range:** 0      **Time:** 7 minutes

**TD:** 100      **Duration:** 1 minute/F/FP

**Learn:** 275 GS      **Influence:** Any/All

Draws upon the history and knowledge of Erejugin,

a great servant of Eru famous for his brilliance in knowing vast amounts of lore and weapon skill. His skill with fighting, however, was not from endless training but from insight, piety, and learning. The recipient can use their Pneuma skill ranks in place of their normal proficiency with weapons. This ritual cannot be used on non-members of the Eru religion.

### WINE CUP OF THE GODS - OP 2

**Preq:** 24+ APT, Trd Ceremony, Trd Pneuma, 5+ Faith Pool

**APT:** 30/3 + 1 Faith      **C:** 97      **F:** 7

**Range:** 0      **Time:** 3 melee rounds

**TD:** 100      **Duration:** see below

**Learn:** 200 GS      **Influence:** Any/All

Calls forth from the priest's hands a golden chalice full (1.5 pints) of a wondrous "wine" straight from the table of the god that he worships. This wine will act as all nourishment for any one being for any single day and will make them feel very refreshed and full of renewed willingness to "press onwards." Please note that it cannot be drunk by anyone not of the priest's faith without dire and nasty sickness afflicting them (i.e. it doesn't work for them and makes them vomit profusely). This cup will last but a single melee round so all must be drunk from it prior to this, otherwise it will be lost when the cup fades away.

### OP 3

#### ABRASIVE WIND - OP 3

**Preq:** 27+ APT, Exp Ceremony

**APT:** 35/4      **C:** 96      **F:** 12

**Range:** see below      **Time:** 5 minutes

**TD:** 100      **Duration:** see below

**Learn:** 385 GS      **Influence:** Any/All

Calls forth an abrasive wind that can be used and directed in one of two ways:

**Targeted:** The wind is directed against a single opponent they can see whose BODY does not exceed your APT. The wind surrounds them and blows constantly, abrading and scouring their outer surface, inflicting d4 HP damage per CF Count and an equal amount of DUR to all exposed equipment. The abrasive wind has a base duration equal to your APT in CF Counts but the ritualist can add to this time in +10 CF Count increments by adding +5/+1 APT to the ritual when first performed.

**Area:** The ritualist can opt to do the same effect as the targeted one to an area no greater than their APT in size. However, the wind is weaker, applying the same damage listed above per melee round instead but to all in the area. The area effect version has a



base duration of melee rounds equal to your APT but the ritualist can add to this time in +1 melee round increments by adding +5/+1 APT to the ritual when first performed.

### ANOINTED ARMAMENTS – OP 3

**Preq:** 30+ APT, 7+ Faith Pool, Exp Ceremony  
**APT:** 32/3 + 2 Faith      **C:** 99      **F:** 11  
**Range:** 0      **Time:** 5 Minutes  
**TD:** 100      **Duration:** 1 hour/F/FP  
**Learn:** 333 GS      **Influence:** Any/All

Instills the ritualist's faith in a weapon, protective armor, or a shield, making the item one dedicated to their god, giving it both significance and weight. The object is discernable both in sight and touch by those of the same and opposed religions as blessed and contains some sign or signature of the religion. The object is light in the hands of those of the same religion and wielders find it a wonder to use; it adds 50% to the positive benefits of the selected object. Thus, a sword would inflict 50% more damage, ATK bonus, defense, critical range, etc.

Those not of the same religion are uncomfortable with its use and only gain half the normal benefits. This ritual has no effect on benefits gained from secrets, magik, psych or other like changes to the base attributes of the weapon, armor or shield. Only the unchanged, base state of the weapon, armor or shield is affected as noted above. Only one instance of the ritual or any greater version can be placed upon an object.

### ASPECT OF THE PREDATOR – OP 3

**Preq:** 25+ APT, Trd Ceremony, Trd Beast Ken, 5+ Faith Pool  
**APT:** 21/3      **C:** 98      **F:** 9  
**Range:** 0      **Time:** 1 minute  
**TD:** 100      **Duration:** 1 hour/F/FP  
**Learn:** 55 GS      **Influence:** Any/All

Imbues the mindset, cunning and ferocity of a predator and some minor physical traits as well. Add +20 ATK, +20 DEF, +10 PD, +10 MD, +5 Dodge, +2 DME and +1 CF while under the influence of this ritual.

### BLACK CHANNELS – OP 3

**Preq:** 30+ APT, Exp Ceremony, Trd Channel, 7+ Faith Pool  
**APT:** 38/6 + 3 Faith      **C:** 99      **F:** 12  
**Range:** 50      **Time:** 3 minutes  
**TD:** 100<sup>Note1</sup>      **Duration:** see below  
**Learn:** 555 GS      **Influence:** Any/All

The ritual is a specialized curse, one that throws a shroud of debilitation a single target, lowering their ability to channel or use the Channel skill by the

ritualist's APT. The Black Channel also drains the target's pool of power, reducing it by 1 every 5 CF Counts (8 per melee round). The ritual lasts 1 melee round/F/FP and ends on the same CF Count it started on.

### BRISK BLOOD {ALARAT'S} – OP 3

**Preq:** 25+ APT, Exp Ceremony, 5+ Faith Pool  
**APT:** 27/3      **C:** 99      **F:** 12  
**Range:** 0      **Time:** 4 minutes  
**TD:** 100      **Duration:** 1 day/F/FP  
**Learn:** 375 GS      **Influence:** Any/All

Imbues the recipient with long-lasting stamina, alertness and endurance. The recipient can run, walk or act without fatigue, ignoring Athletics skill checks for Stay Awake, Continuous Exercise, and Endure Fatigue as long as the TD is 125 or less. The ritual also cancels the effects of CON-based magik/psych attacks of OP 3 or less (but the ritual also is dissipated by this act).

### CALL UPON ALLY – OP 3

**Preq:** 32+ APT, Exp Ceremony, 9+ Faith Pool, Divine Summons [Ritual]  
**APT:** 50/10 + 2 Faith      **C:** 94      **F:** 11  
**Range:** see below      **Time:** 5 minutes  
**TD:** 100      **Duration:** 1 minute/F/FP  
**Learn:** 4025 GS      **Influence:** Any/All

The ritualist cries out with faith and need to the minions and allies of their god, seeking their help. What is summoned is ultimately up to the GM, but should be creatures or beings allied to or a minion of the priest's religion. It forms a bridge of faith to carry the beings to the ritualist, taking 30 minus Faith Pool in minutes to form, with a minimum 1 minute. Its opening is invisible to all but the ritualist but will be within 100 ft, regardless of where they move to after the ritual is performed. Beings summoned in this manner do not suffer summoning sickness and are usually drawn from the same world but this varies by god.

### CHEAP {JHEEP'S} – OP 3

**Preq:** 25+ APT, Trd Ceremony, Trd Business  
**APT:** 22/2      **C:** 99      **F:** 7  
**Range:** see below      **Time:** 5 minutes  
**TD:** 75      **Duration:** see below  
**Learn:** 65 GS      **Influence:** Any/All

Allows you to add an additional +10% discount to anything you haggle (see base use of Business skill), regardless of the results of the normal Business skill roll. The ritual is also frequently called Jheep's Big Bargain and frowned upon by true Traders and mercantile organizations. The ritual has a base



duration of minutes equal to your APT but the ritualist can add to this time in +1 minute increments by adding +3/+1 APT to the ritual when first performed.

### CLEANSING POISONS/VENOMS – OP 3

**Preq:** 27+ APT, Exp Ceremony  
**APT:** 30/10                      **C:** 100                      **F:** 6  
**Range:** 0                      **Time:** 1 minute  
**TD:** 100                      **Duration:** see below  
**Learn:** 225 GS                      **Influence:** Any/All

Negate any poison, venom or toxin affecting any single being or creature up to their APT in BODY. Religious-based ritualists (Priest, Paladin, Saint, Witch Hunter, etc) add their Faith Pool to their APT to determine how much BODY they can affect and can spend 1 Faith to be able to affect a being or creature of any size. However, regardless of their capability, to help an unbeliever requires the expenditure of 1-Faith.

### COORDINATE FORCES – OP 3

**Preq:** 25+ APT, 5+ Faith Pool, Exp Ceremony  
**APT:** see below                      **C:** 99                      **F:** 10  
**Range:** 100                      **Time:** 15 Minutes  
**TD:** 100                      **Duration:** 1 hour/F/FP  
**Learn:** 1200 GS                      **Influence:** Any/All

Forms faith into a link between brethren of the same religion, allowing them to communicate with each other via a special bond. This link is not telepathy and not subject to its faults or strengths and requires a base 2-Faith and then 10/1 APT per person to be linked. Thus, to link 5 people would require 2-Faith and 50/5 APT. Once performed, the range of this ritual is unlimited as long as individuals stay in the same world, so the people can move around as needed without the ritual failing. As mentioned, this is not telepathy and provides no gateway into the mind of a linked member if one is compromised or any ability to use the link as a bridge for psyche or other powers. To include people not of the same religion require the additional expenditure of 1-Faith per person.

### DEATH STRIKE – OP 3

**Preq:** 30+ APT, Exp Ceremony, Trd Channel  
**APT:** 55/5                      **C:** 100                      **F:** 6  
**Range:** 0                      **Time:** 1 minute  
**TD:** 100                      **Duration:** see below  
**Learn:** 200 GS                      **Influence:** object/10

You can cover a selected spell with this ritual so that nothing, not even death, will affect it being cast, once begun. Thus a ritualist, as an example, could designate a "Lightning Strike Spell" then cover it with this ritual. He is then (later) in mortal combat with a

Demon who grabs him and tears him limb from limb just as he begins that ritual covered spell. The ritualist is dead, but his voice speaks on, completing the casting of the "Lightning Strike" at the Demon! The ritual lasts one-half your APT in weeks before it must be renewed or its lapses. This ritual is often referred to in some circles as the Heidakhar's Mind Focus.

### DIVINE STRATEGY – OP 3

**Preq:** 25+ APT, Exp Ceremony, Trd Channel, 7+ Faith Pool  
**APT:** 45/8 + 2 Faith                      **C:** 99                      **F:** 13  
**Range:** 20                      **Time:** 8 minutes  
**TD:** 100                      **Duration:** 1 hour/F/FP  
**Learn:** 3875 GS                      **Influence:** Person/30

Allows you to tap into the vast mind of your god and glean a sliver of martial wisdom to help your cause. The wisdom given will be in the form of a secret drawn from the Combat, Guard, Intel, Lonica, Military, Missilery, Recon, Shield, or Weapon skills. The secret will be one of Experienced skill or less and relevant to your cause [stated as part of the ritual; GM adjudicates what is revealed].

### DRAWING DEATH {YAMMRAU'S} – OP 3

**Preq:** 32+ APT, Exp Ceremony, Trd Channel  
**APT:** 45/10                      **C:** 100                      **F:** 7  
**Range:** 0                      **Time:** 1 hour  
**TD:** 100                      **Duration:** see below  
**Learn:** 1100 GS                      **Influence:** Any/10

Drawing Death is a ritual to render any single metal object (knife, iron rod, etc.) receptive and primed for a special purpose. The object may then be handled safely only by touching it with silver. Should anything else touch it, there is a 10% chance it will inadvertently trigger the drain effect. To safely trigger the drain effect of the ritual, the object needs only to come in contact with a living being and the command word be spoken by the ritualist. This touch will work even through clothes, armor, etc., through anything except silver, which is impervious to it. If you succeed in beating the victim's MD, they have 5d10 CON sucked into the object! However, if an intended victim has a magikal defense that blocks the ritual or if the drain does not get at least one CON point, then the ritualist who created the device must make a TD 125 Ceremony skill check or have *his* CON sucked away! This magikal technique is so dangerous to both victim and creator that most civilized lands have outlawed it under pain of death. Unless used, the object enchanted with this ritual maintains its potency for 1 day per Ceremony skill rank.



### EARTH CRAWLER – OP 3

**Preq:** 26+ APT, Exp Ceremony, 7+ Faith Pool, Sense the Land [Ritual]

**APT:** 30/2 + 1 Faith      **C:** 97      **F:** 10  
**Range:** 0      **Time:** 1 melee round  
**TD:** 100      **Duration:** 1 minute/F/FP

**Learn:** 122 GS      **Influence:** Any/All

Can only be performed within the demesne exerted by a holy place (shrine, temple, thane, etc.) dedicated to the goddess Amarydion. It bestows upon the recipient, who must be a believer of Amarydion and have positive Faith, the ability to move through the land as if they were swimming. Anything worn or carried is conveyed as well just as if the recipient was swimming. This includes all the limitations of swimming with large or bulky burdens and so on. This ritual is typically teamed up with the ritual Sense the Land or the ritualist is essentially blind while underground. If the ritualist leaves the demesne of the holy place, the ritual ends and the land will become as solid as ever, trapping them (and likely killing them). Anything left or dropped by the ritualist also suffers the same fate.

### EARTH LEECH – OP 3

**Preq:** 25+ APT, Exp Ceremony, 7+ Faith Pool  
**APT:** 27/1 + 1 Faith      **C:** 98      **F:** 11  
**Range:** 50      **Time:** 1 melee round  
**TD:** 100<sup>Note1</sup>      **Duration:** see below  
**Learn:** 122 GS      **Influence:** Any/All

Stirs the tides of power in the land against a single foe, allowing the ritualist to do one of the following:

**Drain Earth Channel** – If the target is using power from an Earth Channel or Earth Node, the ritual allows the ritualist to drain away 2d20 mana every CF Count. This is without regard to guardians or whether the channel/node is sealed or not. The ritualist can maintain this drain effect for 1 CF Count/F/FP. The mana is lost at the start of each CF Count before actions are taken.

**Drain Foe** – If the target is in contact with the ground, the ritualist can attempt to drain the foe of 25% of their mana. The attack requires a successful check against their MD and the target has the opportunity to counter this attack with their own Channel skill (opposed check versus your Ceremony skill).

**Drain Life** – The last option is to ask the land to take the life from the target and return it to the world. This attack requires a check against their MD and if successful, the target loses d4 ESS if they fail a Shock Save using your Ceremony skill check as the TD.

You can make this attack once per melee round for a number of melee rounds equal to your Faith Pool.

### EMPATHIC CURE {EVENOE'S} – OP 3

**Preq:** 28+ APT, Trd Ceremony, 5+ Faith Pool  
**APT:** 21/2      **C:** 100      **F:** 6  
**Range:** 0      **Time:** 1 minute  
**TD:** 100      **Duration:** see below  
**Learn:** 1 GS      **Influence:** Any/All

The ritualist can lay on hands and totally heal all non-critical damage from any living thing. This includes even such damage as caused by fire and acid, but all such damage thus healed is taken upon the ritualist himself with all attendant pain, bleeding, etc. Those healed in this manner have no scars whatsoever. The ritualist must then heal naturally without the aid of magikal help, and he will have all the appropriate scars. Needless to say, a ritual is only used under the direst of circumstances!

### EVER VIGILANT EYE {XUNDOMERE'S} – OP 3

**Preq:** 29+ APT, Trd Ceremony, Trd Arcanology  
**APT:** 30/2      **C:** 98      **F:** 9  
**Range:** 10      **Time:** 1 hour  
**TD:** 75      **Duration:** see below  
**Learn:** 80 GS      **Influence:** Any/All

Conjures an eerie, glowing blue eye some 4-inches across that floats upon the air at a height equal to the ritualist's own eyes. This eye will guard any single area with its 180 degree field of view for ten minutes. If anything enters that field of vision, it immediately flies back to the caster up to 480 ft distant at 240 ft per melee round. Upon reaching him the eye becomes a mouth and speaks, telling precisely what it has seen then fades into nothingness. The duration of the sentry duty may be extended by 5 minute increments by adding +2/+1 APT to the ritual when first performed.

### GATHERING OF THE SHEAVES – OP 3

**Preq:** 30+ APT, Exp Ceremony, 5+ Faith Pool  
**APT:** 25/1      **C:** 95      **F:** 7  
**Range:** 0      **Time:** 7 minutes  
**TD:** 100      **Duration:** see below  
**Learn:** 1 GS      **Influence:** Object/All

Gathers together all the remains down to the size of atoms of any unfortunate being that has been torn to shreds, blown apart, etc. It cannot bring back parts destroyed by disintegration and other such matter-destroying attacks. However, all that it can gather it will reassemble as closely as possible into the former original form. It will not raise the dead, but it will put them back together again, even if only in a generalized and usually pretty messy manner!



### GOLDEN GUARDIANSHIP {SIADAMURA'S}— OP 3

**Preq:** 30+ APT, Exp Ceremony, Preparatory Rites [Ceremony]

**APT:** see below

**C:** 96 **F:** 6

**Range:** 60

**Time:** see below

**TD:** 100

**Duration:** see below

**Learn:** 885 GS

**Influence:** Any/All

Needs one minute of time and a base 30/2 APT requirement for the first 10 ft diameter area. For each 10 ft diameter area afterward, the ritual requires an additional minute and +5/+1 APT during the initial performance of the ritual. As the ritual proceeds, a glowing circle of golden light is formed on the ground around the area in question. This circle can do one of the following two options:

**Give warning:** If anything, live or dead, crosses the line, the dimly glowing golden circle (equal to a night light) flares into 2/3 full daylight brightness for one second and the distinct tones of a silver trumpet, sounding alarm, is heard for three seconds.

**Magikal Intrusion:** The second function is similar in that if anything magikal, including beings of arcane, undead, or spiritual nature cross the line, the alarm sounds but in three separate pulses so as to differentiate it from the first.

Though an effective warning system, it has a couple of drawbacks that have caused it to be used less and less over the years as newer things took its place. One is that the lines glow enough to stand out at night, outlining the protected area. Second is that any magik of OP 5 or greater impinging upon it will utterly destroy it (after it gives warning, of course). Third, any Undead of Wraith level or greater will also destroy it on passing, though it will give warning first.

### GODLY GROWTH – OP 3

**Preq:** 30+ APT, Exp Ceremony, 5+ Faith Pool

**APT:** 28/1

**C:** 99 **F:** 9

**Range:** 50

**Time:** 3 minutes

**TD:** 75

**Duration:** see below

**Learn:** 58 GS

**Influence:** Any/All

Cause 10 times his APT in ft square area of plant growth to increase 1 to 10 times (ritualist's choice) its normal size. It takes one melee round for each multiple it grows, but will stay thus for 10 minutes times your APT, reverting back to its normal size at the same rate it grew.

### HEAVY HAND

#### OF RETRIBUTION {HARGROND'S} – OP 3

**Preq:** 30+ APT, Trd Ceremony, 5+ Faith Pool, Trd Pneuma

**APT:** 32/4

**C:** 96 **F:** 11

**Range:** see below **Time:** 66 minute (see below)

**TD:** 100

**Duration:** see below

**Learn:** 1100 GS

**Influence:** Any/All

A special ritual that can be performed at an earlier time and then used afterwards instantly with the expenditure of 1 Mana! The ritual is usable in its instant form for 13 days after ritual is performed, but after 13 days it must be redone. When used, the ritual causes a life-sized pair of silvery-blue ghostly hands to shoot outwards from the ritualist's own hands. Whatever they are aimed at, up to 100 ft distant, will be attacked with a strangulation attempt as if they were the ritualist's own hands (i.e. they'll have the caster's STR/CF, Athletic skill, etc.). The actual strangulation will only last for the ritualist's APT in melee rounds. If the hands miss, they will just keep trying each CF Action Count until it either succeeds or time runs out.

**Note:** Only those things "Ethereal" may attempt to counter-grapple/pull them off. This awful magik is under ban/edict in Arduin and many other, more civilized nations.

### HIDEOUS HEAT {ORHKEN'S} – OP 3

**Preq:** 32+ APT, Trd Ceremony, Exp Arcanology

**APT:** 35/10

**C:** 97 **F:** 13

**Range:** 60

**Time:** 1 minute

**TD:** 100

**Duration:** see below

**Learn:** 18,710 GS

**Influence:** Any/All

The target of the ritual can be an area not to exceed 3 ft in diameter by 10 ft in height, OR any single object (living or inanimate) not to exceed 500 lbs in weight. Regardless, the target will commence heating up at the rate of 6°F each CF Count. The ritual lasts for the ritualist's APT in minutes and the heat will increase over the entire duration of the ritual. This heat increase is, of course, cumulative so that over one melee round alone the area/target in question will have reached 240°F. For game purposes, figure that the first 180°F of heat does only d4 HP of damage but each successive 180°F adds another d4+4 HP of damage. Thus a minutes worth of 1800°F would do 11D4+40 HP worth of damage. This is to all in the area, and presupposes that no solid object was the target and is the damage done every melee round! However, if the target is a solid object, the damage inflicted is done in d6 increments instead of d4. Please note too that if the target object is such that it will not melt or burn up right away, it will probably be radiating large amounts of heat. The radius of this effect and its damage potential (if any) is GM adjudicated individually per each separate happening.



### HOLY CURE – OP 3

**Preq:** 20+ APT, Exp Ceremony, 7+ Faith Pool  
**APT:** 30/10                      **C:** 95                      **F:** 8  
**Range:** 0                      **Time:** 1 minute  
**TD:** 100                      **Duration:** see below  
**Learn:** 155 GS                      **Influence:** Any/All

Cure any disease, rot or other such like affliction affecting any single being or creature of their faith up to 100 BODY. The ritual also releases the effects of any temporarily inflicted status ailments, such as blinded, deafened Staggered, Flattened, etc. Incidentally, this ritual quite effectively destroys most organic slime and ooze-type creatures up to 50 BODY if successfully applied against them. To help an unbeliever requires the expenditure of 1 Faith.

### IMMOVABLE – OP 3

**Preq:** 28+ APT, Trd Ceremony, Trd Arcanology  
**APT:** 20/2                      **C:** 96                      **F:** 10  
**Range:** 30                      **Time:** 2 minutes  
**TD:** 100                      **Duration:** see below  
**Learn:** 120 GS                      **Influence:** Any/All

Can be cast upon any single object or being as long as it is tangible (has 1 BODY) and makes it very difficult to move the affected object or being. When attempting to move or lift the affected target, multiple their weight one-hundredfold. Lasts the ritualist's APT in minutes.

### INTERMEDIATE WARDS – OP 3

**Preq:** 27+ APT, Trd Ceremony, 5+ Faith Pool, Basic Wards [Ritual]  
**APT:** 25/3                      **C:** 98                      **F:** 8  
**Range:** 0                      **Time:** 5 minutes  
**TD:** 75                      **Duration:** 1 hour/F/FP  
**Learn:** 195 GS                      **Influence:** Any/All

Bar or seal any area up to 10 ft square or on a line up to 20 ft long but not more than 1 ft wide. Any area thus warded will do the following:

- Allow no non-sentient creature of 45 BODY or less to enter or cross the warded area for the duration.
- Affect Undead up to 60 BODY as above.
- Affect spirits up to 50 APT in the same manner.
- Finally, those same Undead or spirits will be effectively Shaken within the confines of the warded area or for 30 minutes after crossing a ward line.

### LAMENT OF MORTALITY – OP 3

**Preq:** 30+ APT, Trd Ceremony, 7+ Faith Pool  
**APT:** 27/3                      **C:** 96                      **F:** 8  
**Range:** see below                      **Time:** 1 melee round  
**TD:** see below                      **Duration:** 1 melee round/  
 F/FP

**Learn:** 223 GS                      **Influence:** Any/All  
 Heavy with portent and power, it targets one living being within line of sight of the ritualist and focusing upon it a dark religious miasma that culls the soul and shatters the body. The ritualist applies their Ceremony skill check against the target's MD – if the ritualist succeeds then the miasma takes hold, tangibly seen as a dark cloud that swirls and moves around the target. Each melee round thereafter, the ritual will inflict 2d6+3 HP damage until the target perishes or the ritual ends.

### LESSER CALL OF COMMAND {DANFORTH'S} – OP 3

**Preq:** 35+ APT, Exp Ceremony, Trd Beast Ken  
**APT:** 43/8                      **C:** 99                      **F:** 9  
**Range:** 0                      **Time:** 3 minutes  
**TD:** 100                      **Duration:** 20 minutes  
**Learn:** 300 GS (ea)                      **Influence:** Any/30

Actually represents five different rituals and each must be learned separately. Each individual ritual will affect one of plants, mammals, insects, reptiles, or birds. Thus, the Lesser Call of Command for reptiles will call only reptiles. The same applies for birds or insects. Even if the ritualist knows two or more of the different rituals, only one type of creature may be commanded forth.

The ritual affects the selected beings it is designed for, call all of that type within a 100 ft radius of the ritualist, as long as they are 10 BODY in size or smaller. The called beings will converge upon ritualist. Once they have thus gathered, they will act out the ritualist's spoken will for 20 minutes regardless of the distance said action may involve. Those things under the ritualist's control can be made to fetch, carry, guard, watch, spy, scout, or some other such simple task. They can never be made to willfully harm themselves, but they can be called upon to attack or fight. Plants, of course, will not physically uproot themselves and move, but they will trip up, entangle, or otherwise do such things as are within their power to do. For each additional +7/+1 APT requirement and additional 1 minute expended during the initial ritual, the duration of this control may be extended by 5 additional minutes.



### MARK HERETIC – OP 3

**Preq:** 25+ APT, Trd Ceremony, Trd Pneuma, 7+ Faith Pool, Faith's Foe [Ritual]

**APT:** 27/3                      **C:** 98                      **F:** 11

**Range:** see below                      **Time:** 3 melee rounds

**TD:** 100<sup>Note1</sup>                      **Duration:** 1 minute/F/FP

**Learn:** 445 GS                      **Influence:** Any/All

This ritual enacts a specialized curse that marks the recipient as a heretic; a special foe of the ritualist's religion. The ritual requires the target to be already marked with Faith's Foe to work. The heretical mark can be visible to everyone or invisible to all but those who follow the same religion. Those marked in this manner must make TD 75 Fear Saves whenever confronted by symbols, magik or faith of the religion. They also are -30 to all Saves and MD against the religion's magik and faith. The mark can be made permanent with the application of 5-Faith.

### MEND WOOD – OP 3

**Preq:** 21+ APT, Trd Ceremony, 5+ Faith Pool

**APT:** see below/1                      **C:** 99                      **F:** 9

**Range:** 0                      **Time:** see below

**TD:** 100                      **Duration:** see below

**Learn:** 55 GS                      **Influence:** Any/All

Requires a base 21 APT to completely mend a 2 ft square of all forms of wood or wood-like materials. Additional 2 ft increments add +3 APT to the ritual requirement. Each 2 ft square requires 10 full minutes to mend. The mending is permanent and total, so that it appears as if it had never been damaged. If the material to be mended is magikal, the time required is tripled, and the APT requirement is +6/+1 APT instead.

### MOUNTAIN ENDURES – OP 3

**Preq:** 32+ APT, Trd Ceremony, 7+ Faith Pool

**APT:** 27/5 (see below)                      **C:** 94                      **F:** 9

**Range:** see below                      **Time:** 10 hours

**TD:** see below                      **Duration:** 1 day/F/FP

**Learn:** 1380 GS (ea)                      **Influence:** Any/All

Actually represents three different rituals and each must be learned separately. The APT impairment is paid daily by the ritual recipient and the ritualist also suffers the APT impairment when the ritual completes. The Mountain Endures rituals are singular and do not work in conjunction with one another, the most recent one replacing any previous ones. They are covered below but each maintains a single, solitary requirement: at all times, the target of the ritual must maintain contact with the ground (natural earth, stone, and soil only). If at any point this contact is severed, the ritual ends, regardless of remaining

duration. Please further note that stones in one's pocket or a coating of soil on one's skin does not fulfill the requirement of ground contact.

**Enduring:** The mountain always prevails and as long as contact is maintained with the ground the recipient of the ritual will regenerate 1 day's worth of normal healing as if they had a 30 CON per hour. This is without regard to the recipient's normal healing abilities or other healing that may occur.

**Great Health:** The strength of the mountain pervades the target, adding a +20 bonus to CON checks, and a +30 bonus to P/V, Disease, and Shock Saves.

**Imperturbable:** The mountain's strength is in its stony body and it lends some of that strength to the target of the ritual. The ritual adds a bonus of +10 DR and +3 FORT; also, the recipient adds +30 to BODY when determining whether or not they can be thrown, knocked down, overrun and similar situations.

### MYSTIK GRINDSTONE {MAD MICHELLE'S } – OP 3

**Preq:** 25+ APT, Trd Ceremony, Trd Arcanology

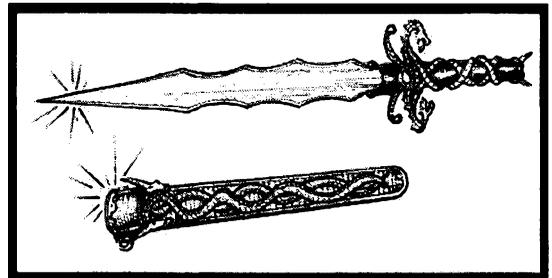
**APT:** see below                      **C:** 95                      **F:** 11

**Range:** 0                      **Time:** see below

**TD:** see below                      **Duration:** 1 day

**Learn:** 70 GS                      **Influence:** Object/All

Causes any single edged weapon, from knives to axes to arrowheads, to become extra sharp. Adds +10 ATK and +1 CRIT to the weapon. The base APT for this ritual is 20/1, with a TD 75 and 5 minute Time. However, for each additional +15/+1 APT requirement, +15 TD and +1 minute expended during the initial ritual, increases the bonus by +10 ATK and +1 CRIT. There is no limit to how sharp a weapon can be made.



**NATURE'S ALLY: THARKHALAN TERMITE – OP****3****Preq:** 28+ APT, Exp Ceremony, Trd Pneuma, Trd Channel, 9+ Faith Pool**APT:** see below      **C:** 100      **F:** 12**Range:** 50      **Time:** 5 minutes**TD:** 125      **Duration:** 1 day/F/FP**Learn:** 1375 GS      **Influence:** Any/All

Also known as the Steel Biter Calamity and is a minor form of summoning that calls forth a horror out of Tharkhala. These small creatures resemble normal termites but can bore into rock or metal just as easily as they can wood. Miniscule in size, these termites can destroy a pound of material per day per 100 or portion thereof that infests the material. The ritualist calls forth 100 – 600 termites with the initial cost of 50/4 APT and 3-Faith and they will arrive 2d20 minutes later. This amount can be increased by increments of 100 termites by adding +10/+1 APT to the initial cost of the ritual. The termites are so tiny that only destroying the material they infest kills them; however, they are very susceptible to cold and intense cold (of any source) has a 10% chance per HP damage inflicted of killing them.

**NIGHT EYES {TAORAEN'S} – OP 3****Preq:** 25+ APT, Trd Ceremony**APT:** 18/1      **C:** 98      **F:** 8**Range:** 0      **Time:** 3 minutes**TD:** 75      **Duration:** 1 hour**Learn:** 10 GS      **Influence:** Person/All

Bestows on the ritualist or any touched person the ability of Elf Sight, as listed under the Wood Elf race.

**PASSING THROUGH WOODS {SALATYRA'S} – OP****3****Preq:** 28+ APT, Trd Ceremony, 5+ Faith Pool**APT:** 28/1      **C:** 97      **F:** 9**Range:** 0      **Time:** 2 minutes**TD:** see below      **Duration:** 1 melee round/F/FP**Learn:** 32 GS      **Influence:** Any/All

Glow a pale green and then be able to safely pass through dense brush, tightly packed trees and heavy forest safely and at two-thirds his normal speed. The plants will literally writhe and bend out of his way, snapping back instantly behind him as he passes.

**PATHFINDER {BRADLEY'S} – OP 3****Preq:** 30+ APT, Trd Ceremony, 7+ Faith Pool**APT:** 30/3      **C:** 95      **F:** 13**Range:** see below      **Time:** see below**TD:** 75      **Duration:** 1 melee round/F/FP**Learn:** 21 GS      **Influence:** Any/All

By spending 2 minutes (Time), a ritualist may locate any single door, stair, or passageway up to 240 ft away, if it is at least generally known to him. Or he can do the ritual for 5 minutes (Time) and know the right path to take through a maze, cavern etc., even if previously unknown to him.

**PENTAGRAM****OF PROTECTION {SYNDRYN'S} – OP 3****Preq:** 30+ APT, Exp Ceremony, Trd Channel**APT:** 55/10      **C:** 99      **F:** 14**Range:** 0      **Time:** 13 minutes**TD:** 100      **Duration:** see below**Learn:** 2950 GS      **Influence:** Any/All

Lasts for thirteen minutes but the ritualist can add to this time in 13 minute increments by adding +10/+1 APT to the ritual when first performed. While inside this glowing blue pentagram and circle, no lesser Undead (which includes Skeletons, Battlebones, Ghouls, Zombies, and Tomb Wights) can reach the ritualist. They simply cannot cross its mystik barrier. Lesser Demons will not cross said barrier physically 25% of the time, but if they do they suffer 2d20+20 HP damage and are Unsettled for one hour thereafter. However, said crossing will destroy the barriers potency/effectiveness totally. Greater Demons and all elementals are not affected in any way by this pentagram of power, nor is the magik of any of the Demon kind.

**RAPID FIRE {RHEDD'S} – OP 3****Preq:** 35+ APT, Exp Ceremony, Exp Arcanalog, Nehlsohn's Twofer [Ritual]**APT:** 30/8 (see below)      **C:** 97      **F:** 12**Range:** 0      **Time:** 1 hour per spell**TD:** 100      **Duration:** 25 hours**Learn:** 1700 GS      **Influence:** Any/10

Designate 2 or more spells (can include prayers but not other rituals or runes) that can be fired in a chain, one after another, on every CF Action Count. When setting up this ritual, the ritualist must channel all mana and provide all other requirements to power the spells at the time of the ritual in addition to the APT requirements. If linking more than 2 spells together, there is an additional APT requirement of +10/+3. Note that once these linked magiks are started, all in



the chain must be fired or there will be a +75% chance for a magikal fumble with each of the unfired ones! Magiks thus linked or "chained" together can be held in a ritualist's memory for up to 25 hours; thereafter the bonds disappear and the spells must be used normally (singly).

### SECRET SPY {SHOLNON'S} – OP 3

**Preq:** 30+ APT, Exp Ceremony, Trd Channel  
**APT:** 25/3 (see below)      **C:** 98      **F:** 11  
**Range:** see below      **Time:** 1 minute  
**TD:** 75      **Duration:** 1 hour (see below)

**Learn:** 55 GS      **Influence:** Person/All

The ritual, once used upon a being (within 60 ft) other than the ritualist, allows the ritualist to always hear any sound the target person makes. The ritual is effective up to a mile distant regardless of obstruction. While the base duration of the ritual is one full hour, it may be increased by 5 minutes per each additional +5/+1 APT used in the initial ritual. Alternately, the ritualist can add 1/4 mile range by paying the same cost.

### TAKE ON THE BEAST – OP 3

**Preq:** 27+ APT, Trd Ceremony, Trd Beast Ken, 5+ Faith Pool, Bestiary [Beast Ken]  
**APT:** see below      **C:** 98      **F:** 12  
**Range:** 0      **Time:** see below  
**TD:** see below      **Duration:** 1 hour/F/FP  
**Learn:** 288 GS      **Influence:** Animal/All

Form a bond between a beast and the recipient, transferring up to 3 aspects of the chosen beast to the recipient. The ritualist chooses (with approval of the GM) a creature from their Bestiary and 1, 2, or 3 aspects from the beast as well. The recipient is physically and otherwise transformed to gain the selected aspects of the beast, such as the ritualist choosing the claws and leaping ability of a thorg or wings, flying ability and speed of a tigerhawk. To take a single aspect requires 5-minutes of time, 25/5 APT, 2-Faith, and a TD 100. Each additional one (to a max of 3) requires an additional 3-minutes, +15/+2 APT, 2-Faith, and +25 TD. This ritual has a side effect. The recipient of the ritual takes on random, uncontrollable aspects of the beast as well. These can be physical, mental, emotional or social and at least one will manifest for each aspect chosen.

### WATER WALKING {CHADRA'S} – OP 3

**Preq:** 30+ APT, Trd Ceremony, 7+ Faith Pool  
**APT:** 25/1      **C:** 95      **F:** 10  
**Range:** 0      **Time:** 5 minutes  
**TD:** 75      **Duration:** 1 minute/F/FP

**Learn:** 8 GS      **Influence:** Any/All  
The recipient may thereafter walk upon water and all other liquid without sinking, falling other due to turbulence, and so forth safely; however, a pool of acid still burns him, of course, he just won't sink!

### WINGS OF THE GODS – OP 3

**Preq:** 32+ APT, Trd Ceremony, 7+ Faith Pool  
**APT:** 28/2 + 1 Faith      **C:** 99      **F:** 12  
**Range:** 0      **Time:** 5 minutes  
**TD:** 75      **Duration:** 1 minute/F/FP

**Learn:** 88 GS      **Influence:** Any/All  
Duplicates the ability of the OP 2 spell Morden's Hawk Flight except the flight speed is 80 ft per melee round and as noted above.

### OP 4

#### ACCOUTERMENTS OF FAITH – OP 4

**Preq:** 30+ APT, Exp Ceremony, Exp Channel, 11+ Faith Pool  
**APT:** see below      **C:** 100      **F:** 15  
**Range:** 0      **Time:** see below  
**TD:** see below      **Duration:** see below  
**Learn:** 155 GS      **Influence:** Any/All

Channels the raw power of belief into a personal item, lending it a portion of his Faith. Items such imbued are purified according to the ritualist's religion, a process that takes at least a day (and potentially longer; see ritualist's religion for further possible details). At the end of this period, the ritualist spends another daylong period with the item in complete devotion (as dictated by the ritualist's religion and rites), marking it and consecrating it with invisible symbols of his religion. At the conclusion, the ritualist must spend the 40/10 APT plus +20/+5 for every amount of Faith beyond the first, three times the amount of Faith he desires to imbue into the personal item, and make a base TD 100 plus 50 for every Faith beyond 1 desired to imbue into the personal item. Thus, to imbue 2 Faith into one's robe would cost 60/15 APT, 6 Faith over a minimum of a 2-day period, and a TD 150 at its conclusion. Once done, said item is considered a part of the ritualist for the purpose of all magik, arcane or divine. This



includes sharing the ritualist's Saves, DEF, Resistances, etc. Also, Faith imbued in this manner is considered part of the ritualist's Faith Pool as long as worn/held/personally touched. It maintains this status for as long as the Faith is maintained in the item. Certain limits exist to this ritual and are adjudicated by the GM and the ritualist's religion and dogma. Personal item indicates something the ritualist could own, wear or otherwise interact with and be identified by. A person's castle is not a personal item but their robes, sword, shield, holy symbol, gloves, shoes and other items are.

#### ADVANCED MENDING {DAVRON'S} – OP 4

**Preq:** 30+ APT, Exp Ceremony, Trd Channel, Patch [Ritual]

**APT:** 35/7

**C:** 96 **F:** 15

**Range:** 30

**Time:** 5 minutes

**TD:** 100

**Duration:** see below

**Learn:** 680 GS

**Influence:** Any/All

Essentially a more powerful "Patch" ritual., you can affect 1 ft square of non-magik wood, soft stone (like sandstone) and soft metals (gold, copper, etc.) per Ceremony skill rank. It may be 100% rewoven, rebuilt, or repaired by the ritualist. The item is completely restored at the conclusion of the ritual and the repair is permanent.

#### ARCANE TRUTH {RAFFALASIA'S} – OP 4

**Preq:** 30+ APT, Exp Ceremony, Preparatory Rites [Ceremony], 9+ Faith Pool

**APT:** 40/10

**C:** 99 **F:** 14

**Range:** 10

**Time:** 8 minutes

**TD:** see below

**Duration:** 30 minutes

**Learn:** 400 GS

**Influence:** Any/All

Just as commonly referred to as "The Question", this ritual is frequently used in civilized lands to learn the truth about who stole what or who killed whom, etc. This ritual is considered a psychic attack and the ritualist applies his Ceremony skill check versus the target's PD to see if they succeed. The effects are immediate if successful and very apparent if the ritualist failed. At any rate, this ritual, once in effect, will have a 90% chance of causing the person so affected to answer truthfully all questions put to him whether he wishes to or not. For each minute he is under the ritual's effect, he will, afterwards, suffer 20 minutes of severe headaches. Needless to say, this magik is not popular with some segments of society.

#### AURA OF AVERSION {CERDIGAHL'S} – OP 4

**Preq:** 30+ APT, Exp Ceremony, Trd Channel, Amplify Power [Ceremony]

**APT:** 32/1

**C:** 95 **F:** 11

**Range:** 5

**Time:** 6 minutes

**TD:** 100

**Duration:** see below

**Learn:** 245 GS

**Influence:** Any/All

Forms a 6 ft radius aura of invisible "aversion" that will affect any one kind of creature (such as mammals, insects, fish, reptiles, avians, or arachnidan) that they have chosen. This aura lasts one hour, but may be extended for each additional +13/+1 APT requirement and +1 minute expended during the initial ritual. Creatures of the type for which the aura is keyed to affect that have less BODY than one-half the ritualist's APT cannot enter/approach the ritualist closer than the outer perimeter of the aura. Those with greater BODY may do so only if they beat the ritualist's Ceremony skill check (made when the ritual was done). Even if they succeed, they are Staggered while within the aura's effect. Only one such aura may ever be used by a ritualist at any one time (meaning the effects cannot be combined together simultaneously on a single target).

#### AURA OF MEGALON'S GLORY {PHOORDANG'S} – OP 4

**Preq:** 30+ APT, Exp Ceremony, Preparatory Rites [Ceremony], Sanctuary of the Faith [Entreaty], 9+ Faith Pool

**APT:** 45/5 + 1 Faith

**C:** 99 **F:** 14

**Range:** 0

**Time:** 4 minutes

**TD:** 100<sup>Note 1</sup>

**Duration:** see below

**Learn:** 1750 GS

**Influence:** Any/All

Imbues the ritualist with special power, ringing them with a bright, electric blue illumination that covers a 30 ft radius. Whoever enters this glow has compares their MD to the Ceremony skill check made by the ritualist. Those who the ritualist overcomes immediately become berserkers, intent only on battling all around the ritualist, while ignoring him! This effect lasts for one minute unless the ritualist leaves the area of effect, in which case it will fade 1-3 melee rounds later. The ritualist is unaffected by his own ritual as are followers of the war god Megalon. The duration can be extended in 1-minute increments by adding +7/+1 APT to the initial ritual.



#### CLEANSE THE BITTER STONE – OP 4

**Preq:** 33+ APT, Exp Ceremony, Exp Channel, Magnify Power [Ceremony], Give Blood to the Earth [Ritual]

**APT:** see below

**C:** 95      **F:** 12

**Range:** 60

**Time:** 3 melee rounds

**TD:** 125

**Duration:** see below

**Learn:** 1300 GS

**Influence:** Any/All

Cleanse the Bitter Stone is an old ritual that harkens back to a time of darkness, where ancient "evils" strode across the land like gods and took life and love with abandon. The tread of the ancient ones corrupted the land and only by washing the land with life essence bound to the blood of a living being could it be cleansed. The ritual was forgotten by most religions but the Amarydion faith continues it on and celebrates the ritual on the 19th of Chund. This ritual is one on a smaller scale, a calling to that rite, but one used against Amarydion's enemies, ripping the blood from their bodies forcefully and casting it out on the land around them. At the culmination of the ritual, the ritualist has 1 minute to designate a single living target that has been marked with OP 1 Ritual Faith's Foe. If the ritualist overcomes the target's MD with his or her Ceremony skill check, they must make an immediate TD 150 BODY check. If they fail, their body explodes in a fountain of blood, coating an area 10 ft square with blood. Enemies slain in this manner cannot be resuscitated without magik.

#### DEATH BREAKER {CUELCHAIN'S} – OP 4

**Preq:** 30+ APT, Exp Ceremony, Exp Channel, 7+ Faith Pool

**APT:** 35/5

**C:** 100      **F:** 11

**Range:** 0

**Time:** 10 minutes

**TD:** 125

**Duration:** see below

**Learn:** 1225 GS

**Influence:** Any/All

Attempt to call back anyone of his faith who has died if within an amount of time equal to the ritualist's APT in minutes past. Those summoned back from death return with 10 – 40% of their HP. This ritual may be tried only once per victim and the ritualist must rest for 12 hours afterwards. However, if this ritual is successful, the character does not lose any CON or ESS for the resurrection. Beings not of the ritualist's faith require 2 Faith to resurrect this way.

#### DEATH VOICE {TUATHA'S} – OP 4

**Preq:** 30+ APT, Exp Ceremony, Trd Channel, 7+ Faith Pool

**APT:** 30/1

**C:** 97      **F:** 6

**Range:** 0  
(see below)

**Time:** 5 minutes (see below)

**TD:** 125

**Duration:** see below

**Learn:** 15 GS

**Influence:** Any/All

For a five (5) mana point cost the priest can cause any being slain within the past hour to speak with complete candor, telling whatever it may know, for one minute. This may be extended a rate of 1 hour per +10/+1 APT and +2 minutes used during initial ritual. The dead will answer direct questions only and only in the terms/languages that they know. Careless questions may result in ambiguous or false answers. Regardless, the dead are not compelled to speak the truth and act in death with the same personality and bias they had in life.

#### DECOMPOSE – OP 4

**Preq:** 22+ APT, Exp Ceremony, Exp Channel, 7+ Faith Pool

**APT:** see below

**C:** 96      **F:** 15

**Range:** 20

**Time:** 4 melee rounds

**TD:** 125<sup>note1</sup>

**Duration:** immediate

**Learn:** 1450 GS

**Influence:** Any/All

Requires a base 30/1 + 1 Faith and cause organic matter in a 5 ft square to instantly decompose. The ritual empowers the natural process of decay, speeding it up greatly and will work on any plant or animal matter, including wood, bone, paper, and leather. The ritual is so powerful the ritualist can elect to have it even work on living beings, inflicting 3d6 BODY damage, which if it equals or is more than the living being's BODY, instantly decomposes them. However, if the ritual is used against a living being, the ritual's effect is limited to that single being and is no longer an area effect. The base area of the ritual can be increased in 5 ft increments by adding +15/+2 APT and 1-Faith to the initial ritual. This increase in power also empowers its effect against the living, adding +d6 BODY damage for each increase in power.



### ENIGMATIC EYE {KORUN'S} – OP 4

**Preq:** 30+ APT, Exp Ceremony, Trd Channel, All Seeing Eyes [Ritual]

**APT:** see below      **C:** 96      **F:** 8

**Range:** see below      **Time:** 5 minutes

**TD:** 100      **Duration:** see below

**Learn:** 150 GS      **Influence:** Any/All

Allows a ritualist to keep an eye on any single individual (or place) regardless of any attempt to evade or avoid it. It will even follow a target that tries to teleport away. However, the ritualist must either be able to physically see the target (magically or otherwise) or know precisely where the target is at the beginning of the ritual in order for it to work. The ritual costs a base 30/2 APT, has a 60 mile range and duration of one full day (25 hours). The range may be increased by one mile and the duration by one hour per each +5/+1 APT put into the initial ritual. Once conjured, a 12-inch diameter eye of pulsing red light appears within 10 ft of the target's left shoulder, to the rear (where it will always be). The caster can see all the eye sees and will always know the exact location of it, even if it has shifted dimensions to follow its target. If destroyed, (75 HP of damage of a magical nature will suffice) the ritualist will himself take d10 HP of damage. Complete concentration by the ritualist is required to maintain the ritual.

### FABULOUS FINDING {PARTHLOMEW'S} – OP 4

**Preq:** 35+ APT, Exp Ceremony, Exp Channel

**APT:** 35/3 (see below)      **C:** 98      **F:** 7

**Range:** see below      **Time:** 7 minutes

**TD:** 125      **Duration:** see below

**Learn:** 1565 GS      **Influence:** Any/All

Allows the ritualist to track down/find any item that he has physically come into contact with, at least once, in the last year. For each +5/+1 added during the initial ritual (for that specific purpose), another year's time can be added to how long ago the item/object (or even person) can have been in contact. The ritualist will feel when he is close or when he is distant from the object of his search and, once he has gotten to within a mile or two, it will even allow him to feel his way through an unfamiliar city's streets or into an unknown cavern or dungeon. Once cast, the ritualist has 30 days before the feeling fades away. The duration can be increased by one month per each +3/+0 APT used in the initial ritual (for this specific purpose) with no limit to the time thus allocated to find something. Note, however, that after the completion of the ritual, there can be no later modification of the time until the object has been found. Should the ritualist fail to find it in the time allocated for himself then NEVER AGAIN can he

user this ritual to look for that one specific object or person. The one major drawback is that, if the ritualist uses any other magik before finding the sought object, the magik will be broken and he will have to do it all over again if he wishes to keep looking.

### FIRE WALL {SARACHANDER'S} – OP 4

**Preq:** 33+ APT, Exp Ceremony, Exp Channel, Amplify Power [Ceremony]

**APT:** 38/2 (see below)      **C:** 95      **F:** 9

**Range:** 60      **Time:** 2 minutes

**TD:** 100      **Duration:** see below

**Learn:** 700 GS      **Influence:** Any/All

Instantaneously create a wall of roaring red flame. This wall is 30 ft long, 15 ft high and will burn all passing through it for d20+10 HP of damage (no MD versus the effect allowed though MR still applies). It lasts one minute normally, but will burn an additional one minute for each additional +3 APT put into the ritual during the initial ritual.

### HOLY ARMS – OP 4

**Preq:** 36+ APT, 13+ Faith Pool, Exp Ceremony, Exp Channel, Exp Pneuma, Blessed Armaments [Ritual]

**APT:** 50/10 + 4 Faith      **C:** 98      **F:** 15

**Range:** 50      **Time:** 7 Minutes

**TD:** 125      **Duration:** 1 minute/F/FP

**Learn:** 4235 GS      **Influence:** Any/All

Mass effect version of Blessed Armaments, bestowing the same blessing to (one of) the weapons, armor or shields of members of the same religion, whose number is not greater than the Faith Pool of the ritualist and who are within a 30 ft radius. The ritualist chooses which of the three gain the bonus when the ritual is performed. More than one of these rituals can be used but each one affects something different (weapons, armor or shields).

### ICE WALL {YATHAGON'S} – OP 4

**Preq:** 30+ APT, Exp Ceremony, Exp Channel

**APT:** 30/2      **C:** 97      **F:** 10

**Range:** 60      **Time:** 1 minute

**TD:** 100      **Duration:** see below

**Learn:** 400 GS      **Influence:** Any/All

Equally well known as "The White Ice" as well. The ritual creates a wall of ice 20 ft long, 10 ft high, and 2 ft thick. The wall lasts one hour before beginning to melt (which requires 1-25 hours to do depending on the temperature of the area). Any non-magical creature attempting to break through it will suffer d10+5 HP of damage and 50 BODY or less creatures cannot break through without pickaxes and such like. Larger creatures inflict their BODY – 50 in



damage each complete melee round they spend breaking through. The Ice Wall has 50 BODY for every 5 ft x 10 ft area but any breaks or fractures in the wall "heal" at a rate of 5 BODY per minute until its duration ends.

#### INDESTRUCTIBLE OBJECT – OP 4

**Preq:** 33+ APT, Exp Ceremony, Exp Channel, Pattern [Ceremony]

**APT:** 100/15 (see below)      **C:** 99      **F:** 15  
**Range:** 0      **Time:** 2 days  
**TD:** 100      **Duration:** see below  
**Learn:** 1733 GS      **Influence:** Any/All

Affect a single object of no greater size than the ritualist's Ceremony skill ranks and of no greater weight than 5 lbs times the ritualist's Ceremony skill ranks. The ritual confers a bonus equal to twice the ritualist's APT to the object's DUR and the ritualist's APT as a bonus to the object's saves effects such as breaking, destruction, and wear and tear. The object also gains one-half the ritualist's APT as DR against attacks to object's DUR.

The ritual has a reverse form, Brittle Object. An affected object has its DUR lowered by the ritualist's APT, gains a penalty to saves equal to one-half the ritualist's APT and any DUR damaging attacks inflict one-quarter the ritualist's APT in additional damage.

#### INTER-PLANAL HOMING {DRALLAHAR'S} – OP 4

**Preq:** 30+ APT, Exp Ceremony, Exp Channel, Pattern [Ceremony]

**APT:** 40/2      **C:** 97      **F:** 6  
**Range:** see below      **Time:** 10 minutes  
**TD:** 75      **Duration:** see below  
**Learn:** 70 GS      **Influence:** Any/All

Affect any single willing individual, allowing an individual who has been sent to the ethereal or astral planes by "Drallahar's Inter-Planal Shift" to automatically return to the exact spot he originated from, exactly one hour later. Sort of an interplanal life line as it were. This ritual is usually done first, its effects being dormant until after the other ritual has been completed and the hour's time expended. This ritual can also be used to return an individual who has been thrust into the ethereal or astral planes as long as no more than 1 minute times the ritualist's APT has no elapsed and they have not moved on the astral or ethereal plane.

#### INTER-PLANAL SHIFT {DRALLAHAR'S} – OP 4

**Preq:** 35+ APT, Exp Ceremony, Exp Channel, Pattern [Ceremony]

**APT:** 35/5      **C:** 98      **F:** 9  
**Range:** see below      **Time:** 20 minutes  
**TD:** 125      **Duration:** see below  
**Learn:** 100 GS      **Influence:** Any/All

Once done the ritual's effect is immediate upon the ritualist or upon any other single person who has willingly consented to sit still for the entire ritual. The effect is to send the person desired into either the Ethereal or Astral plane. If the person has not had the corresponding homing ritual performed upon him, well then, he's stuck!

#### JUMPING SHOES {JORGE'S} – OP 4

**Preq:** 30+ APT, Exp Ceremony, Trd Channel

**APT:** 35/3      **C:** 97      **F:** 11  
**Range:** 0      **Time:** 5 minutes  
**TD:** 125      **Duration:** 1 hour  
**Learn:** 125 GS      **Influence:** Any/All

Imbue any pair of shoes or boots with the ability to jump up to 30 ft horizontally or 20 ft vertically, at the will of their wearer. The effect is instantaneous but needs the touch of the ritualist to work.

#### LESSER REGENERATION – OP 4

**Preq:** 35+ APT, Spec Ceremony, Exp Pneuma, Exp Channel, Medium [Channel]

**APT:** see below      **C:** 98      **F:** 11  
**Range:** 0      **Time:** 2 minutes  
**TD:** 125      **Duration:** 1 minute/F/FP

**Learn:** 3350 GS      **Influence:** Person/All  
Instills a deep abiding healing in one target, allowing them to regenerate at a rate of 1 HP per melee round. The ritual requires a base 40/5 APT for a single living being but additional beings may bestowed with this healing by adding +15/+3 APT. The prayer can affect all normal damage and that from fire, acid or poison as well as those inflicted by critical wounds. As this is not true regeneration, other damaging effects from critical wounds are not healed (attribute damage, statuses, etc.). This healing continues whether a being is living or not and potentially heal them back from the point of death. Beings that regenerate in this manner must make a TD 150 Shock Save in order to regain consciousness [the save can be made every minute]. If a recipient is not of the same religion as the ritualist, then the ritual costs 3-Faith per recipient as well.



**MISTY FEET OF SILENT SPEED {MARTIRION'S}**  
- OP 4

**Preq:** 35+ APT, Exp Ceremony, Exp Channel, Dweomer [Ceremony]

**APT:** 45/5                      **C:** 96                      **F:** 10  
**Range:** 0                      **Time:** 3 minutes  
**TD:** 100                      **Duration:** see below  
**Learn:** 1750 GS              **Influence:** Any/All

At the end of the ritual, mists of swirly blue-grey that faintly glow with arcane power will appear around the ritualist's feet, for a period of time equal to 13 minutes plus amount of minutes equal to the ritualist's Ceremony skill ranks. These misty feet will allow the ritualist to move across any real, solid surface at double normal speed, while exerting absolutely no ground pressure at all and generating no walking noise whatsoever. This ritual can only be applied to the ritualist and to no other target.

**MYSTIK MOLE {PARDLYNG'S} - OP 4**

**Preq:** 37+ APT, Exp Ceremony, Exp Channel, Convey Power [Ceremony]

**APT:** 37/5 (see below)      **C:** 94                      **F:** 13  
**Range:** 30                      **Time:** 2 melee rounds  
**TD:** 100                      **Duration:** see below  
**Learn:** 96 GS                      **Influence:** none

Also called Basic Magik Bore, The Dig-Dig Conjunction, and Mystik Tunneling. At the end of the ritual, the ritualist indicates an area where an invisible, inanimate force will begin digging a tunnel. Dirt, debris, and loose earth (or sand) will fountain upwards out of the ever deepening 3 ft diameter hole. Note that it will not work through rock or other similarly hard substances. The angle of the tunnel is entirely up to the ritualist, but once set in motion, the arcane forces proceed in a straight line. The base tunnel length will be up to 30 ft plus 1 ft times the APT of the ritualist. The length of the tunnel can also be increased by 20 ft by adding +3 APT to the initial ritual. Note that this tunnel is nothing more than a 3 ft diameter, totally unsupported, bore through the earth. Its stability will be entirely up to the GM.

**MYSTIK PASSAGE {DANROATH'S} - OP 4**

**Preq:** 25+ APT, Exp Ceremony, Exp Channel, Medium [Channel]

**APT:** 27/1 (see below)      **C:** 98                      **F:** 14  
**Range:** 10                      **Time:** 3 melee rounds  
**TD:** 100                      **Duration:** see below  
**Learn:** 455 GS                      **Influence:** Object/20

Can create a passage through any substance except silver. This passage will be 7 ft tall, 4 ft wide and up to 10 ft in depth/length. This passage will persist for

three melee rounds unless the duration is extended by adding +1 APT to the initial ritual for each additional melee round's time desired. Finally, extra APT may also be added to the initial ritual specifically to make the passage longer. Every +5/+1 APT will make the passage 5 ft longer.

**NIGHT WALKER {WARAGEN'S} - OP 4**

**Preq:** 35+ APT, Exp Ceremony, Exp Channel, Trd Arcanology, Pattern [Ceremony]

**APT:** 100/5 (see below)      **C:** 95                      **F:** 11  
**Range:** 60 miles              **Time:** 5 minutes  
**TD:** 100                      **Duration:** see below  
**Learn:** 225 GS                      **Influence:** Any/All

Also known as the Unwanted Visitor as well and is a classic ritual of magikal vengeance of an angry ritualist, which allows him to cause a specific area (wing of a castle, a house, a village square, etc.) to seem to be haunted. This haunting will take the form of stealthy footsteps, heavy breathing, soft and evil laughter, faint sounds of clanking chains and other various and sundry spooky sounds. The range is an awesome 60 miles but the range can be extended on a one mile per +3 APT basis added to the initial ritual. The base ritual lasts only a single minute but each +5 APT added to the initial ritual extends this by 1-minute.

**ONE-WAY DARKNESS {ZYM'S} - OP 4**

**Preq:** 35+ APT, Exp Ceremony, Exp Arcanology, Trd Channel

**APT:** 39/4 (see below)      **C:** 95                      **F:** 13  
**Range:** 30                      **Time:** 3 melee rounds  
**TD:** 100                      **Duration:** see below  
**Learn:** 200 GS                      **Influence:** Object/  
All

Cause an area 13 ft in diameter to become inky black and totally light absorbent to everyone except himself. He alone can see out of or into this area which fails even "true seeing" or other magikal vision enhancers. He may create this area around himself or up to 30 ft distant. In any case it will last but 5 melee rounds unless it is extended by infusing the initial ritual with +1 APT per each additional 5 melee rounds desired.

**RAPID TRANSIT {RHOAR-EE'S} - OP 4**

**Preq:** 30+ APT, Exp Ceremony, Trd Channel

**APT:** 40/2 (see below)      **C:** 99                      **F:** 15  
**Range:** 10 (see below)      **Time:** 2 melee rounds  
**TD:** 125                      **Duration:** see below  
**Learn:** 75 GS                      **Influence:** Any/All

Causes any single self moving object up to 2000 pounds in size to move at ten times its normal speed for 10 minutes. The range is short but may be extended by 20 ft for each +3 APT added to the



initial ritual. The duration may be increased by 10 minutes per each additional +5/+1 added to the initial ritual. Finally, for each additional +5 APT added to the initial ritual, another 1000 pounds may be so moved. There is no control over this speed; it simply moves 10 times as fast as its full speed.

#### REHYDRATION {HAMILTON'S} – OP 4

**Preq:** 25+ APT, Exp Ceremony, Trd Pneuma, 7+ Faith Pool

**APT:** 25/1

**Range:** 0

**TD:** 100

**Learn:** 35 GS

**C:** 95 **F:** 7

**Time:** 10 minutes

**Duration:** see below

**Influence:** Person/20

Rehydrate any victim of partial or total dehydration, replacing up to 7 gallons of lost water. The water must be present within 100 ft of the victim and it must be pure. Holy water may be used, in which case it will substitute for twice as much lesser water. Rehydration will not cure more than 20 HP of damage, and only *that* much if it was caused by the dehydration. This will not resurrect one who has died of dehydration but it will negate any resurrection penalty due to dehydration.

#### REVENGE {KYLER'S} – OP 4

**Preq:** 35+ APT, Exp Ceremony, Exp Arcanology, Exp Channel, Moshraera's Mystik Dart [Spell]

**APT:** 30/1

**Range:** 0

**TD:** 75

**Learn:** 660 GS

**C:** 95 **F:** 13

**Time:** 13 minutes

**Duration:** see below

**Influence:** Any/All

Also well recognized as the Death Compass and is a special type of ritual that is completed and then later activated with a single word, acting virtually instantaneously (same CF Count). Once memorized, the ritual will last up to 13 hours and is automatically set to fire whenever one of three things happens to the ritualist: If he is rendered unconscious; if he is rendered unable to speak (in any way, from silence fields to tongue torn out); or if he is ambushed, or surprised with no time to think, it automatically fires. Killing the ritualist negates this magik utterly. What it does is fire four Moshraera's Mystik Darts, one in each cardinal direction from the ritualist (North, South, East, and West).

#### RING OF NIGHT {SHAERMON'S} – OP 4

**Preq:** 30+ APT, Exp Ceremony, Exp Arcanology, Trd Channel

**APT:** 25/1

**Range:** 0

**TD:** 75

**Learn:** 1000 GS

**C:** 97 **F:** 12

**Time:** 1 melee round

**Duration:** see below

**Influence:** Any/All

The recipient becomes completely (100%) invisible in all darkness or shadow. This is without regard to true seeing, ability to see in the dark or other sensory input, such as vibration or heat detection, magnetic detection or even psychic reading. In shadow the recipient will be unseen for the 10 minutes though the duration is extendable in twenty minute segments per every +5/+1 APT added to the initial ritual.

#### SANCTUARY SEAL {RIMANNI'S} – OP 4

**Preq:** 36+ APT, Exp Ceremony, Exp Channel, Convey Power [Ceremony]

**APT:** see below

**Range:** see below

**TD:** 125<sup>Note2</sup>

**Learn:** 455 GS

**C:** 96 **F:** 14

**Time:** 3 minutes

**Duration:** see below

**Influence:** Any/All

Arcanely seals all entrances, portals, windows, doorways, etc. into or out of a single building and reinforces them with power. A minimum of 30/3 APT is required for a building 100 ft cubed. Larger buildings add +1 APT for every additional 10 ft cubed and /+1 APT for every 100 ft cubed. Thus, a 500 cubic ft build would require 70/7 APT. The ritual's effect lasts for 1 hour but can be lengthened in 1-hour increments by adding +10 APT to the initial ritual. The building gains a bonus equal to the castor's APT in FORT against damage and doubles the castor's APT to determine the penalty anyone attempting to gain entry via skill check, such as via the Crime secret Force Entry.

#### SNAKE STAFF {STANSON'S} – OP 4

**Preq:** 35+ APT, Exp Ceremony, Exp Pneuma, 11+ Faith Pool

**APT:** 45/4

**Range:** 0

**TD:** see below

**Learn:** 45 GS

**C:** 98 **F:** 10

**Time:** 3 hours

**Duration:** see below

**Influence:** Object/All

Special type of ritual that is completed and then later activated with a simple invocation to the gods and a staff or suitable piece of wood (requires a normal action to use after the ritual is done). The suitable piece of wood must be from 5 to 7 ft in length and is used in the ritual and is thereafter toted about by the ritualist who can, at any time he chooses, cast it to the ground while calling on the gods. Once done, the wood transmogrifies, in 10 CF Counts, into a bright green serpent of 26 HP, +48 ATK, 44 DEF, DR 4, CF 28 and capable of moving 60 ft per CF Count. The serpent will stay for 3 minutes once called and do whatever the priest commands. The snake can bite for 5 HP and will have d8+4 of venom per each additional +5/+1 APT used in the initial ritual.



#### SPIDERS FROM STONES {STANSON'S} – OP 4

**Preq:** 30+ APT, Exp Ceremony, Exp Channel, Convey Power [Ceremony]  
**APT:** 35/5                                    **C:** 96                                    **F:** 12  
**Range:** 30                                    **Time:** 3 melee rounds  
**TD:** 100                                    **Duration:** 3 minutes  
**Learn:** 88 GS                                    **Influence:** none

The ritualist tosses or designates 5 stones or pebbles within the range. At the end of the ritual each pebble will be transmogrified into 3-inch diameter, 6 HP, 29 ATK, 32 DEF, CF 31 spiders capable of moving 4 ft each CF Count. Each spider will attack the nearest living thing to it and can bite for 3 HP damage plus, once only, d10+10 HP of venom that has a 10% chance of paralyzing all mammalian life forms up to 50 HP in size for d20 melee rounds. However, the paralysis only takes effect 3 melee rounds after the initial bite. If killed, the spiders revert to pebble form immediately.

#### STUPENDOUS HOLDING – OP 4

**Preq:** 37+ APT, Exp Ceremony, Exp Channel, Pattern [Ceremony]  
**APT:** 125/15 (see below)                    **C:** 99                                    **F:** 15  
**Range:** 0                                    **Time:** 5 days  
**TD:** 125                                    **Duration:** see below  
**Learn:** 3333 GS                                    **Influence:** Any/All

Empowers a box, crate, bag, pocket, jar or any normal container no greater in size than the ritualist's APT in inches to hold one-quarter the ritualist's APT times as much as it normal could. Anything placed in the Magik Box must still fit through the opening like normal. The Magik Box will weigh its own weight plus one tenth the weight of everything in it. It cannot hold more than the ritualist's APT times 50 pounds. If a Magik Box ritual is used on an object that contains several containers, such as a backpack with 5 pockets, the storage capacity is divided evenly. A Magik Box cannot hold another like container or it implodes, disintegrating everything inside. The ritual lasts the ritualist's APT in days but this duration can be extended by 1 day for every +15/+1 APT added to the initial ritual. When the ritual ends, if any objects remain in the magik box they are pushed out through the opening.

#### STUPENDOUS SEVEN

#### LEAGUE BOOTS {KORAN'S} – OP 4

**Preq:** 40+ APT, Exp Ceremony, Exp Arcanalogy, Trd Channel  
**APT:** 40/1 (see below)                    **C:** 95                                    **F:** 15  
**Range:** 0                                    **Time:** 1 melee round  
**TD:** 100                                    **Duration:** see below  
**Learn:** 600 GS                                    **Influence:** Any/All

The ritual allows the ritualist to dimension step five times, traversing three full miles each and every step (15 miles total). The mystik walker also perceives or "sees" the land through which he moves as each step "stretches" out, so he knows the country thus traveled as if he'd walked through it normally. For each +5/+1 APT and +1 melee round Time added into the initial ritual, another 15 miles may thus be traversed.

#### WALL OF ICE AND FIRE {TIRINYO'S} – OP 4

**Preq:** 34+ APT, Exp Ceremony, Exp Channel, Medium [Ceremony]  
**APT:** 40/3                                    **C:** 97                                    **F:** 11  
**Range:** 30                                    **Time:** 3 melee rounds  
**TD:** 100                                    **Duration:** see below  
**Learn:** 40 GS                                    **Influence:** Any/All

Also known as the Borean Wall. Brings forth a wall of mystik ice wrapped in wailing blue flames. The 15 ft long by 10 ft high and 2 ft thick wall must be anchored to either a solid wall, floor, or ceiling (that is, it can't hang in mid-air) or the ritual fails. The flames will cause d10+10 HP of damage to all touching them and the mystik ice will do an additional d10+10 HP of damage to anyone attempting to break through it physically. The ritualist has the option of creating the wall with the flames *inside* the ice (causing it to flicker and glow weirdly) if so desired. In this mode, the wailing is almost inaudible. This wall will fade into nothingness after six melee rounds but this duration can be extended by 6 melee rounds for every +5/+1 APT added to the initial ritual. Any being of 5 BODY or greater can break through the wall but forfeit a MD against the effects of the wall in doing so. MR applies as normal.

#### WAR BIRD {SKIRIN'S} – OP 4

**Preq:** 35+ APT, Exp Ceremony, Exp Pneuma, Exp Channel, Convey Power [Ceremony]  
**APT:** 50/4 + 4 Faith                    **C:** 97                                    **F:** 15  
**Range:** see below                    **Time:** 5 melee rounds  
**TD:** 100                                    **Duration:** see below  
**Learn:** 500 GS                                    **Influence:** Object/30

Creates an incorporeal, invisible, faith-born bird of prey approximately 6-ft long with a 14-ft wingspan. The War Bird operates independently of the ritualist for the duration of the ritual, outside of when initially performed, where the ritualist chooses a target. The War Bird flies at 15 ft per CF Count, has 115 DEF, 125 MD, 35 CF, 44 HP, 77 ATK, and rake an opponent with its claws for d8+12 HP (C 91, F 5). The War Bird is incorporeal and ignores physical armor and shield when attacking, slipping through



solid objects. While immune to physical weaponry, it can be harmed only by other incorporeal beings, magik, psyche, and spirits. The War Bird always moves silently. The duration of this ritual is 1 melee round/F/FP and may be extended 1 melee round for every +10 APT added to the initial ritual.

#### WASP {SANTANDER'S} – OP 4

**Preq:** 35+ APT, Exp Ceremony, Exp Arcanology, Exp Channel, Convey Power [Ceremony]  
**APT:** 50/1                      **C:** 93                      **F:** 15  
**Range:** see below                      **Time:** 4 melee rounds  
**TD:** 100                      **Duration:** see below  
**Learn:** 500 GS                      **Influence:** Object/100

Conjures a brilliantly hued, rainbow colored wasp of mana-energy which will attack all designated targets for 5 melee rounds and within a 240 ft radius of its master. Said wasp flies at 20 ft per CF Count, has 60 DEF, 125 MD, 30 CF, 40 HP, 55 ATK, and can “sting” for Piercing damage in HP equal to the ritualist’s own APT (C 93, F 4). The wasp can be killed normally, and if done, the ritualist (who must concentrate intensely upon his own creation at all times lest it dissipate) will himself suffer 10 HP of damage. The duration of this ritual may be extended 1 melee round for every +10 APT added to the initial ritual.

#### WINDS COMPANION – OP 4

**Preq:** 30+ APT, Exp Ceremony, Exp Channel, Convey Power [Ceremony]  
**APT:** 35/5 + 1 Faith                      **C:** 96                      **F:** 12  
**Range:** 30                      **Time:** 3 minutes  
**TD:** 100                      **Duration:** 1 minute/F/FP  
**Learn:** 488 GS                      **Influence:** Object/All

Bestows the blessing of the winds upon a single creature no greater than 50 BODY in size. The recipient suffers no penalties to movement in windy conditions, even storm/hurricane conditions or those caused by OP 6 or less magik! Also acts as if the OP 1 Spell Dalemon’s Slow Drop was in constant effect.

#### WIZARDLY WAGON {WYNOKI'S} – OP 4

**Preq:** 30+ APT, Exp Ceremony, Exp Arcanology, Exp Channel  
**APT:** 55/1 (see below)                      **C:** 98                      **F:** 11  
**Range:** 0                      **Time:** 15 minutes  
**TD:** 75                      **Duration:** see below  
**Learn:** 665 GS                      **Influence:** Object/All

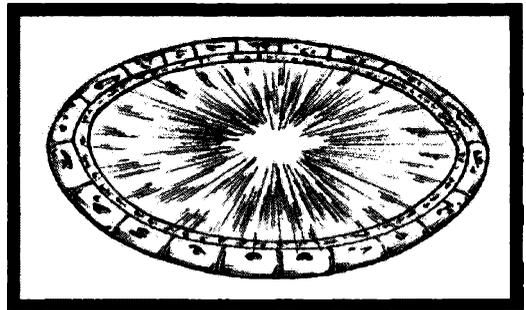
Creates a wagon of solid energy the color of smoke and with the feel of polished wood. This wagon is weightless and leaves no wheel tracks, yet each thing

loaded into it will have normal weight and thus press the wheels into the ground to a greater or lesser degree depending on the amount loaded. The wagon is complete in every way from the tongue to a tailgate that can be raised and lowered. The wagon is 12 ft long by 6 ft wide and has 3 ft high sides. Its four large and solid looking wheels raise the bottom of the wagon 4 ft off the ground. There is a driver’s seat for two that is 4.5 ft wide by 18-inches deep with a 15-inch high back rest in the front of the wagon (which dimensions are not included in the overall dimensions). The wagon is 138 DEF and most missiles have a 35% chance of deflecting off its slick surface. The ritualist must provide motive power (horses, etc) and harness, etc., for them. The wagon makes no noise when traveling, yet any stones, twigs, branches, rocks etc moved over will, just as any passengers or baggage will make their normal sounds. The wagon can sustain 125 HP of damage before dissipating into nothingness. Exceed that amount and it immediately (within 20 CF counts) fades away. The wagon is water tight but not proof against fire or anything else, though it won’t actually burn, just char. The ritual will last a base duration of 100 minutes but each additional +15 APT expended during the initial ritual will increase the duration by 50 minutes.

#### WIZARDLY WINDOW {GORBACH'S} – OP 4

**Preq:** 30+ APT, Exp Ceremony, Exp Channel, Medium [Channel]  
**APT:** see below                      **C:** 97                      **F:** 12  
**Range:** 0                      **Time:** 1 melee round  
**TD:** 100                      **Duration:** 1 minute  
**Learn:** 60 GS                      **Influence:** Object/30

For every 10/1 APT expended during the initial ritual, the ritualist can cause 1 square foot of iron up to 1-inch thick, 3 square feet of stone up to 3-inches thick, or 7 square feet of wood up to 1 ft thick to become totally transparent and as clear as glass. The effect lasts for the duration and fades away with no harm to the affected substance. Please note that even though transparent, the substance thus affected still has all its normal properties.



## OP 5

### ADVANCED BINDING CHAINS OF LIGHT {TUATHA'S} – OP 5

**Preq:** 40+ APT, Spec Ceremony, Exp Channel, 11+ Faith Pool, Tuatha's Binding Chains of Light [Ritual]

**APT:** see below      **C:** 95      **F:** 17

**Range:** 30      **Time:** see below

**TD:** 100      **Duration:** 3 minutes/F/FP

**Learn:** 925 GS      **Influence:** Any/All

Effective against undead and spirits only. The advanced version of the binding chains of light ritual may be completed and then called upon for up to an hour afterward. The ritual requires 50/8 APT when performed and 2 Faith when invoked. The ritual creates glowing chains of golden light that render all undead and spirits absolutely immobile and unable to fly, become gaseous, or to otherwise flee. No undead or spirits with less than triple the APT of ritualist can break free of these glowing chains of golden light, regardless of how hard they try. Beings of greater APT/BODY may do so but only have 1% chance per 15 APT/BODY greater to do so. If by some means the chained undead or spirit does manage to break free, the chains will shatter in a d20+18 point implosion upon the being in question. Note that immobile does not mean powerless only that they cannot freely move or flee.

### AURA OF COMMAND – OP 5

**Preq:** 37+ APT, Spec Ceremony, Exp Channel, Exp Noetics

**APT:** 50/7      **C:** 97      **F:** 14

**Range:** 0      **Time:** 5 minutes

**TD:** 100 (see below)      **Duration:** see below

**Learn:** 3000 GS      **Influence:** Object/All

Surrounds the ritual with an invisible aura that allows him to cause those beings he commands to do whatever he wishes. This aura lasts five minutes plus one minute per each additional 5 APT used during the initial ritual. The ritual attacks any target psychically, using the ritualist's skill check against PD of the target or the target will do the bidding of the caster. The ritualist can use the Aura of Command once per CF Action Count against a new target as a normal action. The range for this power is 60 ft so long as the ritualist has a direct line of sight to those he is commanding. Note that while the Aura of Command is mentally conferred the target must still understand the message to follow the command. Note also that anyone who is commanded to do something will absolutely do it, even if he leaves the ritualist's presence (or vice versa). This geas will last

for 5 minutes, plus 1 additional minute per each MA point less than 40 the commanded being has. If the target's MA is greater than 40, subtract the difference from the 5 minute base duration, with an absolute minimum of 1 melee round regardless of MA. To command an already geased being requires a quickened action. Note that no creature can be made to commit suicide, but can be made to attack his friends or go into battle against hopeless odds.

### BLACK FIELDS OF FAMINE {TAORAEN'S} – OP 5

**Preq:** 40+ APT, Spec Ceremony, Spec Pneuma, 11+ Faith Pool, Curses [Ritual]

**APT:** see below      **C:** 95      **F:** 16

**Range:** see below      **Time:** 7 minutes

**TD:** 125      **Duration:** 3 minutes/F/FP

**Learn:** 35 GS      **Influence:** none

The ritual is a specialized curse and will cause all plant life in a 30 ft radius of the ritualist to wither and die, turning into a black, sooty dust. This die-out takes but a single second for each 1 ft in radius of effect. This radius increases at 1 ft per melee round for APT x d10 melee rounds. Nothing whatsoever will ever grow again in the area until the land has been properly cleansed by the reverse of this ritual. Even if somehow cleansed, the black sooty dust of this curse will return in d30 minutes unless the place is cleansed as noted. All who ingest this sooty dust through eating or breathing become gravely ill immediately, with vomiting, convulsions, nausea, hallucinations, fever, dizziness, and so on. The illness lasts one full day with a 10% chance during the first 20 minutes those thus stricken will die, unless a disease-curing ritual is performed upon them immediately.

### CONTROL WATERS – OP 5

**Preq:** 37+ APT, Spec Ceremony, Exp Channel, Exp Pneuma, 11+ Faith Pool

**APT:** 35/1 + 5-Faith      **C:** 99      **F:** 16

**Range:** 100      **Time:** 3 minutes

**TD:** 125      **Duration:** 1 minute/F/FP

**Learn:** 2180 GS      **Influence:** Object/All

Control water or liquids of any sort, causing water within his or her eyesight to raise or lower its level by 1 ft/F/FP. The ritualist can also command it to flow a different direction, reverse, stop or even slow and accelerate at a speed increase or decrease of 1 ft/F/FP. Lastly the ritualist can command water to form a whirlpool 1 ft/F/FP in size, 3 ft/F/FP deep, with a pulling/sucking power equal to 15 times their Faith Pool in BODY strength. Followers of Borsala add their APT as a bonus to their Faith Pool for this ritual.



### CURSE OF THE SCREAMING SKULL {KHOREB'S} - OP 5

**Preq:** 40+ APT, Exp Ceremony, Exp Channel, Exp Arcanalogy

**APT:** 40/2

**C:** 99

**F:** 17

**Range:** see below

**Time:** 15 minutes

**TD:** 100

**Duration:** see below

**Learn:** 480 GS

**Influence:** Object/All

Cause a haunting lasting 10 minutes and up to 100 miles distant. The haunting takes the form of a human skull wreathed in emerald green fire which will wail, moan, scream, sob, mouth obscenities, and generally make a pest of itself as it sails about. The ritualist must know absolutely the location to which it is sent or be able to physically see it (by means magikal or mundane) in order for the sending to be successful. The ritualist can extend the duration in 1-minute increments by adding +10/+1 APT to the initial ritual

### DECONSTRUCTION {DAVOND'S} - OP 5

**Preq:** 42+ APT, Spec Ceremony, Exp Channel, Exp Arcanalogy, Power Efficiency [Channel]

**APT:** 52/10

**C:** 97

**F:** 11

**Range:** 90

**Time:** 8 minutes

**TD:** 100

**Duration:** see below

**Learn:** 2888 GS

**Influence:** Object/All

Cause a single continuous item of no greater size than 5 ft times the ritualist's APT to disassemble into its component parts. Objects larger than this area cannot be deconstructed. Similar components are separated, piled and/or stacked together. The ritual only affects inanimate, non-living or enchanted objects; so it won't affect golems, constructs, animated objects, machines, etc.

### DIMENSIONAL WARD - OP 5

**Preq:** 45+ APT, Spec Ceremony, Spec Channel, Preparatory Rites [Ceremony]

**APT:** see below

**C:** 97

**F:** 13

**Range:** 0

**Time:** see below

**TD:** 100

**Duration:** see below

**Learn:** 1450 GS

**Influence:** Object/All

Binds a defined area and prevents dimensional, planar, teleportation, and summoning of any kind (see below). This includes beings/creatures with native power to do any of these things. The ritual requires 30/5 APT and 1-minute of time for every 1 ft square area. The ritualist can chose a form of key to the ward at the time the ritual is cast to allow the ritualist or others to work their magik normally through the ward. The ritualist is only aware of attempts to breach this ward if he or she is within its confines when the attempt takes place. The warding lasts for 1

year and for 1 additional year by paying an amount of APT equal to one-quarter the APT required in the original ritual.

### EARTH BURROWER - OP 5

**Preq:** 38+ APT, Spec Ceremony, Spec Channel, Exp Pneuma, 11+ Faith Pool, Earth Crawler [Ritual]

**APT:** 50/5 + 3 Faith

**C:** 99

**F:** 13

**Range:** 0

**Time:** 3 melee rounds

**TD:** 125

**Duration:** 1 minute/F/FP

**Learn:** 212 GS

**Influence:** Any/All

Duplicates the OP 3 Earth Crawler ritual except it can be used outside the demesne of an Amarydion holy place.

### EARTH IN MY VEINS - OP 5

**Preq:** 42+ APT, Spec Ceremony, Spec Channel, Spec Pneuma, 11+ Faith Pool, Symbology [Pneuma]

**APT:** 50/5 + 7 Faith

**C:** 99

**F:** 13

**Range:** 0

**Time:** 1 minute

**TD:** 125

**Duration:** 1 minute/F/FP

**Learn:** 1450 GS

**Influence:** Any/All

Conjoins the ritualist and the land into one being and as long as the ritualist maintains contact with the land, he or she cannot die, though they may when the ritual ends. As long as direct contact is strictly maintained and the ritualist is not reduced to dust or disintegrated, they can survive near anything. This bond between land and the ritualist is twofold and if one suffers, so does the other. If the land sickens or is damaged, so is the ritualist and vice versa. Still, neither can suffer true death until one or the other is destroyed as noted (dust or disintegration). If the ritualist is within a divine demesne of Amarydion, the ritual also confers the equivalent of 1 day's complete rest in a minute as a form of regeneration.

This ritual was born from the story of the Amarydion priestess who kept a small oasis alive in the Withered Lands by pure faith, maintaining a green sanctuary against the corruption, and was in turn sustained by the oasis when she was savaged by the inhabitants of the self-same land.

### EYES OF THE WARLORD {ORLYNDON'S}- OP 5

**Preq:** 45+ APT, Exp Ceremony, Exp Channel, Exp Noetics, Synaptic Synchronicity [Noetics]

**APT:** 50/10

**C:** 100

**F:** 15

**Range:** 5

**Time:** 5 melee rounds

**TD:** 125

**Duration:** 1 hour

**Learn:** 7485 GS

**Influence:** None

Bestows on the ritualist or any other single living being within 5 ft the "Warlord's Eyes". These "eyes" allow the person to always see an opponent's physical



attack before it happens! This provides an automatically Dodge, Block or Parry against physical attack or allows the recipient to position to strike the attacker first, regardless of the CF, speed or other factors involved! Recipients a soft light of steely blue emanating from their eyes for the entire duration.

### FEARN – OP 5

**Preq:** 38+ APT, Spec Ceremony, Spec Pneuma, 9+ Faith Pool, Share Burden [Pneuma]

**APT:** 80/10 + 7 Faith      **C:** 100      **F:** 19

**Range:** 0      **Time:** 14 days

**TD:** 125      **Duration:** 1 minute/F/FP

**Learn:** 225 GS      **Influence:** Any/All

Rarely seen outside the hands of druids and a few medicine men who have acquired it. The ritual creates a powerful bond of faith and shared belief between a single tree and the recipient. While in effect, any corporeal effects (HP damage, disease, sickness, blindness, scarred by acid, etc.) felt by the recipient are taken by the tree and vice versa. The GM will provide details on the tree based on what is chosen by the ritualist. If one or the other dies the bond between them is broken immediately.

*Example – Khronin is visiting a druidic friend in the Whisper Trees of Arduin. While there, his friend warns him of a group of Death Ogres that have threatened to come and drive him out of the forest. Khronin agrees to help and in return, his druidic uses Fearn to bind Khronin with a massive old aldur in his grove. Thus fortified, Khronin battles the ogres and feels none of their blows though the aldur suffers terribly. Later when one slips free and sets the grove afire, Khronin suffers near life threatening burns as the aldur catches aflame!*

### HEALING CRITICAL WOUNDS {SHAHUI'S'S}– OP 5

**Preq:** 30+ APT, Exp Ceremony, Exp Channel, Exp Pneuma, 13+ Faith Pool, Namphrook's Healing [Ritual]

**APT:** 32/4 (see below)      **C:** 98      **F:** 10

**Range:** 0      **Time:** 3 minutes (see below)

**TD:** 125      **Duration:** see below

**Learn:** 1445 GS      **Influence:** any/all

Once done upon a living being it will totally heal and regenerate any and all critical hit wounds regardless of type, location or severity, to a total maximum of 150 HP and 50 attribute damage. The healing is at the rate of 3 HP or 1 attribute point per melee round. This ritual automatically resets all broken bones, joints severed limbs as long as they are physically held wound to wound during the initial ritual and will cause such things as pulped eyes etc., to reshape, regrow and to heal over a d100 hour period. The

ritual is effective upon all forms of creatures from amoebas to Demon-kind. If the ritualist expends +28/+6 APT during the initial ritual, the ritual can be held and used like a spell requiring only a normal action to invoke. It can be held so for 1 day times the ritualist's APT.

### HEALING MADNESS OF THE MIND {SHAHUI'S} – OP 5

**Preq:** 32+ APT, Exp Ceremony, Trd Noetics, Exp Pneuma, 11+ Faith Pool, Namphrook's Healing [Ritual]

**APT:** 38/2      **C:** 98      **F:** 18

**Range:** 0      **Time:** 7 minutes (see below)

**TD:** 125      **Duration:** see below

**Learn:** 1800 GS      **Influence:** any/all

Requires 7 minutes plus a number of minutes equal to the target's MA. The ritual is 100% effective versus temporary madness, but against those of a permanent nature it has a 25% success chance base plus the ritualist's APT. Beings not of the ritualist's faith require 1-Faith to heal as well.

### HEAVENLY FOG OF HIDING AND HELP {QUARZAN'S} – OP 5

**Preq:** 36+ APT, Exp Ceremony, Exp Pneuma, 9+ Faith Pool

**APT:** 30/1      **C:** 95      **F:** 13

**Range:** see below      **Time:** see below

**TD:** 100      **Duration:** 5 minutes/F/FP

**Learn:** 55 GS      **Influence:** Any/All

Takes 8 melee rounds to finish normally but if a large body of water, such as a lake or river, is within 300 ft of the ritual site, the ritual requires only 4 melee rounds to complete. In waterless areas it would need d10+10 melee rounds. When the ritual completes a 100 ft diameter area of nearly opaque fog springs up instantly around the ritualist. This blue-grey fog lasts 10 minutes and cuts visibility to d6 ft inside itself. The duration of this fog or its size may be added to at the rate of 1 minute or 100 ft in diameter, respectively, per additional +2 APT used during its initial ritual.

### HOMING RITUAL {CHANDRELL'S} – OP 5

**Preq:** 40+ APT, Exp Ceremony, Exp Channel, Exp Arcanology, Moshakra's Mystik Dart [Spell]

**APT:** 55/2      **C:** 99      **F:** 15

**Range:** 0      **Time:** 1 minute

**TD:** 100      **Duration:** see below

**Learn:** 300 GS      **Influence:** Object/All

Used in conjunction with a "Mystik Dart" spell. The ritualist performs the ritual and then if this spell is used at any time within 25 hours, said darts home in





### NOT MY TIME – OP 5

**Preq:** 45+ APT, Spec Ceremony, Spec Pneuma, 13+ Faith Pool, Ritual Relay [Ceremony]

**APT:** 52/10 + 4 Faith      **C:** 98      **F:** 17

**Range:** 0      **Time:** 2 hours

**TD:** 125      **Duration:** 1 minute/  
F/FP

**Learn:** 2175 GS      **Influence:** Object/  
All

Uses piety and faith to read the weave of Xuanth's tapestry to see when his or her time has come. Blessed with such knowledge, the ritualist knows the strand of their fate. Should something occur which would slay the ritualist the ritual annuls it as if it never occurred. The ritual can only do this once and then ends. Multiple rituals cannot be placed one atop another and the ritual can only be used on a follower of Xuanth.

### REGROWTH – OP 5

**Preq:** 40+ APT, Spec Ceremony, Spec Channel, Exp Pneuma, 11+ Faith Pool, Preparatory Rites [Ceremony]

**APT:** see below      **C:** 99      **F:** 20

**Range:** see below      **Time:** see below

**TD:** 125      **Duration:** see below

**Learn:** 4650 GS      **Influence:** Any/All

Rarely seen outside the hands of wild shamans and druids. Must be used with care as improper use can result in a transgression of divine tenets or the offending of spirits, or worse. Requires 2 days, 10/2 APT and 1 Faith for every 5 ft square area the ritualist wants to effect and calls forth for the earth to explode with life: vegetation sprouts from the earth, trees push forth from the soil, and so on, based on the type of terrain used upon. A wet sodden area might become a swamp, moor or wetland, a green field a forest or jungle. Man-made structures in the area are destroyed as life returns to the area enfolded by the ritual. The effect is permanent and the ritualist must stand in the center of the ritual area, protected from its effect while powering the ritual.

### RETURNING FLESH

#### FROM STONE {SKEHLMON'S} – OP 5

**Preq:** 35+ APT, Spec Ceremony, Exp Channel, Ritual Relay [Ceremony]

**APT:** see below      **C:** 99      **F:** 9

**Range:** see below      **Time:** 20 minutes

**TD:** 100      **Duration:** see below

**Learn:** 1650 GS      **Influence:** Any/All

Requires a base 30/1 APT to perform and +2 APT for every 3 BODY in size the being to be unpetrified. Simply put, this ritual transmutes all flesh that has

been turned into stone, salt or other such mineral substances back into its fleshly form. No more, no less. This ritual is so draining and tiring to the ritualist that he must sleep immediately for 9 hours after completing it and then rest at least 16 hours more. A person thus brought back would still be dead.

### SILENT SENTRY {SOLOMON'S} – OP 5

**Preq:** 38+ APT, Spec Ceremony, Exp Arcanology, Magnify Power [Ceremony], Vector [Arcanology], Basic Wards [Ritual]

**APT:** 55/10      **C:** 96      **F:** 11

**Range:** see below      **Time:** 2 minutes

**TD:** 125      **Duration:** see below

**Learn:** 1245 GS      **Influence:** any/all

Creates a vaguely humanoid form, all of a smoke-like substance, light grey in color, and 5 ft - 7 ft tall. It is, in fact, a mystik alarm system or sentry that will remain on its post for 1-minute times the APT of the ritualist, plus d100 melee rounds. The sentry guards thusly: as anyone or anything approaches, it will commence to wail or gibber like a lost soul in torment as they come within 60 ft (or closest visual range, like through a door). If the wailing doesn't cause those approaching to stop and go back, the sentry will then commence to actively threaten them with feints and movements towards them while screeching at them horribly. If the interlopers actually try to get by the sentry or attack him, he will then become utterly silent, form himself up into his full man-shaped height, and burst into searing blue flames. The flames will last 40 CF Counts, but as soon as he has ignited, he will attempt to grapple with the intruder so as to burn them. As the sentry is effectively created of smoke, it can grapple with any number of creatures as long as they are within a 30 ft radius of each other. No roll required. Each touch (CF Count) from the burning sentry does d6+4 damage and causes most flammable things (clothes, etc.) to ignite. Once the fire has gone, so has the sentry. Only of such rituals can guard an area at any single time. Rituals of this type never overlap and only one or the other will function if the boundaries are crossed. At the end of the ritual, the ritualist will be Staggered until the rest (no activity) for 10 minutes.



### SUFFER NOT WRONGDOING – OP 5

**Preq:** 35+ APT, Spec Ceremony, Spec Pneuma, Exp Channel, Ritual Relay [Ceremony], 11+ Faith Pool  
**APT:** see below      **C:** 95      **F:** 9  
**Range:** see below      **Time:** see below  
**TD:** 125      **Duration:** see below  
**Learn:** 5600 GS      **Influence:** none

Form of divine retribution and wrath, instilling a single weapon with slaying capability against an equally specific, named being who has wronged the ritualist's religion or a person of your religion. The ritual requires 80/10 APT, 5-Faith and 12 hours to distill this essence of divine anger into the weapon unless the ritualist actually witnessed the act of wrongdoing. In this case, the ritual requires only 40/5 APT, 3-Faith and 5 minutes to fashion. The weapon must strike like normal. If it lands on the target, regardless of whether it pierces their DR or not, they must make a TD 150 plus the Faith Pool of the ritualist as a Shock Save or die immediately! If the save is successful, the weapon merely does its normal damage. This ritual only works once but lasts until used. Also the APT impairment inflicted by use of the ritual does not heal, for any reason, until the ritual is discharged.

### UNBROKEN FLESH {CREOTOEN'S} – OP 5

**Preq:** 40+ APT, Spec Ceremony, Spec Channel, 11+ Faith Pool, Magnify Power [Ceremony], Divine Armor [Pneuma]  
**APT:** see below      **C:** 99      **F:** 17  
**Range:** 0      **Time:** see below  
**TD:** see below      **Duration:** 5 minutes/F/FP  
**Learn:** 4925 GS      **Influence:** Any/All

Instills faith and piety into the target's corporeal form, binding the flesh into an unbreakable union that cannot be separated, broken or severed! The ritual requires 5/1 APT and 3 minutes Time for every BODY of the target being to be blessed in this manner. Every 10 BODY or fraction thereof requires the expenditure of 1 Faith. The TD to succeed is a base 75 plus the BODY of the recipient. If successful, the recipient can neither lose a limb nor have body parts severed, crushed, or removed. This blessing provides no other benefits and a person under its effect takes all other normal damage.

*Example – Khronin is fighting a griffon, which scores a critical hit with its beak during the combat. The critical hit roll that follows is one where the target takes 200% HP damage and loses a limb [left arm, 10% BODY lost]. Normally Khronin would lose his arm to the attack but due to the ritual only suffers the 200% HP damage instead.*

### WALKING WOOD {CYNWYREN'S} – OP 5

**Preq:** 40+ APT, Exp Ceremony, Exp Channel, Exp Pneuma, 11+ Faith Pool, Medium [Channel]  
**APT:** see below      **C:** 91      **F:** 18  
**Range:** see below      **Time:** 5 minutes  
**TD:** 100      **Duration:** see below  
**Learn:** 65 GS      **Influence:** Any/All

Compels trees up to 60 ft distant to actually uproot and move about at the ritualist's command. The ritual will compel 1 tree for 50/6 APT and 1 Faith and 1 additional tree for every +15/+2 APT added to the initial ritual. The trees follow the ritualist's commands for 10 melee rounds though this can be extended by 1 melee round per additional +10/+1 APT used during the initial ritual for this purpose. Consider the tree as a wood golem for game purposes and remember that total concentration is required to maintain control of the tree (s). Lose it and it will rampage around mindlessly, wreaking havoc as it goes until the duration ends. Finally, there is a 5% non-cumulative chance that each melee round the tree will become wild and go off on its own anyway. Such treatment isn't very good, in the long run, for most trees.

### WONDERFUL WIND HORSE {CUELCHAIN'S} – OP 5

**Preq:** 38+ APT, Exp Ceremony, Exp Channel, 11+ Faith Pool, Naturalize [Ceremony]  
**APT:** 60/10 (see below)      **C:** 97      **F:** 16  
**Range:** 0      **Time:** 3 minutes  
**TD:** 125      **Duration:** see below  
**Learn:** 135 GS      **Influence:** Any/All

Summons a minor wind elemental to do the bidding of the ritualist. It can be ridden, sent on errands requiring little instruction or used in any manner as seen fit by the ritualist. The base duration is 5 minutes but this can be extended in 1-minute intervals by adding +10/+1 APT to the initial ritual. Absolute concentration must be maintained during not only the ritual but the entire time of its existence, lest control be lost. Once lost, the "horse" will go on a randomly destructive rampage, wrecking all it can. This horse has only half the size, power and capabilities of a full wind elemental, to include its attack modes.



## OP 6

### ADVANCED WARDS – OP 6

**Preq:** 38+ APT, Expert Ceremony, 13+ Faith Pool, Bind [Ceremony], Intermediate Wards [Ritual]

**APT:** 38/7                      **C:** 98                      **F:** 10

**Range:** 0                      **Time:** 9 minutes

**TD:** 100                      **Duration:** 1 hour/F/FP

**Learn:** 575 GS                      **Influence:** Any/All

Bar or seal any area up to 10 ft square or on a line up to 20 ft long but not more than 1 ft wide.

- Allow no non-sentient creature of 75 BODY or less to enter or cross the warded area for the duration.
- Affect Undead up to 90 BODY.
- Affect spirits up to 80 APT in the same manner.
- Finally, affected Undead or spirits will be effectively Staggered within the confines of the warded area or for 30 minutes after crossing a ward line.

### ANIMATION {FANALORN'S} – OP 6

**Preq:** 40+ APT, Spec Ceremony, Spec Channel, 13+ Faith Pool, Harness Power [Channel]

**APT:** see below                      **C:** 96                      **F:** 18

**Range:** see below                      **Time:** see below

**TD:** 100                      **Duration:** 5 melee rounds/F/FP

**Learn:** 925 GS                      **Influence:** Any/All

Will cause any single non-living object of up to 360 pounds in weight to move at his command. The ritualist's control range is a 60 radius and the object will move at 3 ft per CF Count so long as the ritualist maintains strict concentration upon it. The base cost of the ritual is 55/8 APT and 1 Faith. However, the ritualist can increase the weight of the object in 30 pound increments by adding +2 APT to the initial ritual. The duration of control is 6 melee rounds but it may be extended by adding +6/+1 APT to the initial ritual. Thus the ritualist could cause a sword, staff, chair, gold idol, or whatever to bang into an opponent, trip him up, or otherwise harass or hinder him. Remember it cannot be used on a living organism.

### AWAKEN THE LAND – OP 6

**Preq:** 50+ APT, Expert Ceremony, Spec Pneuma, Expert Channel, 15+ Faith Pool, Procession [Ceremony], Seal Source [Channel]

**APT:** see below                      **C:** 100                      **F:** 23

**Range:** 0                      **Time:** see below

**TD:** see below<sup>note2</sup>                      **Duration:** 1 hour/F/FP

**Learn:** 1550 GS                      **Influence:** Any/All

Bolsters life in the region and creates a doughy resonance that allows only living beings to enter the area. Beings bound from enter the area need not touch the earth for this effect to occur, as it reaches up into the sky 10 times the ritualist's Faith Pool in feet as well. The base area is a 20 ft square and it requires 100/10 APT and 5-Faith. The ritual can expand this area in 10 ft increments by adding +10/+1 APT to the initial ritual. Additionally, the ritualist can make the exclusion even more explicit, such as limiting it to a specific race, animal; a specific condition [singular only] such as to only those seeking the master of the land or those without murder in their heart. Regardless, each of such additions requires +50/+10 APT and 5-Faith added to the initial ritual. Those bound from entry who do gain entrance into the awaken land feel great unrest and danger as well as see the land react to their presence. The wind blows, grass curds, trees sway and menace while shadows grow long, and so on. This reaction lasts only for 1-melee round; undead and unloving beings are never given this warning but suffer an immediate attack as follows: those who enter and stay suffer the ritualist's Faith Pool in HP damage [magikal damage] if corporeal or in APT damage if not for every melee round they are within the area of awakened land.

### BANE {NOAD'S} – OP 6

**Preq:** 50+ APT, Expert Ceremony, Spec Channel, Spec Arcanology

**APT:** 50/4                      **C:** 99                      **F:** 19

**Range:** see below                      **Time:** 15 minutes

**TD:** 100                      **Duration:** see below

**Learn:** 950 GS                      **Influence:** Object/All

Also very well known as the Blue Banshee of Shaamt. The ritualist can cause a certain town, castle, etc., up to 1-mile square and with a range of up to a 100 mile radius times the ritualist's APT to be haunted by a ghost-like apparition of glowing blue. This haunt will fly about the area in question for 10 minutes and will wail, scream, accuse, cry, beg, curse, moan, knock over wine cups, slam doors and windows, blow out candles, etc., in its quest to frighten all and sundry in the area. Only a magikal attack of 80 HP in power or greater will destroy this sending. The ritualist must know the area in question to which it is being sent very well (or be able to see it by whatever means) for it to work properly. The ritualist can extend the duration in 1-minute increments by adding +15/+1 APT to the initial ritual



## BASIC SUMMONING – OP 6

**Preq:** 50+ APT, Expert Ceremony, Expert Channel, Pattern [Ceremony]

**APT:** see below                    **C:** 100                    **F:** 21

**Range:** see below                **Time:** see below

**TD:** see below                    **Duration:** see below

**Learn:** see below                **Influence:** Any/All

Basic magikal process by which a ritualist summons forth beings from other worlds or dimensions. Summoning requires a pact, contract or a form of compulsion, such as a “true name”. Without one of these items, a summoning always fails.

**Pact** – This is an agreement, usually free-willed, made between the ritualist and a being, race of beings or other like grouping of creatures. A pact will always list terms of agreement, such as a timeline, covenants that define things like when a summoning may happen, how often, expectations and so forth. For example, the College of Magik in Talismondé, Arduin has several pacts with otherworldly beings. Depending on the guiding mentor of a student, a person could be joined into the living pact the college maintains with the Golden Bees of Shrihm, the Blood Doves of the Living Flame or other beings. Pacts cannot be made with unintelligent or non-sentient beings.

**Contract** – Also an agreement, similar in form to a pact, but a contract can be free-willed or forced.

**Compulsion** – Many summoning rituals are through compulsion, such as by the use of a being’s true name or some material component of the being.

Regardless of which ritual process is used, it will consist of three parts: the duration a creature summoned can stay in the world, the time it takes for the gate to mature and let them through, and how long it takes them to pass through the gate from their world. Common summoning rituals are covered below. Each considered a separate ritual and is learned individually.

**Elemental** – This ritual can be used to summon any elemental or elemental type, subject to a pact, contract or means of compulsion. The ritual has a 120/20 APT requirement, Range equal to the ritualist’s APT, a 2-day Time requirement, a TD 150, and allows for any Influence. It can only stay for 1 minute times the ritualist’s APT. You can extend this time by 1 minute for every +10/+1 added to the APT requirement. It takes d10 melee rounds for the gate to mature and 2d20 melee rounds for the Elemental to cross over. Elementals do not suffer Summoning Sickness.

**Demiurges** – These are powerful spiritual representatives of each element that can only be called from within the same world. This ritual can be used to summon any type of demiurge, subject to a

pact, contract or means of compulsion. The ritual has an 80/10 APT requirement, Range equal to the ritualist’s APT, a 6 hour Time requirement, a TD 125, and allows Object/50 Influence. It takes d10 melee rounds for the gate to form but they immediately pass through (no delay), do not suffer Summoning Sickness, and will stay for 3 minutes times the ritualist’s APT. However, a ritualist can extend this time by 3 minutes for every +7/+1 added to the APT requirement.

**Named Spirits** – These beings are summoned like Demiurges but have a 50/3 APT requirement, 3-hour Time requirement, and TD 100. Like them, they do not suffer Summoning Sickness.

**Animate Powers and Unnamed Spirits** – These beings must be summoned from within their domain, such as a spirit of lake from its lake, a spirit of anger from the emotions of a mob’s anger, or an animate power of stone. The ritual has a 60/8 APT requirement, Range equal to the ritualist’s APT, a 3-hour Time requirement, a TD 100, and allows Object/30 Influence. It takes d10 melee rounds for the gate to form but they immediately pass through (no delay), do not suffer Summoning Sickness, and will stay for 1 minute times the ritualist’s APT. If this ritual is used to summon them outside their domain, subject to a pact, contract or means of compulsion, then the requirements change as follows: Time 6-hours, TD 150, APT 80/12 and the gate takes 2d10+5 rounds to form. However, a ritualist can extend this time by 3 minutes for every +8/+1 added to the APT requirement. Unnamed Spirits and Animate Powers do not suffer Summoning Sickness.

**Supernatural Beings** – This ritual handles extraplanar beings such as Afreets, Salamanders, Djinn, Demons and similar creatures. Each type of being requires a different ritual and must be learned separately. The ritual has a 120/30 APT requirement, Range equal to the ritualist’s APT, a 1-day Time requirement, a TD 150, and allows Object/All Influence. It takes 2d10 melee rounds for the gate to mature, 3d20 melee rounds for the being to cross over, and will stay for 1 minute times the ritualist’s APT. However, a ritualist can extend this time by 1 minute for every +10/+1 added to the APT requirement. When they appear they will suffer Summoning Sickness equal to 1 minute for each melee round it took to cross over.



### CRUSADE – OP 6

**Preq:** 40+ APT, 15+ Faith Pool, Spec Ceremony, Spec Channel, Spec Pneuma, Anointed Armaments [Ritual], Holy Arms [Ritual]

**APT:** 70/15 + 6 Faith      **C:** 99      **F:** 18

**Range:** 0      **Time:** 12 Minutes

**TD:** 125      **Duration:** 1 minute/F/FP

**Learn:** 7775 GS

**Influence:** Any/All

Combines the effect of Holy Arms with a mass effect version of Anointed Armaments as well, adding its benefits to (one of) the weapons, armor or shields of members of the same religion, whose number is not greater than the Faith Pool of the ritualist and are within a 30 ft radius. The ritualist chooses which of the three gain the bonus when the ritual is performed. More than one of these rituals can be used but each one affects something different (weapons, armor or shields). The blessing chosen must affect the same object; thus, if armor is chosen it gains the benefits of Blessed and Anointed Armaments.

### CYCLONUS {MICKLEDI'S} – OP 6

**Preq:** 42+ APT, Spec Ceremony, Spec Channel, Spec Arcanalogy, Overchannel [Channel], Vector [Arcanalogy]

**APT:** 75/8 (see below)      **C:** 98      **F:** 20

**Range:** 90      **Time:** 2 minutes

**TD:** 125      **Duration:** see below

**Learn:** 770 GS      **Influence:** Any/All

Creates an area of cyclonic winds some d20+30 ft in diameter. Once done the effect is immediate and has a d100 melee round duration. This duration may be increased by d20 melee rounds per each additional +2 APT used in the initial ritual. The force of this wind will bowl over all creatures up to 100 BODY in size, cause a commoner's cottage to literally explode if called within it, and wreak enough havoc in general to cause d8+5 HP of physical damage per melee round to all creatures less than 8 DR within its area of effect.

### GESTURE OF DEFIANCE {YAR-AKU'S} – OP 6

**Preq:** 42+ APT, Spec Ceremony, Spec Channel, Spec Arcanalogy, Vector [Arcanalogy], Renewing Dweomer [Ceremony]

**APT:** see below      **C:** 99      **F:** 19

**Range:** 0      **Time:** 4 hours

**TD:** 125      **Duration:** APT in Days

**Learn:** 11000 GS      **Influence:** Any/All

Fire any spell, prayer or other instantaneous acting (instantaneous in effect, not duration; magik must be one that goes into effect immediately and without a delay) magik that has been loaded into it. This ritual is extremely sneaky in that no words have to be

spoken to trigger it! It is fired by a simple hand gesture of the thumb and first two fingers. Thus a ritualist could, for instance, load a Mystik Dart spell into this ritual and then, if he ever needed it and yet could not speak, gesture in the direction of the intended target. This is also good for sneaking up on a dangerous foe where the slightest sound could mean failure. The ritual requires a base 80/10 APT requirement but is further modified by the costs of the magik loaded into it. Add to the +1 to the APT requirement for every mana or Faith required in the loaded magik.

### GRANITE'S VIRTUE – OP 6

**Preq:** 44+ APT, Expert Ceremony, Spec Pneuma, 13+ Faith Pool, Procession [Ceremony], Mountain Endures [Ritual]

**APT:** 60/9      **C:** 95      **F:** 15

**Range:** 30      **Time:** 12 hours

**TD:** 125      **Duration:** 1 melee round/F/FP

**Learn:** 1980 GS      **Influence:** Any/All

Pervades the recipient with the virtues of granite, strengthening them into near diamond hardness. The recipient gains a +30 bonus to CON checks, a +60 bonus to Shock Saves, and immunity to P/V and Disease. It adds +35 DR, +10 FORT, and +50 BODY to determine damage, weight, and whether or not the recipient can be thrown, knocked down, overrun and similar situations. The downside is the recipient's ADROIT, REF and CF are one-third their normal and any skills that rely on these are penalized by -30; speed is also reduced to one-quarter normal.

### GREATER REGENERATION – OP 6

**Preq:** 35+ APT, Expert Ceremony, Expert Pneuma, Expert Channel, Seal Source [Channel], Sacred Rite [Ceremony], Lesser Regeneration [Ritual]

**APT:** see below      **C:** 100      **F:** 17

**Range:** 0      **Time:** 7 minutes

**TD:** 150      **Duration:** 1 minute/F/FP

**Learn:** 7550 GS      **Influence:** Person/All

Instills a deep abiding healing in one target, allowing them to regenerate at a rate of 3 HP per melee round. The ritual requires a base 80/8 APT and 3-Faith for a single living being but additional beings may be bestowed with this healing by adding +30/+5 APT and 4-Faith. The prayer can affect all normal damage and that from fire, acid or poison as well as those inflicted by critical wounds. The ritual imbues full regeneration and any damaging effects from critical wounds are healed as well, status effects at a rate of 1 per melee round, attribute/characteristic damage at a rate of 1 per minute, lost limbs and like damage at a



rate of 1 per d100 minutes. This healing continues whether a being is living or not and will heal them back from the point of death. Beings that regenerate in this manner must make a TD 100 Shock Save in order to regain consciousness [the save can be made every minute]. If a recipient is not of the same religion as the ritualist, then the ritual costs an additional 7-Faith as well.

**GREATER MISTY FEET OF SILENT SPEED  
{MARTIRION'S} – OP 6**

**Preq:** 55+ APT, Spec Ceremony, Spec Channel, Spec Arcanalogy, Dweomer [Ceremony]  
**APT:** 65/5                      **C:** 96                      **F:** 12  
**Range:** 0                      **Time:** 5 minutes  
**TD:** 125                      **Duration:** see below  
**Learn:** 1750 GS              **Influence:** Any/All

At the end of the ritual, mists of swirly blue-grey that faintly glow with arcane power will appear around the ritualist's feet, for a period of time equal to 13 minutes plus amount of minutes equal to the ritualist's Ceremony skill ranks. These misty feet will allow the ritualist to move across any real, solid surface at double normal speed, while exerting absolutely no ground pressure at all and generating no walking noise whatsoever. The misty boots also allow the ritualist to freely move on any more or less horizontal surface, even illusory ones! This ritual can only be applied to the ritualist and to no other target.

**IMMURE – OP 6**

**Preq:** 47+ APT, Expert Ceremony, Expert Pneuma, Spec Channel, 15+ Faith Pool, Uncommon Faith [Pneuma], Ritual Relay [Ceremony]  
**APT:** see below              **C:** 100                      **F:** 21  
**Range:** 70                      **Time:** 5 melee rounds  
**TD:** 200<sup>note2</sup>                  **Duration:** see below  
**Learn:** 1300 GS              **Influence:** Any/All

Requires 80/15 APT and 4-Faith and seeks to inter all targets in a 30 ft square area who are touching the ground and whose total size/BODY is no greater than 75 BODY. The ritualist chooses the targets freely from all available ones in the area. The amount of BODY can be increased in 10-BODY increments by adding +15/+3 APT and 1-Faith to the initial requirements. The first melee round, targets are caught in the grip of the ritual and all movement is frozen [actions allowed but no physical movement]. The second and succeeding melee rounds, each target descends into the earth (rock, sand, soil, etc.) at a rate equal to the ritualist's Faith Pool in inches. The entombment continues until the targets reach a depth equal to the ritualist's Faith Pool in feet.

**INTERMEDIATE PENTAGRAM OF PROTECTION  
{SHAVORN'S} – OP 6**

**Preq:** 45+ APT, Expert Ceremony, Expert Channel, Power Trap [Channel], Syndryn's Pentagram of Protection [Ritual]  
**APT:** 125/15                      **C:** 98                      **F:** 20  
**Range:** 0                      **Time:** 10 hours  
**TD:** 150                      **Duration:** see below  
**Learn:** 4500 GS              **Influence:** Any/All

A much more powerful version of the basic pentagram. No Undead may cross its perimeter except those originating in Limbo and then only 5% of the time. Those that do manage to cross its mystik barrier suffer d20+20 BODY damage and must operate as Flattened for one hour thereafter. Lesser Demons may attempt to cross it 5% of the time but will suffer the same effect as those Undead mentioned previously. Neither Dragon's flame nor Demonic magik of any kind will pass the potent barrier of this pentagram. Greater Demons and all elementals have a 25% chance of being unable to cross its perimeter. However, if they do manage to do so, the pentagram's power is forever shattered (though at a cost of 2d10+2 BODY damage to them).

**LESSER GATES {SKARKHONEN'S} – OP 6**

**Preq:** 50+ APT, Expert Ceremony, Expert Channel, Expert Arcanalogy, Procession [Ceremony]  
**APT:** 150/35                      **C:** 96                      **F:** 22  
**Range:** 0                      **Time:** 2 hours  
**TD:** 125                      **Duration:** see below  
**Learn:** 1000 GS              **Influence:** Any/All

Allows a mage to travel to the twenty-one planes of Hell. At the completion of the ritual, a "hole" or "gate" in the space/time continuum exists leading directly to the Hell of the ritualist's choice. The gate is 13 ft tall by 7 ft wide and will persist for 2 minutes. This duration is extendable at the rate of 1 additional minute per each +10/+1 APT expended during the initial ritual. However, due to the stress put on the mage in creating this gate, he is extremely tired at the finish (suffers the Flattened status) and needs at least an hour of rest to function normally. For this reason it is not recommended that this ritual be done alone, as there is no telling what may come out of the gate!



**LESSER METAL MENDING {CRIMBLEY'S} – OP 6****Preq:** 37+ APT, Spec Ceremony, Spec Channel, 13+ Faith Pool, Renewing Dweomer [Ceremony]**APT:** see below      **C:** 98      **F:** 17**Range:** 0      **Time:** see below**TD:** 125      **Duration:** see below**Learn:** 255 GS      **Influence:** Any/All

Requires a base 35/1 APT to completely mend a 2 ft square of all forms of stone and base metals, alloys and so on. Mystik, Eldritch or highly technological metals, ceremonies and other "greater" metals are unaffected. Additional 2 ft increments add +5/+1 APT to the ritual requirement. Each 2 ft square requires 10 full minutes to mend. The mending is permanent and total, so that it appears as if it had never been damaged. If the material to be mended is magikal, the time required is tripled, and the APT requirement is +10/+2 APT instead.

**MYSTIK ATTRACTION – OP 6****Preq:** 40+ APT, Spec Ceremony, Spec Channel, Expert Arcanalog, Retort of Power [Arcanalog], Sync Channel [Channel]**APT:** 55/5 (see below)      **C:** 98      **F:** 21**Range:** 30      **Time:** 5 minutes**TD:** 125      **Duration:** see below**Learn:** 5300 GS      **Influence:** Object/All

Done upon an object, a person or a point of space, creating a construct of magik that attracts spells, prayers and other forms of magik that rely upon Mana, APT and Faith. The recipient of the ritual can be no larger than the ritualist's APT in BODY if a being of some sort or an appropriate object; no greater in size than the ritualist's APT in feet if an area. The attraction draws the above listed spells, prayers and rituals to the recipient, making them the focus or center of the effect. This can be resisted by the castor of the spell, prayer or ritual by making an opposed Channel skill check using the ritualist's skill check as a TD. The effect lasts for 5 minutes but can be extended in 1-minute increments by adding +5 APT to the initial ritual.

**MYSTIK SINK – OP 6****Preq:** 40+ APT, Spec Ceremony, Spec Channel, Expert Arcanalog, Retort of Power [Arcanalog], Power Block [Channel]**APT:** see below      **C:** 98      **F:** 17**Range:** 100      **Time:** see below**TD:** 125      **Duration:** see below**Learn:** 8100 GS      **Influence:** Object/All

Forms a circular field with a strong attraction that draws any type of power that uses Mana, PSI, Faith, or APT, excepting Rune Magik. Any of the above

that are used in its area of effect is drawn into the Mystik Sink and negated, their effect rendered useless. The castor can resist this effect by making an opposed Channel skill check using the ritualist's skill check as a TD. The area of effect is a 10 ft diameter circle that requires 100/10 APT and 10 minutes to create. This area can be increased in 10 ft increments by adding +10/+1 APT and 1 minute to the Time required for the initial ritual. The Mystik Sink lasts for 3 minutes; this is increased in 1-minute increments by adding +5/+1 APT to the initial ritual for this purpose.

**RESPLENDENT****REPULSION AURA {JASTRAKHAN'S} – OP 6****Preq:** 38+ APT, Expert Ceremony, Spec Channel, Spec Arcanalog, Power Efficiency [Channel]**APT:** 70/3 (see below)      **C:** 98      **F:** 22**Range:** 0      **Time:** 1 mele round**TD:** 125      **Duration:** see below**Learn:** 2400 GS (ea)      **Influence:** Any/All

At the culmination of the ritual a glorious rainbow colored glow emanates from the ritualist in a 6 ft to 10 ft radius (variable every CF Count). Duration of said glow is three minutes but can be extended in 1-minute increments by adding +8/+1 APT to the initial ritual. The glow will absolutely physically repulse, turn back, and cause to recoil away any single type of creature for which it has been keyed, regardless of size! Said creatures will be able to enter the rainbow colored glow. This keying will work versus any creature it is keyed for. Each separate key must be individually learned at a cost of 2,400 G.S. in materials. Learning one or more does not make learning another cheaper or easier.

**SECRET DEFENSE {GOODMAN ALLAN'S} – OP 6****Preq:** 41+ APT, Spec Ceremony, Spec Channel, 13+ Faith Pool, Renewing Dweomer [Ceremony]**APT:** 45/8 (see below)      **C:** 98      **F:** 19**Range:** 0      **Time:** 11 minutes**TD:** 125      **Duration:** see below**Learn:** 4400 GS      **Influence:** Any/All

This ritual is somewhat tricky in its application but, once done, will last for six hours. Additional single hours can be factored into the duration by adding +5 APT to the initial ritual. The effect of the ritual is to give the ritualist's body a totally "zero co-efficient of friction" except for the soles of their feet and the palms of their hands (just the palms, not the insides of the fingers) which remain natural and unaffected. This total slipperiness is pretty much identical to the "Torozon's Slippery Field" as to all its effects/workings but, as a general rule, simply figure that



nothing will stick to them (not even their clothes), bullets, arrows, sword blows, etc., will all “slip off” doing little or no damage at all. On the other hand with just the bottoms of their feet and palms of their hands able to touch/handle anything, it is pretty difficult to get about and do things. Still it is an interesting concept and one which each GM should keep close watch on and adjudicate as needed.

### SHIRK DEATH’S DOOR – OP 6

**Preq:** 44+ APT, Expert Ceremony, Spec Pneuma, 13+ Faith Pool, Ritual Relay [Ceremony], Cuelchain’s Death Breaker [Ritual]

**APT:** 60/10 + 10 Faith      **C:** 100      **F:** 21  
**Range:** 0      **Time:** 3 days  
**TD:** 150      **Duration:** 1 week/F/FP

**Learn:** 8880 GS      **Influence:** Object/35  
 Inters Faith into a special receptacle of life that stays with the ritualist for the duration of the ritual but otherwise lies dormant once the ritual is done. If the ritualist is slain and then healed to where the Cuelchain’s Death Breaker ritual would work on them [aside from the time restriction stated in Death Breaker], the special receptacle of life opens up and a Cuelchain’s Death Breaker ritual automatically done. Once the receptacle is used [successful or not], the ritual ends.

### SILENT SLAYER {SHAHUI’S}– OP 6

**Preq:** 50+ APT, Expert Ceremony, Expert Channel, Expert Arcanology, Morgault’s Mystik Dart of Destruction and Slaying [Spell]

**APT:** 100/20 (see below)      **C:** 99      **F:** 22  
**Range:** 0      **Time:** 18 minutes  
**TD:** 150      **Duration:** see below  
**Learn:** 900 GS      **Influence:** Object/All

A standard “Morgault’s Mystik Dart of Destruction and Slaying”. Its effect, and so on is identical with these exceptions: the mystik dart can be set in place in any one location to await a specific person/being that the ritualist knows at least by sight. This dart will hang in the air forever if necessary awaiting the only victim at which it will ever shoot. However the ritualist must maintain the 20-APT impairment until the slayer fires or the mystic dart dissipates harmlessly.

### SUCCOR {WILAMON’S} – OP 6

**Preq:** 40+ APT, Expert Ceremony, Spec Arcanology, Spec Channel, Power Trap [Channel], Preparatory Rites [Ceremony]

**APT:** 90/15      **C:** 96      **F:** 17  
**Range:** 0      **Time:** 1 day  
**TD:** 125      **Duration:** see below  
**Learn:** 360 GS      **Influence:** Object/All

Can only be performed at a carefully chosen location that the ritualist has made ready with Preparatory Rites. After the ritual is performed, the ritualist invests 5-APT into the site. Once done the ritualist then can use 5-Mana at any time to dimension-port, at will, safely back to the location of the original ritual. This is without regard to distance, as long as it is upon the same world. This APT loss lasts for as long as the ritualist desires to keep the site active. The original site does not have to ever be redone by ritual as long as the ritualist maintains the 5 APT required for keeping the site alive. If the APT cost is paid from an object, then the object is required to activate the ritual. The ritualist can memorize any number of separate sights as he wishes to spend APT as long as the APT loss is maintained.

### SUPREME AURA OF

#### MEGALON’S GLORY {MORALLA’S} – OP 6

**Preq:** 38+ APT, Expert Ceremony, Chain Ritual [Ceremony], 13+ Faith Pool, Phoordang’s Aura of Megalon’s Glory [Ritual]

**APT:** 55/7 + 3 Faith      **C:** 99      **F:** 17  
**Range:** 0      **Time:** 7 minutes  
**TD:** 150<sup>Note 1</sup>      **Duration:** see below  
**Learn:** 3750 GS      **Influence:** Any/All

Once done, a 30 ft radius aura of bright electric blue surrounds the priest for one minute. Its effect is exactly the same as that for the lesser conjuration of Phoordrang, with one major exception; there is a percent chance equal to the castor’s Faith Pool that each person inside the aura will also start glowing blue with the aura. Thus it is possible for one priest to infect others who will, in turn, infect others, who will infect others, and so on and so forth! Each infected person will himself glow just as the priest does for one full minute with at cost to him. In any case, it will only do this for up to 12 hours, thereafter all the remaining survivors’ glows will blink out. Of course all priests of Megalon using this magik are not affected; they have a natural battle lust anyway. The duration of the ritual can be extended in 1-minute increments by adding +7/+1 APT to the initial ritual.



### TRUE SEEING {MERLIN'S} – OP 6

**Preq:** 36+ APT, Expert Ceremony, Spec Channel, Expert Arcanalogy, Power Efficiency [Channel]  
**APT:** 60/15                      **C:** 94                      **F:** 15  
**Range:** 0                      **Time:** 1 minute  
**TD:** 125                      **Duration:** 30 minutes  
**Learn:** 560 GS                      **Influence:** any/all

Allows the person cast upon to see everything as it, in truth, actually is. This means he will see through illusions as if they were not there. Those things naturally invisible (like a spirit or ghost), and so on could not be seen.

### WRAITH HOLD {CHARONARD'S} – OP 6

**Preq:** 40+ APT, Expert Ceremony, Spec Arcanalogy, Spec Channel, Overchannel [Channel], Preparatory Rites [Ceremony]  
**APT:** 100/15                      **C:** 99                      **F:** 22  
**Range:** 0                      **Time:** 10 minutes (see below)  
**TD:** 150                      **Duration:** see below  
**Learn:** 500 GS                      **Influence:** none

The ritualist becomes, in all respects, as a Wraith of dread and dire aspect. The ritual requires ten minutes to complete, then an additional ten minutes to take full effect. It then lasts until the ritualist cancels it. However, for each hour or fraction thereof the ritualist is thus transformed, there is a 5% chance the change will be permanent in effect.

## OP 7

### ALTAR OF BATTLE – OP 7

**Preq:** 52+ APT, 17+ Faith Pool, Spec Ceremony, Expert Channel, Spec Pneuma, Anti-Fear Aura [Ritual], Battle Hymn [Ritual], God Speed [Ritual], Alarat's Brisk Blood [Ritual], Divine Strategy [Ritual]  
**APT:** see below                      **C:** 99                      **F:** 18  
**Range:** 0                      **Time:** 25 Minutes  
**TD:** 150                      **Duration:** 1 minute/F/FP  
**Learn:** 9825 GS                      **Influence:** Any/All

The altar of battle is a powerful ritual that imbues members of the same religion, whose number is not greater than the Faith Pool of the ritualist and are within a 30 ft radius with a powerful well of religious zeal. The ritual requires a base 100/25 APT and 10 Faith and requires an additional +10/+1 APT and 1-Faith per recipient beyond the first one. The ritual combines the benefits of the following rituals and confers them upon the recipients: OP 1 ritual Anti-Fear Aura, a triple strength version OP 1 Battle

Hymn, OP 1 God Speed, OP 3 Alarat's Brisk Blood, and OP 3 Divine Strategy. The inspiration derived from the Divine Strategy ritual is the same for recipients of the ritual.

### BREATH OF FLAME {BOITANO'S} – OP 7

**Preq:** 50+ APT, Expert Ceremony, Expert Channel, Expert Arcanalogy, Power Trap [Channel]  
**APT:** 80/15 (see below)                      **C:** 98                      **F:** 22  
**Range:** see below                      **Time:** 3 minutes  
**TD:** 125                      **Duration:** see below  
**Learn:** 2000 GS                      **Influence:** Any/All

Once set, it may be used once at any time during the next 25 hours as a spoken ritual requiring a normal action. If not used during the 25 hour time limit the ritualist will, one minute later, erupt into flame from the inside out equal in potency to triple the power of the memorized magik. When used within the time limit the ritual causes a "fiery breath" to spew from the caster's mouth, sort of like Dragon fire. This "Flame Tongue" is 33 ft by 3 ft by 2 ft in dimension, lasts 1 CF Count and has a base damage potency of 40 HP. Each additional +5 APT used during the initial ritual adds another 3 ft by 1-inch by three-quarters-inch to the flame's range and dimensions and 10 HP worth of damage.

### CALL TO THE STAR HAWKS – OP 7

**Preq:** 35+ APT, Expert Ceremony, Expert Pneuma, Expert Channel, Harness Power [Channel], Gestalt [Ceremony], Skirin's War Bird [Ritual]  
**APT:** see below                      **C:** 99                      **F:** 18  
**Range:** see below                      **Time:** 5 minutes  
**TD:** 150                      **Duration:** see below  
**Learn:** 5000 GS                      **Influence:** Object/75

The Star Hawks of legend are an important part of the literature and canon of Skirin's religion and this ritual summons a portion of their spirit, from their perch in the starry sky to help the ritualist. The piety and faith of the ritualist powers this call and to call a single Star Hawk requires 100/15 APT and 7-Faith. To call more than more than 1 Star Hawk requires +50/+5 APT and 5-Faith per additional Star Hawk. It takes the Star Hawk 2d10 melee rounds to appear (not counted as part of the duration). The Star Hawk is incorporeal, invisible, and faith-born – a bird of prey approximately 18-ft long with a 60-ft wingspan. The Star Hawk operates independently of the ritualist for the duration of the ritual, outside of when initially performed, where the ritualist chooses a target. The Star Hawk flies at 50 ft per CF Count, has 215 DEF, 350 MD, 35 CF, 88 HP, 139 ATK, 67 Dodge and rake an opponent with its claws for 3d8+22 HP (C 90, F 3). The Star Hawk is incorporeal and ignores



physical armor and shield when attacking, slipping through solid objects. While immune to physical weaponry, it can be harmed only by other incorporeal beings, magik, psyche, and spirits. The Star Hawk always moves silently. The duration of this ritual is 1 melee round/F/FP and may be extended 1 melee round for every +10 APT added to the initial ritual but the added APT must be paid for each Star Hawk called.

### DIMENSIONAL

#### TELEPORTATION {HARLING'S} – OP 7

**Preq:** 50+ APT, Expert Ceremony, Expert Channel, Expert Arcanology, Ride Surge [Channel]

**APT:** 100/20                      **C:** 99                      **F:** 21

**Range:** see below              **Time:** 1 minute

**TD:** 150                              **Duration:** see below

**Learn:** 1000 GS                  **Influence:** Object/All

Just as popularly known as Dimension Porting, the ritual moves the ritualist and all he is wearing and carrying to any location with which he is absolutely familiar. The ritual does this by “slipping” out of this plane and into the “fourth dimension” then slipping back into this one “elsewhere”. There is no range limitation on this ritual so long as it is confined to the same plane of existence. This form of “movement” will totally bypass most forms of magikal barriers and such like with no difficulty. This ritual has no “miss factor” of any kind. As the ritual is cast, a 7 ft diameter disk of shimmering blue energy instantly forms 3 ft in front of the ritualist and as he steps through it, it disappears, also instantly, with a clear bell-like note. The disk then appears at his destination and vanishes with the same sound as he “steps through”.

#### FRIEND FROM BEYOND {FAZALLA'S} – OP 7

**Preq:** 50+ APT, Expert Ceremony, Expert Channel, Power Trap [Channel], Naturalize [Ceremony]

**APT:** 70/10                              **C:** 93                              **F:** 23

**Range:** see below                  **Time:** 2 melee rounds

**TD:** 125                                  **Duration:** see below

**Learn:** 875 GS                        **Influence:** Any/All

Bring forth a close, true friend who has died in the past to do his bidding for one melee round. The duration may be extended by adding +2 APT per each extra melee round of time desired into the initial conjuration. Remember, only a close friend may be thus summoned and even then it will take d6 melee rounds after completion of a conjuration for him to appear.

### GOLDEN FOG OF LIGHT AND REASON {CHANCER'S} – OP 7

**Preq:** 50+ APT, Expert Ceremony, Expert Pneuma, Spec Channel, Symbology [Pneuma], 15+ Faith Pool

**APT:** see below                      **C:** 96                              **F:** 22

**Range:** see below                  **Time:** 7 melee rounds

**TD:** 125                                  **Duration:** see below

**Learn:** 775 GS                        **Influence:** Any/All

Creates a glowing fog of golden mist in a 30 ft radius around the ritualist. This fog smells strongly of honey and cinnamon and pours out of the ritualist's nose, ears, and mouth in a weirdly spectacular display of divine force. Base cost of the fog is 65/5 APT and 2 Faith. This fog has a 5 minute duration, which may be increased by one minute per +4 APT added to the initial ritual. Visibility inside is 1 ft to 3 ft for everyone except the ritualist, who can see normally. The fog will move with the ritualist so long as his speed does not exceed 15 ft per melee round. All inside the area (except the ritualist) who are affected (add the ritualist's Ceremony skill check to a base of 50 and apply against their PD to find out) become totally immobilized in wonderment and ecstatic rapture. They will have only good will and peaceful thoughts and will be unable to do anything but contemplate how wonderful the universe is. Once outside the fog the victims are still befuddled and under the fog's influence for d10+10 melee rounds. Even those who are not overcome by the fog are Staggered by it due to its confusing properties. Finally, all Undead kind in this fog must make a TD 200 Shock Save or disincorporate entirely (totally destroyed). If they manage to save they are still hurt for 2d10+15 HP of damage.

#### HAND OF DOOM {DARVOHL'S} – OP 7

**Preq:** 50+ APT, Expert Ceremony, Expert Arcanology, Spec Channel, Medium [Channel], Constraint Dweomer [Ceremony]

**APT:** 100/10                              **C:** 94                              **F:** 25

**Range:** see below                  **Time:** 7 minutes

**TD:** 150                                  **Duration:** see below

**Learn:** 1300 GS                        **Influence:** Any/All

Just as often referred to as The Shadow Assassin. The ritual conjures a shadowy hand of inky black “smoke” grasping a blood red dagger with a needle-sharp blade 13 inches long. This hand may be sent to attack any single being of which the ritualist is absolutely sure as to the location (or one he can actually see, physically or magically). The magik hand will immediately teleport to the designated location and attack the designated victim a number of times equal to one-half the ritualist (unmodified) APT. The magikal hand is +100 ATK, CF 25, and can make



Flurry, Shock Attack, Pinpoint Attacks or Second Attack maneuvers. As it applies to skills, secrets, and in-game mechanics, the magikal hand is consider to have the equivalent to the ritualist's Ceremony skill ranks. Thus, should someone attempt to grapple the hand, it has the ritualist's Ceremony skill ranks in equivalent Athletic skill. The magikal hand is immune to physical damage but 45 HP or 10 BODY of magically inflicted damage destroys it. Should the hand be thwarted for any reason from carrying out its assigned assassination, it will immediately teleport back to its conjurer and attack him with thirteen blows!

### HEAVENLY FOG OF

#### FORGETFULNESS {SORINGON'S} – OP 7

**Preq:** 48+ APT, Expert Ceremony, Expert Pneuma, Spec Channel, Symbology [Pneuma], 15+ Faith Pool  
**APT:** see below      **C:** 98      **F:** 21

**Range:** 120      **Time:** 6 melee rounds

**TD:** 150      **Duration:** see below

**Learn:** 825 GS      **Influence:** Any/All

Create a 100 ft diameter area of silvery-gold streaked “pearlescent” fog. The base cost of the fog is 70/8 APT and 2 Faith. This fog has a 10 minute duration, which may be increased by one minute per +2 APT added to the initial ritual. The size of this fog may be freely increased by 20 ft in diameter by adding +6/+1 APT to the initial ritual. All within the fog who are affected (apply the ritualist's Ceremony skill check against their PD to find out) become totally 100% without memory while within its confines. This amnesia will persist for d20 hours, even after they have exited the fog. Even those who are not overcome by the fog have visibility inside the fog of 1 ft to 3 ft and are Staggered while within and for d20 melee rounds thereafter.

#### KINETIC WALLS {KAID'S} – OP 7

**Preq:** 48+ APT, Expert Ceremony, Expert Channel, Expert Arcanology, Mana Cauldron [Arcanology], Overchannel [Channel]

**APT:** see below      **C:** 98      **F:** 23

**Range:** see below      **Time:** 7 melee rounds

**TD:** 125      **Duration:** see below

**Learn:** 5495 GS      **Influence:** Object/All

Conjures a “wall” of glowing purple energy that is 7 ft high and up to 13 ft long. It can be of any configuration, have bends and so on, so long as its basic length is not exceeded. This translucent energy wall will last the ritualist's APT in melee rounds. The wall is such that it will “push back” against any intruding force with an “equal and contravening force”. So if the wall is merely touched the touching

appendage feels only a touch back, simultaneously, in return. But, if the wall is sharply struck, then the striking object is itself struck, again simultaneously, with an equal force! The wall cannot then be “walked through” as it would simply push the attempting individual back, nor can it be shattered or knocked down as all the force used to do that is simply turned back to its source immediately! It does have an upper limit as to just how much force it can counter, and this is based solely upon the amount of APT used in the initial ritual when setting the wall up. The basic ritual has a 75/5 APT requirement and has a resistive capability of 50 HP of physical/impact/kinetic force. For each +10 APT added to the initial ritual, the wall will withstand another 25 HP worth of said forces. Also note that the ritualist can “build” interconnected walls by going from one to another without pause for so long the APT requirements are met. There is no limit to how many of these walls can thus be connected (at either end to end, atop each other or off at strange angles from each other so long as they have a contiguous surface someplace). Also note the fact that these walls, while fully capable of stopping arrows, bullets, or other kinetic energy missile attacks, have absolutely no effect on lasers, blasters, or other energy attacks unless they are of strictly kinetic nature. Finally, if a missile has, say, 55 HP of kinetic damaging energy, and strikes a 50 HP wall, then it will pass through, but only with that “extra” 5 HP of kinetic energy remaining. And any creature with a strength that gives them the power to strike for more damage than the wall can withstand can pass through this mystik defense. However, it will be a struggle, and they will receive in damage that force necessary to negate the defensive power of the wall!

#### RIGHTEOUSNESS – OP 7

**Preq:** 45+ APT, Expert Ceremony, Expert Channel, Expert Pneuma, Uncommon Faith [Pneuma], Gestalt [Ceremony]

**APT:** see below      **C:** 99      **F:** 16

**Range:** see below      **Time:** see below

**TD:** 150      **Duration:** 2 minutes/F/FP

**Learn:** 1770 GS      **Influence:** Any/All

Imbues a single target with vast religious and spiritual authority that permeates every fiber of their entire being, adding +50 to all DEFs, all Saves and +10 to all Resists. For living beings of the same religion the ritual takes 2 melee rounds, costs 60/10 and 3-Faith. If placed upon a being that is not of the same religion, Righteousness takes 5 melee rounds, costs 85/20 and 5-Faith.



## SERPENTS OF SHARDOOM {STAR BLIGHT'S} – OP 7

**Preq:** 50+ APT, Expert Ceremony, Expert Channel, Expert Arcanalog, Overchannel [Channel], Naturalize [Ceremony]

**APT:** 85/10 (see below)    **C:** 99    **F:** 25  
**Range:** see below    **Time:** 3 melee rounds  
**TD:** 150    **Duration:** 7-13 melee rounds  
**Learn:** 2500 GS    **Influence:** Any/All

Equally well known as the Green Death, this ritual summons 2 quasi-living “energy serpents” from some nameless plane of hell. These smoky looking serpents of brilliant green are 3 ft long and move through the air or through solid walls equally well at 5 ft per CF Count. The serpents are 55 HP, ATK 112, DR 12, MR 41, DEF 120, MD 170, PD 40, CF 32 creatures with full lesser demonic powers. Once brought to our plane of existence they will stay 7-13 melee rounds and nothing may affect this time span. They bite doing d6+4 HP of damage, injecting an Astral venom (affects undead and spirits) of d20+9 potency and their mere touch will leave a 2 HP acid-like burn mark. For every additional +20/+5 APT used in the initial ritual 2 more serpents will appear. However, they must immediately be given a mental picture of the intended victim and the ritualist must be absolutely certain of the location of said target at that exact time. If they are thwarted in any way from attacking their victim they will immediately return to Hell and never appear for that particular ritualist again. All who are slain by these serpents will have their very souls dragged off to that nameless Hell, there to be devoured in hideous agony. Finally, in order to conjure these Demonic creatures, the ritualist wishing to do so must perform an ancient and arcane 13-hour pre-ritual culminating in the death (sacrifice) of a living being of his own race. Once this bloody ritual is done, any time during the next 13 days the conjuration may be attempted. Once. There is always a base 15% chance the serpents will not appear and all will have gone for naught.

### SHED UNNATURAL SHAPES – OP 7

**Preq:** 45+ APT, Expert Ceremony, Expert Channel, Expert Arcanalog, Bind [Ceremony]

**APT:** 120/10    **C:** 99    **F:** 25  
**Range:** see below    **Time:** 15 minutes  
**TD:** 150    **Duration:** see below  
**Learn:** 1775 GS    **Influence:** Person/All

Forces any being that has changed, voluntarily or involuntarily back into its natural and original physical form and keeps them there for the ritualist's APT in minutes. To target an involuntary recipient of this ritual, the being must be somehow be restrained and

made unresisting to the effects, such as being bound and tied. Otherwise, the ritualist must overcome the target's MD with their Ceremony skill check. Magik, psychic powers or other which alter the form of the creature such have no effect on the recipient of the ritual. Recipients with unnatural or natural abilities to change their physical forms cannot assume alternate or different forms while subject to the ritual. Those beings without a specific shape are locked into their current form for the duration.

### SILVER SERPENT {SHAHUI'S} – OP 7

**Preq:** 52+ APT, Expert Ceremony, Expert Channel, Expert Arcanalog, Power Trap [Channel], Naturalize [Ceremony]

**APT:** 65/7 (see below)    **C:** 99    **F:** 19  
**Range:** 120    **Time:** 7 melee rounds  
**TD:** 150    **Duration:** see below  
**Learn:** 1300 GS    **Influence:** Any/All

Conjures a glowing translucent “cobra-like” serpent of silvery hue, formed of arcane energy. While the ritualist maintains complete (no other action possible) concentration, the serpent will do all he mentally commands. Retrieve objects, scout, fight, are all possible. It will persist for 3 melee rounds plus 2 melee rounds for every +5/+1 APT put into its initial conjuration. It will have 42 HP, ATK 99, DR 11, MR 31, DEF 140, MD 160, PD 90, and a CF of 29. It can bite for d3+3 HP of damage and its “Ethereal venom” will even affect undead and spirits with its 5d8+20 potency. However, the venom is only usable once each melee round. Control is maintained only for so long as the ritualist has actual visual sight of it. Should he lose sight of it, it will immediately begin attacking everyone within reach until it fades away at the end of its allotted time. Once such control is lost it may not be regained.

### SPECTRAL SELF {CHARONARD'S} – OP 7

**Preq:** 54+ APT, Expert Ceremony, Expert Arcanalog, Expert Channel, Mana Cauldron [Arcanalog], Charonard's Wraith Hold [Ritual]

**APT:** see below    **C:** 99    **F:** 24  
**Range:** 0    **Time:** 13 minutes (see below)

**TD:** 175    **Duration:** see below  
**Learn:** 2000 GS    **Influence:** none

Essentially an advancement over the “Wraith Hold” ritual that allows the ritualist to become in all aspects a fearful spectre of Ethereal mien. The duration is 1 hour and has a 120/20 APT requirement but may be increased by 10 minutes per each additional +5/+1 APT infused into the initial ritual. The ritual takes an additional thirteen minutes to take full effect. As in



the other ritual, there is a cumulative 5% chance each hour (or fraction thereof) of the condition becoming permanent. The ritual has a 5% chance (GM rolled) of permanently becoming a spectre along the way due to some magikal mistake.

### STILL RESTLESS SOULS – OP 7

**Preq:** 45+ APT, Expert Ceremony, Expert Channel, 17+ Faith Pool, Expert Pneuma, Expert Gnosis

**APT:** see below      **C:** 100      **F:** 25

**Range:** 5      **Time:** see below

**TD:** 125      **Duration:** see below

**Learn:** 1675 GS      **Influence:** Any/All

Performed on undead and nameless spirits (but not animate powers or demiurges). The aim of the ritual is to quell restless souls or spirits and send them on to reincarnate or to the afterlife. The recipient of the ritual must be immobilized and made to stay within the confines of the ritual. Each 5 ft square has a 15/1 APT requirement and 3 minute Time requirement and determines the base cost of the ritual. Every 20 ft area or fraction thereof, additionally requires 1 Faith. The ritualist can affect a creature or a number of creatures with 15 APT or less by adding +10/+2 APT to the base APT requirement. Every 45 APT or fraction thereof requires an additional 1 Faith. At the conclusion of the ritual, as long as the creatures remained confined within and the ritualist can meet the APT requirements, the creatures will be stilled: undead will disintegrate into dust, ghosts will disincorporate and restless spirits will reincarnate or go on to their afterlife.

### STORMS SIBLING – OP 7

**Preq:** 48+ APT, Expert Ceremony, Expert Channel, Spec Pneuma, Procession [Ceremony], Winds Companion [Ritual]

**APT:** 75/15 + 8 Faith      **C:** 98      **F:** 17

**Range:** 0      **Time:** 11 minutes

**TD:** 125      **Duration:** 1 minute/F/FP

**Learn:** 2855 GS      **Influence:** Object/A50

Acts as a bond and form of intervention with winds, storms, lightning and other storm and weather effects. The effect of the ritual only works outside under the open sky but shields the recipient completely from the above effects, including natural or magikal lightning, magnetism, pressure or wind effects. If a storm also is in the sky above the recipient, then once per minute the recipient can summon lightning from the storm (d20+20 HP damage) or call upon its winds to howl and blow through an area of choice [they will be equal to the strength of the storm].

## OP 8

### ADVANCED DEATH BREAKER – OP 8

**Preq:** 60+ APT, Gen Ceremony, Expert Channel, Expert Pneuma, Conviction of Faith [Entreaty], 21+ Faith Pool, Savord's Healing Critical Wounds [Ritual], Cuelchain's Death Breaker [Ritual]

**APT:** 70/35      **C:** 99      **F:** 23

**Range:** 0      **Time:** 1 hour

**TD:** 125      **Duration:** see below

**Learn:** 2525 GS      **Influence:** Any/All

Attempt to call back anyone of his faith. So potent is this ritual that, once performed upon any type of dead being (of size up to 120 BODY), said being will be brought back to life completely healed in all respects. See the "Savord's Healing Critical Wounds" for the time requirements for some of the healing that will go on during this ritual. While this potent ritual cannot replace limbs or flesh that is totally gone (eaten, disintegrated, etc.), it can do everything else. This ritual may be tried only once per victim and the ritualist must rest for d10 hours afterwards. However, if this ritual is successful, the character does not lose any CON or ESS for the resurrection. Beings not of the ritualist's faith require 5 Faith to resurrect this way. If the ritualist attempts to do this ritual more than once in a 25 hour period, a 5% cumulative chance exists that each additional time it is done that the ritualist will die at the culmination of the ritual.

### BLACK SENDING OF SORROW{SARCHIMUS'} – OP 8

**Preq:** 65+ APT, Gen Ceremony, Gen Channel, Expert Arcanology, Basic Summoning [Ritual], Circular Channel [Mage]

**APT:** 150/35 (see below)      **C:** 100      **F:** 27

**Range:** 0      **Time:** 15 minutes

**TD:** 175      **Duration:** 1 minute

**Learn:** 3000 GS      **Influence:** Any/All

Conjures forth the essence of all that is evil betwixt Limbo and forever, which desires form and substance and lets it loose into the world. In addition to APT requirements, the ritual requires 25 ESS, either drawn from the ritualist or another living being. The ESS required is blasted/rent from the living beings and otherwise consumed to create the portal (meaning it will not come back). The Black Sending is in a sense a spiritual being, given form the APT and ESS expended, and is considered to be an unnamed spirit. The black sending can only be in our plane of existence for 1 minute (not extendable by any means,



secrets, bonuses, etc.), and may also be sent up to 10 miles distant as it is summoned in the blink of an eye. What appears is wraith-like, but shadowy in substance and containing Shadow Golem capabilities. The black sending is 387 APT, 96 HP, DR 33, MR 90, PR 99, DEF 280, MD 350, PD 220, CF 32, flies at 50 ft per CF Count, and is immune to any attack not magikal in nature. It has all the capabilities of a Shadow Golem as mentioned plus those of a Fog/Mist Elemental, a Wraith, and an unnamed spirit of Limbo. Every moment the black sending lives in the ritualist's world, he or she must maintain total concentration and control. Any disruption forces the ritualist to make a Channel skill check or lose control of the ritual. If the ritualist loses control of the creature it will be totally free to roam this plane at will! Of course, its first act will be to utterly destroy its conjurer, for all victims of this thing, once killed, are consumed into its shadowy substance and add their APT to its, thus increasing its power. Finally, at any time such a creature is conjured forth there is a 15% chance it cannot be controlled and it will attack all it sees in a rampage of evil destruction! This ritual is outlawed in every country except Marmachand.

#### BLAZE OF GLORY {SULTHOE'S}- OP 8

**Preq:** 52+ APT, Gen Ceremony, Gen Channel, Death Rite [Ceremony]

**APT:** see below                      **C:** 99                      **F:** 14

**Range:** 0                              **Time:** see below

**TD:** see below                      **Duration:** see below

**Learn:** 1200 GS                      **Influence:** Object/35

Very well know as "Armageddon!", the ritual allows the ritualist to preset and power a series of spells (or prayers, mental powers, etc.) that can be then called upon with a single firing word and a quickened action. Literally it will cause all spells set to "go off" simultaneously in one devastating eruption of magik. Optionally the ritual will allow the ritualist to hyper power a single spell (prayer, mental power, etc.) that can be fired as noted. Regardless, both will cause the ritualist to collapse in a deep coma for 1D12 hours immediately afterward.

**Option 1** - Has a Time requirement of 1 minute per OP of spell for each spell set and an APT requirement equal to the amount of Mana required. Divide the total APT requirements by 10 to determine the amount of APT impairment that occurs. Any TD requirements of individual spells must be met as they are set. If any one is failed, the entire set of spells is wasted and the ritual is unsuccessful. When the ritualist finishes setting the spells, a TD of 10 per OP of spells for each spell must be made or the ritual fails.

**Option 2** - Has a Time requirement in minutes and APT requirement equal to the amount of Mana placed in the hyper powered version of the spell. Divide the total APT requirements by 10 to determine the amount of APT impairment that occurs. Any TD requirements of the individual spell must be met. Requires a TD 150 at the ritual culmination or the ritual fails.

Regardless of the method chosen or what is loaded (spells, prayers, mental powers, etc.), the requirements of each must be met first before they can be set. This includes any TD checks, Mana, Faith, etc. In either case the ritual lasts the ritualist's APT in days and is a last resort action with extreme risk to the ritualist due to the 10% chance each time it is used of "burning out" d6+1 INT permanently from his mind.

#### CALL THE LANCERS OF GALLOPING LIGHT - OP 8

**Preq:** 60+ APT, Gen Ceremony, Expert Channel, Expert Pneuma, 23+ Faith Pool, Death Rite [Ceremony], Energy Feast [Channel], Vow Pneuma]

**APT:** 150/20 + 20 Faith                      **C:** 98                      **F:** 21

**Range:** 0                              **Time:** 20 minutes

**TD:** 200<sup>Notet</sup>                      **Duration:** see below

**Learn:** 1245 GS                      **Influence:** Person/100

The legends of the Lancers of Galloping Light are many, and wherever the light of the Silver Lady goes, so goes the tale of her bravest and best. This ritual calls out to the spirit of those valiant warriors, asking them to appear once again to smite the foes of the Moon Goddess! The knights will come from out of the edge of sight, rimmed and shining with moonlight on their metal plate armor, mounted astride galloping horses made of pure brilliance! It takes d6 melee rounds for them to appear and the knights will come in a stream, riding through a 30 ft wide by 100 ft area, smiting all foes. No follower of the Moon Goddess will ever be hurt by this ritual and would be untouched, even as riders galloped past them. Each person in this area will be struck by d6 of the mounted knights, suffering (50%) an attack from lances or (50%) hooves of the horses as they trample and kick enemies. These knights are truly a function of faith and the attack is born out of pure power and divine glory and not any physical means. The attacks made by these faith-born knights ignore physical constraints of armor, shields and like items though magikal and psyche effects confer their benefits like normal. Thus, 12 DR provided by armor is ignored while the equivalent provided by a spell or mental power is not. Regardless, a lance attack from one of the knights inflicts 3d6+32 HP damage while the



hooves of the horses inflict 2d8+22 HP and bowl over opponents with 45 BODY or less automatically. Larger opponents must make a TD 150 Athletics check or suffer the same fate. Once bowled over, every attack made against you afterward, whether trample or lance, will add trample damage to it. The Vow taken must be to one of Never to Murder, to never to kill without the righteous justification of your religion.

### CREEPING GREEN DEATH {XANDOMAN'S} – OP 8

**Preq:** 65+ APT, Gen Ceremony, Expert Channel, Expert Arcanalogy, Basic Summoning [Ritual], Gestalt [Ceremony]

**APT:** 100/30                      **C:** 99                      **F:** 26  
**Range:** 90                      **Time:** 5 melee rounds  
**TD:** 200                      **Duration:** see below  
**Learn:** 3190 GS                **Influence:** Person/10

At the completion of the ritual, an eerie green glow pulses inside a 30 ft spherical area for one melee round. All organic material inside that glow must immediately make a Shock Save versus TD 200 or metamorphose into a slimy greenish mass of creeping horror. This transformation is at the rate of 11-20 HP of flesh or other organic material, upon each individual victim, each melee round. This green slimy stuff is itself alive and will attempt to eat all it touches and turn all that is *not* green slimy stuff into the same slop as itself at a rate equal to its own size, each melee round. For example, an Orc in the glow fails his save, and the GM rolls 14 HP of damage. The Orc now has that part of his flesh, leather armor, or whatever, turned into this slime. Next melee round, although the Orc, in great pain, has fled the fast-fading green glow, the 14 HP of his own flesh that was turned into slime eats 14 HP more of the Orc. Thus he is now covered in 28 HP worth of this goo, which is still eating him, but at an ever faster rate! Next melee round, those 28 HP turn another 28 HP of the Orc into slime, and now 56 HP of the hapless fellow is part of this green horror. So long as there is organic material to transmute, the slime will live, and for one minute beyond that. If at that time no organic matter has been touched by it, it will immediately die, turning grey and then crumbling away into a fine powder. Once started, only holy water will stop the eating and a full one pint-size flask must be used per 12 HP, or fraction thereof, to be neutralized. Thus neutralized it can be safely scraped off; it also burns nicely.

### HAND OF RED DEATH {MORGORN'S} – OP 8

**Preq:** 65+ APT, Gen Ceremony, Expert Channel, Gen Arcanalogy, Morgorn's Red Death [Spell]

**APT:** 70/25 (see below)      **C:** 97                      **F:** 23  
**Range:** 0                      **Time:** 7 minutes  
**TD:** 150                      **Duration:** see below  
**Learn:** 5600 GS                **Influence:** Person/30

At the completion of the ritual, the ritualist's left hand turns "blood red from wrist to fingertips". This effect lasts up to thirteen hours, or until any living thing is touched by it (whichever comes first). That touch has exactly the same effect as the OP 6 spell has, but will affect double the amount of creatures listed in "Morgorn's Red Death". The duration can be extended at the rate of seven hours per +15/+5 APT expended during the initial ritual. Remember also that this is a one-use magik; once the touch has fired it, the hand returns to normal immediately. Note also that while gloves may be worn over the hand without it affecting the magik, only the hand's bare touch upon other bare, living flesh fires it.

### HORROR {HARAAG'S} – OP 8

**Preq:** 65+ APT, Gen Ceremony, Expert Channel, Expert Arcanalogy, Tritarra's Dee-Hopper [Ritual]

**APT:** 75/7 (see below)      **C:** 97                      **F:** 25  
**Range:** see below              **Time:** 6 melee rounds  
**TD:** 150                      **Duration:** see below  
**Learn:** 2800 GS                **Influence:** Object/35

The ritual conjures a huge 3 ft long, greyish and stony-looking hand with a 7 ft oaken maul clenched tightly in its grip. The hand may be sent up to 10 miles at 22 ft per CF Count to attack any single specific area, building, group of people, etc. However, the target must be well known to the ritualist or under his observation by some means. Haraag's Horror is 90 HP, 130 ATK, 85 DEF, 115 MD, 22 DR, 11 MR, and CF 21. Its attack inflicts 2d8+22 HP of damage and every hit made is counted like a Concussive Strike (see Combat skill for details on this secret). The range it can be sent can be increased at the rate of one mile per each additional +5/+1 APT put into its initial conjuration. However, its duration of five melee rounds (travel time does not count) may not be modified under any circumstances. If thwarted by any means from its intended victim(s) it will return to the conjurer and attack him!



## MENDING OF THE HARDEST SUBSTANCE {BADLEY'S} – OP 8

**Preq:** 47+ APT, Gen Ceremony, Expert Channel, 23+ Faith Pool, Constant Dweomer [Ceremony], Crimbley's Lesser Metal Mending [Ritual]

**APT:** see below                   **C:** 98                   **F:** 21

**Range:** 0                   **Time:** see below

**TD:** 200                   **Duration:** see below

**Learn:** 1245 GS                   **Influence:** Person/100

Requires a base 65/2 APT and 1 Faith to completely mend a 2 ft square of all forms of tough stuff such as adamantium and diamond, Mystik, Eldritch or highly technological metals, cerements and other "greater" metals. Additional 2 ft increments add +15/+2 APT and +1 Faith to the ritual requirement. Each 2 ft square requires 10 full minutes to mend. The mending is permanent and total, so that it appears as if it had never been damaged. If the material to be mended is magikal, the time required is tripled, and the APT requirement is +10/+2 APT instead.

## RED SENDING OF SORROW {SARCHIMUS'} – OP 8

**Preq:** 65+ APT, Gen Ceremony, Gen Channel, Expert Arcanology, Basic Summoning [Ritual], Circular Channel [Mage]

**APT:** 150/35 (see below)                   **C:** 100                   **F:** 27

**Range:** 0                   **Time:** 15 minutes

**TD:** 175                   **Duration:** 1 minute

**Learn:** 3000 GS                   **Influence:** Any/All

Sometimes referred to as Archom's Bane. In addition to APT requirements, the ritual requires 30 ESS, either drawn from the ritualist or another living being. The ESS required is blasted/rent from the living beings and otherwise consumed to create the portal (meaning it will not come back). The ritual will summon forth a Red Wraith from the Legions of Limbo to do the ritualist's bidding for one minute and up to ten miles distant (not including travel time to any victim or task). This time/distance cannot be increased (not extendable by any means, secrets, bonuses, etc.). This creature is one of those "souls never destined to be born" and as such is resentful and hateful towards those who briefly use them. Strict and complete concentration is required of the ritualist lest he lose control, which can never be regained. Every moment the Red Wraith lives in the ritualist's world, he or she must maintain total concentration and control. Any disruption forces the ritualist to make a Channel skill check or lose control of the ritual. Once control is lost, the Red Wraith will immediately attack and destroy the ritualist, then move on to slay all within its reach until its one minute is up. With the ritual, even a 15% chance exists it will attempt to "take for its own" someone's

body, casting that person's soul into Limbo to take its place. If successful, the creature, now in its new body and out of its conjurer's control, will travel back to slay the one who has called it into existence! The creature is 414 APT, 99 HP, DR 31, MR 93, PR 101, DEF 253, MD 371, PD 194, CF 31, flies at 70 ft per CF Count, and is immune to any attack not magikal in nature. The Red Wraith has all the capabilities of not only a Wraith but both fire and air elementals as well! It loses these powers if it takes a body, but it is still a lethal adversary nonetheless as it retains all of the former soul's memories and knowledge. It is a potent and terrible sending that can literally rend castle walls, overturn galleys, and wreak incredible havoc. Finally, each time this ritual is performed, there is a 5% chance 1-3 additional Red Wraiths will also appear which will not be bound by the conjuration! This ritual is outlawed in every country except Marmachand.

## REND THE EARTH – OP 8

**Preq:** 48+ APT, Gen Ceremony, Gen Channel, Expert Pneuma, 25+ Faith Pool, Gestalt [Ceremony], Reprimand [Pneuma]

**APT:** see below                   **C:** 99                   **F:** 22

**Range:** 100                   **Time:** 3 melee rounds

**TD:** 200<sup>Note 2</sup>                   **Duration:** see below

**Learn:** 888 GS                   **Influence:** Any/All

Calls out to the land to crack open and swallow up foes. The ritual requires 80/10 APT + 6-Faith and affects a 50 ft square area, creating cracks in the land that swallow up foes, vegetation, structures and everything else within the same area as the target as the land breaks into bottomless crevasses. One being can be targeted in the area for the base cost and has a 35% of being sucked into a crevasse. Multiple targets can be selected but it requires an additional +10/+2 APT and 1-Faith for each added to the initial ritual. Additionally, the ritualist can elect to raise the percent chance the target will be sucked into the cracks in the earth by +10% but it requires an additional +20/+5 APT and 2-Faith added to the initial ritual. This increase in the percent chance of being sucked into the earth affects all targets, regardless of number. Any being sucked into the earth in this manner is pulled down 5d10 times 100 ft into ground. The ritual jumbles and breaks the land after being performed and then reseals all the crevices the next CF Count, killing all those trapped within the earth.



### SAINTLY GOLDEN HORN {PHELDOE'S} – OP 8

**Preq:** 49+ APT, Gen Ceremony, Expert Channel, Expert Pneuma, 25+ Faith Pool

**APT:** see below                      **C:** 99                      **F:** 22

**Range:** 0                              **Time:** 2 minutes

**TD:** 150                              **Duration:** see below

**Learn:** 1500 GS                      **Influence:** Person/75

The ritualist can cause to appear a large horn (6 ft long) of gleaming gold which radiates an unearthly yellow light. This horn, one melee round after it appears, will then trumpet forth loud but melodious music of the martial sort for another three melee rounds. At the end of this time the horn will fade from sight. However, as it fades away, all those sentient beings that have died within one day's time, within a 360 ft radius, will rise up, an army at the command of the ritualist who called them! They will do his bidding, regardless of whose side they had been on. Duration is for one melee round plus an additional melee round per Faith in the Faith Pool of the ritualist. The APT required is 80/10 APT and 5 Faith. If the ritualist raises beings not of his religion with this ritual, the APT cost is 110/20 and requires 8 Faith instead.

### VAMPIRE HEART {CHARONARD'S} – OP 8

**Preq:** 60+ APT, Gen Ceremony, Gen Arcanalog, Gen Channel, Power Web [Channel], Charonard's Spectral Self [Ritual]

**APT:** see below                      **C:** 99                      **F:** 24

**Range:** 0                              **Time:** 30 minutes (see below)

**TD:** 200                              **Duration:** see below

**Learn:** 3000 GS                      **Influence:** none

The most dangerous of the ancient mage Charonard's "three rituals of anti-life", the metamorphosis into a Vampire is practically instantaneous. The duration is 1 hour and has a 150/30 APT requirement but may be increased by 10 minutes per each additional +15/+3 APT infused into the initial ritual. The cumulative chance of permanency for this metamorphosis is 10% per each hour or fraction thereof. The real danger, however, is the euphoric sense of power and omnipotence the changed mage will feel. For each MA point he has less than 40, there is a 10% cumulative chance he'll voluntarily decide to stay a Vampire. Power is habit forming!

### OP 9

#### ALLEGIANCE OF THE LAND – OP 9

**Preq:** 61+ APT, Gen Ceremony, Gen Channel, Gen Pneuma, 25+ Faith Pool, Power Web [Channel], Mysticism [Pneuma], Earth In My Veins [Ritual]

**APT:** 100/25 + 21 Faith                      **C:** 99                      **F:** 21

**Range:** 0                              **Time:** 12 minutes

**TD:** 200                              **Duration:** 1 minute/F/FP

**Learn:** 3450 GS                      **Influence:** Any/All

Calls upon the animate powers of the world to encompass the ritualist in protective power. Depending on the environment d4+1 demiurges will rise up from the land around and form an irrefragable bond to the ritualist, attempting to keep them from harm. Each demiurge will be d100+100 APT in strength and will act independently of the ritualist outside of the inescapable and willing desire to protect the ritualist.

#### ASTRAL EYE {ELRIC'S} – OP 9

**Preq:** 60+ APT, Gen Ceremony, Gen Channel, Gen Arcanalog, Korun's Enigmatic Eye [Ritual], Xundomere's Ever Vigilant Eye [Ritual]

**APT:** 70/10 (see below)                      **C:** 98                      **F:** 24

**Range:** see below                      **Time:** 2 hours

**TD:** 200                              **Duration:** see below

**Learn:** 3333 GS                      **Influence:** Any/All

Creates a pale golden glowing "eye", 3-inches in diameter, upon the "Astral Plane." This "eye" can fly at 20 ft per CF Count, and all it can see, the ritualist sees. The eye is also capable of "sensing" all magik at a rate equivalent to 200-point Arcanalog skill check. Its duration is five minutes, but this may be extended in 1-minute increments by adding +5 APT to the initial ritual. This may be done at any time after the initial ritual but the ritual requires total concentration to use the magikal "eye" effectively. The "eye" can be "dropped into" the ritualist's plane of existence to operate there as well, but may only move half as fast. The "eye" is 55 HP, DEF 137, MD 151, PD 64, DR 25, MR 31, PR 3, and CF 37 and is not affected by any magik less than OP 5. Non-magik things have no effect upon the "eye". If it is destroyed, the conjurer will suffer d20+16 HP of damage and have a 15% chance of being rendered unconscious for d20 melee rounds.



### BLESSED AURA OF MEGALON'S GLORY – OP 9

**Preq:** 49+ APT, Gen Ceremony, Expert Pneuma, Expert Channel, Gestalt [Ceremony], 21+ Faith Pool, Moralla's Supreme Aura of Megalon's Glory [Ritual]  
**APT:** 75/9 + 8 Faith      **C:** 100      **F:** 21  
**Range:** 0      **Time:** 9 minutes  
**TD:** 200<sup>Note 1</sup>      **Duration:** 1 hour/F/FP  
**Learn:** 7750 GS      **Influence:** Any/All

Identical to the lesser rituals of Megalon; however, in this case, it may be put onto any object, area, or person of the priest's choice. The priests and paladins of the war god Megalon are all exempt from its effects. This conjuration requires 17 weeks of study to learn.

### CALL OF THE HELL SPAWN{KHURLUU'S} – OP 9

**Preq:** 70+ APT, Gen Ceremony, Gen Channel, Gen Arcanology, Expert Demon Lore\*, Basic Summoning [Ritual], Gestalt [Ceremony]  
**APT:** see below      **C:** 100      **F:** 29  
**Range:** 0      **Time:** 15 minutes  
**TD:** 200      **Duration:** see below  
**Learn:** 6000 GS      **Influence:** Person/50

\* Knowledge skill

Summons a single Demon Locust for 150/45 APT. In addition to APT requirements, the ritual requires 35 ESS, either drawn from the ritualist or another living being of at least 10 BODY in size. The drawing of ESS must result in the death of at least 1 creature. Additionally, the ESS required is blasted/rent from the living beings and otherwise consumed to create the portal (meaning it will not come back). More than 1 Demon Locust can be summoned but each additional one requires the same APT and ESS expenditure. The Demon Locusts appear instantly but suffer 2d10 melee rounds of summoning sickness. This ritual requires the complete and total concentration of the ritualist. Every moment the Demon Locust lives in the ritualist's world, he or she must maintain total concentration and control. Any disruption forces the ritualist to make a Channel skill check or lose control of the ritual. Note also that each time this ritual is performed there is a 15% chance that 1-3 more Demon Locusts will also appear that are not under the ritualist's control. At any rate, they can be sent to do specific tasks or to simply "eat everything within a 1000 ft radius of such and such a location." If prevented from carrying out its assigned task, for any reason, the Demon Locust will return to the ritualist and eat him!

### EARTH PORTAL – OP 9

**Preq:** 65+ APT, Gen Ceremony, Gen Channel, Gen Pneuma, 25+ Faith Pool, Power Web [Channel], Mysticism [Pneuma], Awaken the Land [Ritual]  
**APT:** see below      **C:** 99      **F:** 15  
**Range:** 0      **Time:** 5 minutes  
**TD:** 175      **Duration:** 1 minute/F/FP

**Learn:** 1650 GS      **Influence:** Any/All  
 Allows the ritualist to travel from any holy place dedicated to her or her deity via the earth. The base cost of the ritual is 100/25 APT and 8-Faith and the ritualist takes everything they are carrying with them, to a max of 10 lbs times their Faith Pool in weight. The speed of the travel is the ritualist's Faith Pool in miles per minute. Additional people may be taken as well by adding +25/+5 APT and 2-Faith to the initial ritual. The ritualist may also elect to travel to any location touching the earth instead of only their deity's holy places but it doubles the base cost of the ritual and additional costs as well.

### INFINITE EYES {ILLYANDER'S} – OP 9

**Preq:** 60+ APT, Gen Ceremony, Gen Channel, Gestalt [Ceremony], Ritual Relay [Ceremony], Focal Link [Ceremony]  
**APT:** see below      **C:** 99      **F:** 17  
**Range:** 0      **Time:** 2-hours  
**TD:** 150      **Duration:** see below  
**Learn:** 13000 GS      **Influence:** Any/All

Forms an undetectable bond between the ritualist and 1 or more other intelligent, living beings. Thereafter, so long as this other being is on the same world as the ritualist, that ritualist may cast the invoke this ritual (which requires 1 melee round and 7-Mana) and then see through the eye(s) of that person/being! This is without regard to distance or intervening obstructions. The being may have his eyes looked through for up to 13 minutes each time and the one ritual will allow the ritualist to use this bond 7 times before another ritual is required to renew the bonds. Please note that the being whose eyes "are as the ritualist's very own" does not know when they are being used thusly as there is no internal feeling or outward sign that this is being done. Nor does it have any side effects. Note also that the ritualist has absolutely no control over where that being's eyes will look - after all, they aren't in *his* head. The ritualist may have as many beings as he or she sees fit (no limit) set up in just this manner, thus giving rise to the name of this magik.



### OPENING GATE {GORALING'S} – OP 9

**Preq:** 70+ APT, Gen Ceremony, Gen Channel, Gen Arcanalog, Expert Planar Lore\*, Power Ward [Channel], Gestalt [Ceremony]

**APT:** 250/50                      **C:** 100                      **F:** 26

**Range:** 0                              **Time:** 2 hours

**TD:** 175                              **Duration:** see below

**Learn:** 14000 GS                      **Influence:** Any/All

\* Knowledge skill

Creates a 13 ft tall by 7 ft wide gate between his plane and any other one he knows. This shimmering, rainbow-colored half oval, like an archway, will last for only 10 minutes. He may extend the duration in 2-minute intervals by adding +10/+1 APT to the initial ritual. This ritual is tiring for the ritualist and the ritualist is Flattened for d10 minutes afterward.

### STAR BRIDGE {STAFFORD'S} – OP 9

**Preq:** 50+ APT, Gen Ceremony, Expert Channel, Expert Arcanalog, Power Trap [Channel], On-the-Fly Ritual [Ceremony]

**APT:** 70/20 (see below)                      **C:** 97                      **F:** 16

**Range:** 120                              **Time:** 2 melee rounds

**TD:** 150                              **Duration:** see below

**Learn:** 2500 GS                              **Influence:** Any/All

Create a 20 ft long by 5 ft wide "bridge" of rainbow-hued coruscating "light". This "bridge" will last 10 minutes plus 1 minute for every +5 APT added to the initial ritual. The bridge cannot be affected by any non-magik thing, will support any weight and can be "keyed" to only allow specific types (such as humans, Elves, etc.) to walk across it, letting all other types fall through!

### SUPER WARDING {JHERAEM'S} – OP 9

**Preq:** 60+ APT, Gen Ceremony, Gen Channel, 25+ Faith Pool, Channel Dexterity [Channel], Advanced Wards [Ritual]

**APT:** 70/15 + 5 Faith                      **C:** 98                      **F:** 15

**Range:** 0                              **Time:** 13 minutes

**TD:** 150                              **Duration:** 1 hour/F/FP

**Learn:** 1775 GS                              **Influence:** Any/All

Bar or seal any area up to 10 ft square or on a line up to 20 ft long but not more than 1 ft wide. Any area thus warded will do the following:

- Allow no non-sentient creature of 110 BODY or less to enter/cross the warded area for the duration.
- Affect Undead up to 150 BODY as above.
- Affect spirits up to 115 APT in the same manner.
- Finally, the same Undead or spirits will be effectively Flattened within the warded area or for 30 minutes after crossing a ward line.

For these wards, lesser Demonic kind are adversely affected (for the first time) in that they have a 60% hesitation chance of d10 melee rounds before crossing and will be Staggered once within for 30 minutes.

### TRUE REGENERATION – OP 9

**Preq:** 60+ APT, Gen Ceremony, Gen Pneuma, Gen Channel, Channel Dexterity [Channel], Mysticism [Ceremony], Greater Regeneration [Ritual]

**APT:** 135/15 + 7-Faith                      **C:** 99                      **F:** 21

**Range:** 0                              **Time:** 12 minutes

**TD:** 175                              **Duration:** 1 minute/F/FP

**Learn:** 13000 GS                              **Influence:** Person/75

Instills complete abiding healing in one target, allowing them to regenerate at a rate of 5 HP per melee round. The ritual imbues complete and total regeneration and nothing less than total disintegration will stop the healing process. See Greater Regeneration for time lines of healing effects. Beings who regenerate in this manner automatically regain consciousness when they reach positive HP and do not need to make a Shock Save to do so. If a recipient is not of the same religion as the ritualist, then the ritual costs an additional 15-Faith.

### OP 10

### FIRECLOUD {JHAWYNTER'S} – OP 10

**Preq:** 75+ APT, Leg Ceremony, Gen Channel, Gen Arcanalog, Channel Dexterity [Channel], Procession [Ceremony], Fog Cloud [Spell]

**APT:** 110/30                              **C:** 100                      **F:** 29

**Range:** 120                              **Time:** 2 melee round

**TD:** 200                              **Duration:** 1 minute

**Learn:** 9895 GS                              **Influence:** Object/35

Calls forth a 30 ft diameter roiling, glowing "cloud" of red hot iron particles. All inside this incendiary cloud suffer 2d6+8 BODY damage per CF Count during the first 2 melee rounds (40 seconds) of its formation. The next melee round does but d6+4 BODY damage each CF Count as the glowing cloud cools from its nearly white-hot original blaze down to a dull cherry red at the end. This ritual leaves a messy, blackened residue of carbon all over its area of effect. Of course anything even remotely flammable will burst into flames inside this hellishly hot cloud of near-molten particles. Only greater "wind" spells move it, lesser winds are too weak to do so. The



firecloud ritual is not increasable in power, duration, area of effect, etc., by any known manner.

### HELL STORM {GREYLORN'S} – OP 10

**Preq:** 75+ APT, Leg Ceremony, Gen Channel, Leg Pneuma, Untrammled Faith [Pneuma], 30+ Faith Pool

**APT:** see below                      **C:** 100                      **F:** 29

**Range:** see below                      **Time:** 1 minute

**TD:** 200                      **Duration:** 1 minute

**Learn:** 19050 GS                      **Influence:** Object/50

A call for divine intervention and if granted, requires 300/30 APT and 28-Faith to use. Upon its finish, the ritualist will have created, up to 120 ft distant, a 10 ft to 50 ft diameter storm that is 20 ft tall for every 10 ft of its diameter. This storm is composed of a maelstrom of flashing thunderbolts and roaring multi-hued flames. The glare and sound are indescribable, and all sentient creatures of MA 100 or less quail in fear (no save). All within this hell storms area of effect suffer d100 HP of damage each from fire and lightning! Everyone inside its limits also has a 50% chance of being temporarily blinded for d6+4 melee rounds as well as deafened for the same period of time. This applies to everything from Dragons to Demons equally. Dragons, Demons, and other very magikal types must save, regardless of their normal protections, unless immune to that particular effect. Any saves are made against a base 50 plus the skill check of the ritualist. All creatures of the Undead kind suffer double the aforementioned damage inside this raging inferno of godly anger.

The ritual can add +5 HP to the fire and lightning potency and plus 10 ft in its dimensions as well as range by adding +20/+4 APT to the initial ritual. This fell and devastating creation will rage for d4 melee rounds only. This ritual so totally drains the ritualist that immediately after finishing it he will collapse into a 5d100 minute coma. Once awakened, he will be Flattened for 6 hours. This ritual may only be used once per day. Should this be attempted a second time that same day the deity in question will become angry at being so bothered and will ground zero the hell storm upon the ritualist himself. Most religions refuse (or highly restrict) access to the necessary information needed to learn this powerful magik.

### LIVING LAND – OP 10

**Preq:** 70+ APT, Leg Ceremony, Gen Channel, Gen Arcanalogy, Channel Dexterity [Channel], Procession [Ceremony], Awaken the Land [Ritual]

**APT:** see below                      **C:** 100                      **F:** 29

**Range:** 0                      **Time:** 3 days

**TD:** 200<sup>Note2</sup>                      **Duration:** 1 day/F/FP

**Learn:** 9895 GS                      **Influence:** Any/All

Temporarily imbues a portion of the world with “living conscience”, conjoining all the natural living parts of the land into a form of “living entity”. Without sentience but capable of feeling, the near Syzygy-like entity feels emotions and pain and otherwise gains the same benefits as the OP 6 Awaken the Land ritual. The base area is a 50 ft square. It requires 175/35 APT and 25-Faith. Can expand this area in 50 ft increments by adding +50/+5 APT and 5-Faith to the initial ritual. The land brought “alive” in this manner will grow, heal and even act/move as the ritualist may indicate, the land is capable of taking action. Trees in the area could be made to grow into a wall, stones fuse into shapes, and so on. Soils will become more fertile, increasing by 15% each day while earth, gravel, stone, vegetation, and other verdure will increase and be more bountiful by 10% per day. Earth can be made to “move” by flowing away from areas to create depressions or mounding to build high areas of earth. Minerals in the area increase slowly, a mere 1% per day and rare minerals increase at a .01% rate per day.

### MIST OF MYSTIK STONE {MEDALIA'S} – OP 10

**Preq:** 75+ APT, Leg Ceremony, Gen Channel, Gen Arcanalogy, Power Web [Channel], Persist Magik [Arcanalogy], Fog Cloud [Spell]

**APT:** 90/20 (see below)                      **C:** 100                      **F:** 30

**Range:** 90                      **Time:** 2 melee rounds

**TD:** 200                      **Duration:** see below

**Learn:** 8975 GS                      **Influence:** Object/55

Designates a spherical area no more than 30 ft in diameter, where a metallic grey fog/mist will instantly coalesce. Its duration will be 1 minute plus 1 minute for +5/+1 APT expended during the initial ritual. All living things within this mist will immediately begin to turn to stone, taking 1 melee round to do so for every CON point they have. Even if they leave the mist immediately the process will not stop! This “stoning effect” lasts for d100 hours, and as the victims begin to return to their fleshy state, they must make a base TD 50 plus the ritualist skill check for a Shock Save or they will have died from the rigors of transmutation.



## SPELL CATCHER {CENJEN'S}- OP 10

**Preq:** 65+ APT, Gen Ceremony, Gen Channel, Gen Arcanalog, Power Web [Channel], Spell Conundrum [Arcanalogy]

**APT:** 90/10 (see below)

**C:** 09 **F:** 21

**Range:** 0

**Time:** 5 minutes

**TD:** 200

**Duration:** see below

**Learn:** 1800 GS

**Influence:** Object/45

Forms an invisible aura around the ritualist that will "trap" all magik that enters its 10 ft radius during its one hour duration. The ritualist can only trap magik of the same OP as he or she is proficient in and greater OP magik is unaffected. As magik is trapped in the field it will briefly "flare" red, limning the ritualist in its bloody glow. The ritualist then has 1 melee round to re-direct the magik anywhere he chooses (even back to its origin) at full efficiency. The only drawback to this is that the ritualist cannot use his own spells or magik within its area of effect either without suffer the same effect: a 1 melee round delay for "catching" it! This ritual has no effect on Rune Magik ignore its ability to catch magik.

## ULTIMATE DEATH BREAKER - OP 10

**Preq:** 70+ APT, Leg Ceremony, Gen Channel, Leg Pneuma, Embodiment [Entreaty], 30+ Faith Pool, Advanced Death Breaker [Ritual]

**APT:** 70/35 + 20 Faith

**C:** 99 **F:** 23

**Range:** 0

**Time:** 3 hours

**TD:** 200

**Duration:** see below

**Learn:** 30300 GS

**Influence:** Any/All

Actually sends the ritualist into the other planes to retrieve the soul of one who has been slain, while simultaneously healing all damage done to the body, even that done by critical hits. It will not replace or regrow flesh disintegrated by any means or that which has been lost to acid or other such cell-destroying means, but it will heal over those kinds of wounds, leaving pale scars. However, if this ritual is successful, the character does not lose any CON or ESS for the resurrection. This ritual is extremely dangerous for the ritualist and drains him utterly, so much so that he will fall into a coma immediately afterwards, lasting from 11-20 hours. If attempted more than once per week, there will be a cumulative 20% chance the ritualist will die and be trapped forever within the other planes.

## OP 11

### BLACK BINDING {TALSO'S}- OP 11

**Preq:** 75+ APT, Leg Ceremony, Leg Channel, Gen Arcanalog, Life Link [Arcanalogy], Death Rite [Ceremony]

**APT:** 130/20

**C:** 100 **F:** 32

**Range:** 0

**Time:** 2 hours

**TD:** 200

**Duration:** 1 year

**Learn:** 150,000 GS

**Influence:** Person/55

At the height of this horrific ritual a living, sentient being of at least ESS 6 is deliberately killed, and his soul is "trapped" and "bound unto the life force of the ritualist". Thus bound, it will be that soul which will suffer all CON, ESS and life damage, impairment, draining and blasting and not the ritualist. Of course, when all of the "trapped" dead soul's CON points or "life levels" have been drained or destroyed the ritualist is once again susceptible to such attacks. This ritual requires the sacrifice of 15 sentient lives (one per month) to learn and is outlawed in every nation by Marmachand.

### DOOM {BORSALA'S} - OP 11

**Preq:** 70+ APT, Leg Channel, Leg Pneuma, Leg Ceremony, Unfettered [Channel], Untrammelled Faith [Pneuma], Greate Ritual [Ceremony], 35+ Faith Pool

**APT:** 300/30+ 30-Faith

**C:** 100 **F:** 30

**Range:** see below

**Time:** 8 hours

**TD:** 250<sup>Note1</sup>

**Duration:** see below

**Learn:** 13,850 GS

**Influence:** Object/150

Borsala's Doom is a grievous ritual and one only done when a community has transgressed Borsala's tenets to the point of no return. The ritual judges a community, which can be no larger than 100 person/F/FP (the geographic size of the community is immaterial). The community must previously worshipped Borsala (as a majority) and have turned (as a majority) from Borsala's religion. The ritual levies upon each one, child to doddering elder, a Crisis of Faith. The castor of the ritual also suffers the same fate and is judged according to a Crisis of Faith. Those who fail suffer Borsala's wrath and find their bodies filled to the bursting with salt water until they drown internally, turning into bloated corpses oozing brackish water. Note however, that if a community (as a majority) passes the Crisis of Faith then the ritual is reflected solely on the castor, who is stricken with the same death and taken to meet Borsala and explain his or her lack of piety!



## REBIRTH OF SELF – OP 11

**Preq:** 73+ APT, Leg Ceremony, Leg Channel, Leg Pneuma, Great Ritual [Ceremony], Power Web [Channel], Mysticism [Pneuma], 31+ Faith Pool  
**APT:** 250/20 + 10 Faith    **C:** 100    **F:** 31  
**Range:** 0    **Time:** 20 days  
**TD:** 250    **Duration:** see below  
**Learn:** 1250 GS    **Influence:** Any/All

Inters the recipient in the earth, deep within the embrace of the mother goddess. The time to perform the ritual is the time of cleansing, purification and preparation for the trials to come. Those interred below are safe as the faith and power of the ritualist pours into them, seeping into every fiber of their body, undoing physical alterations, regenerating limbs and damage, restoring withered or useless body parts and even undoing mental or spiritual changes as well. Each “change” needed requires the recipient to stay in the embrace of the mother for 2d4 weeks. The ritualist does not get to choose what changes are to be done – its all or none. Thus, the ritual could return a polymorphed being to its original shape, restore a withered leg, undo madness of the mind, restore ESS lost to the grip of undead creatures and so on. If this ritual is used on a non-member of the ritualist’s religion, it requires triple the Faith.

## OP 12

### ELEMENTAL SELF {MURTA’S} – OP 12

**Preq:** 73+ APT, Leg Ceremony, Leg Channel, Great Ritual [Ceremony], Unfettered [Channel]  
**APT:** 150/20 (see below)    **C:** 100    **F:** 28  
**Range:** 0    **Time:** 30 minutes  
**TD:** 200    **Duration:** see below  
**Learn:** 6500 GS    **Influence:** Any/All

Allow the ritualist to become any single kind of elemental desired in all functions and respects. This transformation is immediate but lasts only 5 minutes plus 1 minute for every +15/+2 APT added to the initial ritual. However, for the first five minutes in this state, and per each minute thereafter, there is a +10% chance of this state becoming irrevocably permanent. If this happens, the now-transformed being immediately returns to the place of existence of whatever type of elemental he has become.

## RESURGENCE – OP 12

**Preq:** 77+ APT, Leg Ceremony, Leg Channel, Leg Pneuma, Great Ritual [Ceremony], Power Web [Channel], Untrammled Faith [Pneuma], 38+ Faith Pool  
**APT:** 250/30 + 20 Faith    **C:** 100    **F:** 32  
**Range:** 0    **Time:** 21 days  
**TD:** 250    **Duration:** 1 day/F/FP  
**Learn:** 10250 GS    **Influence:** Any/All

Faith can be an indefinable mysterious thing that can overcome even the most deadly perils. When you place Resurgence on brethren of your religion or yourself, you cradle them in the hand of your deity. Should anything happen to slay them, your faith and the divine power invested in it returns them back to life, fully formed and untouched by whatever just slew them. Lesser forms of harm are unaffected. Resurgence can only be placed upon a member of the same religion.

### WRATH OF HEAVEN SCORNE – OP 12

**Preq:** 75+ APT, Leg Ceremony, Leg Channel, Leg Pneuma, 40+ Faith Pool, Great Ritual [Ceremony], Unfettered [Channel], Untrammled Faith [Pneuma]  
**APT:** see below    **C:** 100    **F:** 31  
**Range:** see below    **Time:** 20 minutes  
**TD:** 250    **Duration:** see below  
**Learn:** 23500 GS    **Influence:** Object/100

A call for divine intervention, either to cleanse or to punish. Upon its finish, the ritualist will have created, up to 600 ft distant, the called manifestation of divine wrath. Each type of this ritual must be learned separately, if multiple types are allowed by the ritualist’s religion.

**Blight** – The ritual requires 500/50 APT and 48-Faith to use. The ritual is so draining that the ritualist can only maintain it for 1 minute/F/FP and it will blanket an area 100 ft square times the ritualist’s Faith Pool. The ritual blisters and area with sun or caustic rain (depends on the religion), scorching/fouling the ground and killing flora in the area with less than 25-ESS and smiting living beings, draining the life from them at a rate of 1-ESS per minute until they flee the area or die. Afterwards, nothing will grow in the earth for a year.

**Flood** – This ritual requires 350/40 APT and 35-Faith to use and lasts for 1 minute/F/FP; however, the ritualist can double the costs, expending 700/80 APT and 70-Faith and make the flood waters persist, creating a watery expanse in the area affected. If this is chosen, the waters will flood the region for 1 minute/F/FP and then stop but the flood water will last for as long as the environment supports it, e.g. a



desert will not long support flood waters but a forested area might and so on. The ritual will blanket an area 200 ft square times the ritualist's Faith Pool to a max depth equal to the one-third the ritualist's Faith Pool. Waters boil up from the earth and pour from the sky, filling the region up at a rate of 3 ft in a minute. Creatures and beings in the flood area are beaten by the violently rising water, taking d4 BODY damage every minute in the area. Unless permanent, the waters recede slowly, at a rate of 1 ft per minute until gone.

**Infestation** – The ritual requires 325/35 APT and 29-Faith to use. This type of ritual is permanent when called and infests an area with vermin. Vermin summoned are permanent and boil from everywhere and everything, even from the sky, carpeting an area 500 times the ritualist's Faith Pool. Half will die in the process but the rest will survive, infesting the area, consuming everything edible and attacking the living like a Helltide, consuming anything living or dead at a rate of d6 BODY per minute. The vermin even infest those fleeing the area and if not killed will consume the living being they are attached to and then return the area/die if they cannot. Once nothing is left to consume in the area the vermin die, polluting the area with their dying corpses.

**Storm** – This ritual requires 500/60 APT and 50-Faith to use. The storm is so draining that the ritualist can only maintain it for 1 melee round/F/FP and it will blanket an area 100 ft square times the ritualist's Faith Pool. A great cloud boils up and bursts forth in a maelstrom of wind, rain, magnetism, pressure, and lightning. The sound is both indescribable and deafening and all creatures in the area are deafened immediately, even if subsurface, to a depth of 50 ft and any being with 100 MA or less quails in fear (no save). Everything in the maelstrom with 100 BODY/1500 pounds or less is thrown d100+200 ft in the air and spun, tumbled, and wrenched in all directions. Each melee round those sucked up into the horrible vortex of the heavens take 3d20+20 BODY damage as it dislocates limbs, shattered bones, and abrades flesh. Larger/heavier items are hammered for 2d20 BODY/DUR damage every melee round and have a 70% chance to be struck by d6 lightning bolts that inflict 2d10+20 HP damage, 50% chance to be stripped of or highly magnetized to attract ferrous objects, and 30% chance to struck by an area of fluctuating pressure that acts like the OP 6 spell Morgom's Red Death was cast on them.

**Tsunami** – This ritual requires 500/45 APT and 40-Faith to use and creates a massive wave of water from the ocean/sea and releases it upon an island or

coastline. The wave has a base height equal to the ritualist's Faith Pool but can be grown to greater heights by adding +50/+5 APT and 5-Faith per 20 ft desired. Once released, the tsunami will inflict 5d10+50 BODY damage for every 10 ft in height or fraction thereof, to everything it touches and proceed inland d10+5 times its height, losing 5 ft of height and damage for every increment of base-height it goes inland. Thus, a 50 ft tsunami that travels 500 ft inland will lose 5 ft of height every 50 ft it travels, slowly losing its power as it does.

This ritual so totally drains the ritualist that immediately after finishing it he will collapse into a 5d100 minute coma. Once awakened, he will be Flattened for d4 days. This ritual may only be used once per day. Should this be attempted a second time that same day the deity in question will become angry at being so bothered and will ground zero the ritual upon the ritualist! Most religions refuse (or highly restrict) access to the necessary information needed to learn this powerful magik.

## OP 13

### SCIREFACIAS – OP 13

**Preq:** 78+ APT, Leg Ceremony, Leg Channel, Leg Pneuma, Great Ritual [Ceremony], Unfettered [Channel], Untrammeed Faith [Pneuma], 48+ Faith Pool

**APT:** 170/30 + 20 Faith

**C:** 100 **F:** 35

**Range:** see below

**Time:** 5 melee rounds

**TD:** 250<sup>None</sup>

**Duration:** see below

**Learn:** 8000 GS

**Influence:** Any/All

Summons a single being, named during the ritual, to the demesne of the holy place [minimum Temple strength] of the ritualist and judges them according to the tenets of the ritualist's Faith. As long as the target is within the same world as the ritualist and the ritualist can overcome their MD, the target can be summoned. The ritualist must also have some item that incontrovertibly links the target for the ritual to work. Judgment follows the tenets of the ritualist's religion. If the target cannot meet them, they suffer in the grip of divine vengeance, taking 3d10+10 BODY damage for each tenet they fail! Beings that cannot suffer BODY damage are inflicted with a type they can suffer (APT, ESS, etc.). Also, the ritualist may also define additional judgments against the target, as long as they are aligned with the ritualist's religion (GM makes this determination). Each extra



judgment requires an additional 15-Faith to be expended during the initial ritual. Judgment under this ritual is double-edged, however, and if the target is not found wanting (i.e., he has violated no religious tenets) then the ritualist is judged instead! The additional judgments added by the ritualist are not considered for this check – so be sure before you summon them!

#### IMMUNITIES {KHRONENBARG'S} – OP 13

**Preq:** 80+ APT, Leg Ceremony, Leg Channel, Leg Arcanology, Great Ritual [Ceremony], Unfettered [Channel], Lore Mastery [Arcanology]  
**APT:** 150/20 (see below)    **C:** 100    **F:** 28  
**Range:** 0    **Time:** 1 hour  
**TD:** 250    **Duration:** 1 day  
**Learn:** 13000 GS (ea)    **Influence:** Any/All

Each individual ritual will protect the recipient from one specific form of magikal or arcane attack/effect (i.e. from “Disintegration” or from “Lightning Strike”). Each such protective ritual must be individually learned at the full cost of 13,000 GS. Only one such “immunity” can be on a being at any given time. Also note that once “set” upon someone, it will remain in place through every kind of magikal attempt to “strip it off” and so on, regardless of source or potency. Only the original ritualist can dismiss it before it has run its course.

#### OP 14

##### EXTEND LIFE – OP 14

**Preq:** 75+ APT, Leg Ceremony, Leg Channel, Leg Pnuma, Untrammled Faith [Pnuma], Great Ritual [Ceremony], Unfettered [Channel]  
**APT:** 150/10 +40 Faith    **C:** 100    **F:** 28  
**Range:** 0    **Time:** 3 days  
**TD:** 250<sup>Note 1</sup>    **Duration:** see below  
**Learn:** 47500 GS    **Influence:** Any/All

Form of divine benediction, blessing a single living creature of the same religion as the ritualist with extended life. The recipient gains 40 years of added lifespan and is returned to a healthy, healed state free of disease, infections, rots and other forms of bodily malaise. Lost limbs, pulped eyes and similar physical losses are not restored by this ritual. This ritual can be repeated as long as it is in accordance with the ritualist’s religionist tenets but never more than once per year.

##### MASK OF MEDUSA {COELON'S} – OP 14

**Preq:** 78+ APT, Leg Ceremony, Leg Channel, Leg

Arcanology, Great Ritual [Ceremony], Unfettered [Channel], Lore Mastery [Arcanology]  
**APT:** 110/10 (see below)    **C:** 100    **F:** 28  
**Range:** 0    **Time:** 3 minutes  
**TD:** 200<sup>Note 2</sup>    **Duration:** see below  
**Learn:** 4500 GS    **Influence:** Any/All

Requires some part of a medusa to use as a focus and at least 5-ESS, drawn from the ritualist or another living being to power it. The ritualist’s head then “transmogrifies” into that of a Medusa for 7 minutes, with all the powers of that foul and dread monster. This time may be extended in 1-minute increments by adding +20/+2 APT to the initial ritual. However, there is a base 25% chance (+5% per each extra minute of time) each time this magik is worked that the “change” will become irrevocably permanent.

#### OP 15

##### TIME LINING – OP 15

**Preq:** 85+ APT, Leg Ceremony, Leg Channel, Leg Time Lore\*, Great Ritual [Ceremony], Unfettered [Channel]  
**APT:** 200/50 (see below)    **C:** 100    **F:** 36  
**Range:** 0    **Time:** 10 minutes  
**TD:** 250    **Duration:** see below  
**Learn:** 10000 GS    **Influence:** Any/All  
 \* Knowledge Skill

This potent ritual requires massive amounts of mana to use and is extremely dangerous to boot. For the base cost of forty-five (45) mana points, the mage can instantaneously “slip” 1D6 melee rounds into the future or one second into the past. For each additional 15 mana points expended in the initial spell casting, the mage can slip another 1D10 melee rounds forward in time. For each additional 45 mana points expended in the initial spell casting, he may slip another 1D10 melee rounds into the past. In either direction, the mage literally “time travels” in place. If the mage in a past segment tries to change past events *not concerning himself*, there will be a 95% chance of him being “squeezed” out into Limbo (the Ethereal Plane) by Time fighting to maintain its status quo. If the 5% chance does come up, then the mage will find himself on an alternate timeline based upon those changes he did succeed in making. Finally, when timelining, there is a 15% chance of being “blown” by the winds of Time into some random future or past, at the GM’s discretion. Theoretically, it should be possible to greatly improve this spell, but to date no one has succeeded in doing so. It requires 75 weeks of time and 10,000 G.S. in materials to learn.



# SPELLS - CHAPTER TWENTY ONE



**SPELLS**

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**SPELLS**



**S**pells comprise a sequence of mnemonics, phrases, gestures or movements that are the focus to apply power in order to create an effect.

### SPELL GUIDELINES

Not all spells have a TD. Those with a listed TD require the caster to meet or exceed this threshold in order to succeed at the Spell (example see Spell OP2 "Web Strands"). Those without a TD require the caster to apply their skill check against the MD of the target (example see Spell OP2 "Tarantella"). The section on magik also talks about this (chapter 18).

The understanding of magik is a straightforward process. The inner working of magik formulas are written below. Spells follow a simple format, regardless of their power. A simple outline of the format follows:

**Spell Name:** Name of the spell

**OP:** Stands for Order of Power and represents the power level of the magik.

**Freq:** The prerequisites needed to learn and cast the spell.

**Mana:** The amount of Mana you need to have available to cast the spell. If you do not have the entire amount of mana in your power pool when you begin the spell, you fail (without consequence) immediately.

**Range:** How far you can reach with the magik, given in feet. Unless otherwise constrained you can make the spell effect occur at any point in the range given.

**Critical:** Chance to gain a critical success with your Cast skill.

**Fumble:** Chance to fumble with your Cast skill.

**Maintenance:** Notes whether the spell defines a requirement, such as an action or a stream of mana, to sustain its effect.

**TD:** Some spells do not require the caster to apply their Cast skill against the target's MD but instead require a specific TD be met instead to succeed at the spell. If this TD is not met, the spell fizzles and is lost. The check for the TD is made after all mana is first channeled.

**Duration:** A listed time frame that the spell lasts without maintenance.

**Area:** The area the spell affects or the dimensions it can reach. Some common definitions: A **target**.

**Targets. Target or targets in a specified area.**

**Beam/Ray.** A beam/ray is a continuous stream of magik that extends from the castor to the end of the range. A beam/ray can be blocked or impeded

by obstacles.

**Cone.** A cone extends from the castor or at a point along the range and expands in length twice as far as it extends in width.

**Shape.** A shape is a cube, circle, square, cylinder or similar dimension. A Shape defines a single point of origin and expands in all directions simultaneously, filling to the max defined size or as constrained otherwise by the spell when cast.

**Description/Effect:** What the spell actually does.

**[S-OP 1]:[S]** Refers to the description being a Spell.

**[S-OP 1]:[-OP 1]** this is Order of Power level 1 Spell.

**{name}** : a person or thing associated with the spell, such as a designer or first/major recipient of said spell

Spells beyond OP 10 are known by few and found only rarely outside of a few dusty tomes. Few, if any are taught in a school of magik. Such magik, when found, is held in great esteem and a mage is considered truly legendary if they have acquired and mastered one or more such magiks.

**NOTE 1:** If the target of this spell is not willing or hostile, you make a normal roll against their MD to succeed.

**NOTE 2:** You only need to make the TD required to cast the spell to affect the target area, regardless of the MD of creatures or individuals within it.

### OP 1

Alarming Impediment {Ciam's} [S-OP 1]

Arcane Skin [S-OP 1]

Astounding Alteration {Pelloque's} [S-OP 1]

Attend Me! [S-OP 1]

Awful Sting [S-OP 1]

Bands of Iron {Grei's} [S-OP 1]

Basic Web {Trenkole's} [S-OP 1]

Bolts of Blue Bedevilment {Jasterman's} [S-OP 1]

Bone Shaker {Harwyn's} [S-OP 1]

Fast Freeze [S-OP 1]

Fiery Cone {Felrik's} [S-OP 1]

Fiery Flash {Fafinghar's} [S-OP 1]

Flare {Jimathon's} [S-OP 1]

Fog Call {Bethkyn's} [S-OP 1]

Hands of Enervation [S-OP 1]

Instant Grab {Jherbal's} [S-OP 1]

Lock Jaw {Sardonyx's} [S-OP 1]

Mystik Dart {Moshæra's} [S-OP 1]

Probability Twists {Pelloque's} [S-OP 1]

Quell Sound [S-OP 1]

Quickflame {Jundrunne's} [S-OP 1]

Reversal {Thurldon's} [S-OP 1]

Rosy Mist of Reason [S-OP 1]

Shield {Mulaid's} [S-OP 1]

Slow Drop {Dalemon's} [S-OP 1]



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Slowing Tread {Mulaid's} [S-OP 1]  
Spriggan Wind [S-OP 1]  
Swift Slap {Penryn's} [S-OP 1]  
Swift Sleep {Saballa's} [S-OP 1]  
Unseen Catapult {Ciam's} [S-OP 1]  
Wizard Dark {Lundgren's} [S-OP 1]  
Wizard Glow {Frei-Beth's} [S-OP 1]  
Wizard Wings {Voorhing's} [S-OP 1]

### OP 2

Anti-Web Aura [S-OP 2]  
Appose [S-OP 2]  
Aura of Innocence [S-OP 2]  
Biting Ground {Cherlmay's} [S-OP 2]  
Blind Spot {Timaham's} [S-OP 2]  
Bubble {Cherlmay's} [S-OP 2]  
Delay Passage [S-OP 2]  
Disjoint [S-OP 2]  
Farspeaker {Phanch's} [S-OP 2]  
Fire Burst {Ajae's} [S-OP 2]  
Hands of Serundjin [S-OP 2]  
Hawk Flight {Morden's} [S-OP 2]  
Highlifter {Xarf's} [S-OP 2]  
Ice Bullets {Ajae's} [S-OP 2]  
Lariat {Myke-ee's} [S-OP 2]  
Mirror {Skorzandon's} [S-OP 2]  
Mystik Shield {Moshraera's} [S-OP 2]  
Out-Fire {Phanch's} [S-OP 2]  
Pybra Eyes [S-OP 2]  
Shatter Hand {Dreomand's} [S-OP 2]  
Simple Levitation {Skylyn's} [S-OP 2]  
Slippery Field {Torozon's} [S-OP 2]  
Spatial Deliquesce [S-OP 2]  
Speed-Up {Jon's} [S-OP 2]  
Swelling Thews {Ajkereon's} [S-OP 2]  
Tarantella {Dunklemeyer's} [S-OP 2]  
Web Strands [S-OP 2]  
Wizardly Window {Gorbach's} [S-OP 2]  
Wondrous Web {Quarzalla's} [S-OP 2]

### OP 3

Abysmal Itch {Angborn's} [S-OP 3]  
Advanced Lock Jaw {Sardonyx'} [S-OP 3]  
Airy Armor {Enziqua's} [S-OP 3]  
Backward Blast {Morden's} [S-OP 3]  
Blinding Blizzard {Archom's} [S-OP 3]  
Dancing Axe of Dondura {Mindan's} [S-OP 3]  
Electric Legency {Enziqua's} [S-OP 3]  
Fire Lash {Mad Lupe's} [S-OP 3]  
Flash Point {Skorn's} [S-OP 3]  
Fog Bolt {Talahur's} [S-OP 3]  
Gas Barrier [S-OP 3]  
Heavy Helper {Hildegard's} [S-OP 3]  
Heightened Awareness {Hargalon's} [S-OP 3]

Instant Idleness [S-OP 3]  
Lightning Strike {Cenjen's} [S-OP 3]  
Magnetism [S-OP 3]  
Mana Shield {Mulaid's} [S-OP 3]  
Pressure Wave {Roa-Aad's} [S-OP 3]  
Resist Gravity [S-OP 3]  
Scream of the Bean Sidhe [S-OP 3]  
Second Skin {Rinjin's} [S-OP 3]  
Shepherding Urge [S-OP 3]  
Singing Star {Jahk's} [S-OP 3]  
Ultra Rapid Transit {Rydlynd's} [S-OP 3]  
Water Skimming {Guerndon's} [S-OP 3]  
Witchfire {Wicked Whanda's} [S-OP 3]

### OP 4

Ball Lightning {Moonwolf's} [S-OP 4]  
Black Sleep [S-OP 4]  
Dee-Hopper {Tritarra's} [S-OP 4]  
Disappearance {Morgault's} [S-OP 4]  
Doom Fire {Davalon's} [S-OP 4]  
Emergency Displacement {Harwyn's} [S-OP 4]  
Fiery Enclosure {Faltan's} [S-OP 4]  
Ghost Wind {Charonard's} [S-OP 4]  
Ground Channel [S-OP 4]  
Hellfire {Haraag's} [S-OP 4]  
Instant Paralysis {Tarnhelm's} [S-OP 4]  
Lightning Armor [S-OP 4]  
Mage Fear {Khoreb's} [S-OP 4]  
Magnetic Field [S-OP 4]  
Mist of Black Misery {D'Allon's} [S-OP 4]  
Mystik Chains {Torozon's} [S-OP 4]  
N-Dee Barrier [S-OP 4]  
Pain Blast {Par-Kher's} [S-OP 4]  
Pinwheel {Pyroman's} [S-OP 4]  
Rot {Rorghull's} [S-OP 4]  
Secret Assassin {Sarkhan's} [S-OP 4]  
Teleportation {Tandoora's} [S-OP 4]  
Thunder Ball {Elic's} [S-OP 4]  
Violent Vertigo {Moshraera's} [S-OP 4]  
Voltage Velocity {Enziqua's} [S-OP 4]  
Zenith {Zinduon's} [S-OP 4]

### OP 5

Acid Rain {Eirik's} [S-OP 5]  
Clumsy Field {Querdloe's} [S-OP 5]  
Crimson Bands [S-OP 5]  
Disjoint Gravity [S-OP 5]  
Fantastic Fumes {Fandrah's} [S-OP 5]  
Fearful Fiery Fist {Azorn's} [S-OP 5]  
Fireblade {Martinion's} [S-OP 5]  
Ghost Bolts {Poekraft's} [S-OP 5]  
Hoops of Fire {Hoobers's} [S-OP 5]  
Javelin of Devastation {Chamoord's} [S-OP 5]  
Long Reach {Meliancar's} [S-OP 5]



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Magnificent Mystification {D'Allon's} [S-OP 5]  
 Mist of Malevolent Misery {Masayuki's} [S-OP 5]  
 Moon Burst {Sarachander's} [S-OP 5]  
 Mystik Dart of Destruction and Slaying {Morgault's} [S-OP 5]  
 Perfect Dome of Dynamic Defense {Yathagon's} [S-OP 5]  
 Silver Spiral of Sleep {Slygon's} [S-OP 5]  
 Sun Burst {Sarchander's} [S-OP 5]

### OP 6

Acid Spray {Elrik's} [S-OP 6]  
 Conjured Cube of Baffling Beauty {Klynt's} [S-OP 6]  
 Deadly Disintegration {Sarta Nohr's} [S-OP 6]  
 Demonic Dance of Death {Rusalla's} [S-OP 6]  
 Doomlight {Dar-Thom's} [S-OP 6]  
 Mail of Power {Maujeor's} [S-OP 6]  
 Red Death {Morgorn's} [S-OP 6]  
 Shears of Fire {Martirion's} [S-OP 6]  
 War Strike {Waerdan's} [S-OP 6]

### OP 7

Death Star {Davalon's} [S-OP 7]  
 Demagnetizing {Constance's} [S-OP 7]  
 Eater from Within {Voorhing's} [S-OP 7]  
 Falling For Forever {Yorgan's} [S-OP 7]  
 Hand of Hell {Paerraen's} [S-OP 7]  
 Red Awfulness {Oh'Wen's} [S-OP 7]  
 Reflector Shield {Rusalla's} [S-OP 7]  
 Supra-Telekinesis {Maryindi's} [S-OP 7]  
 Wave {Waragen's} [S-OP 7]

### OP8

Firescythe {Martirion's} [S-OP 8]  
 Magik Metal Disintegration {Elric's} [S-OP 8]  
 Soul Sword {Vanthor's} [S-OP 8]  
 Thunderclap {Baranda's} [S-OP 8]  
 Vanisher {Kronwyn's} [S-OP 8]

### OP 9

Cloak of Never {Spahndor's} [S-OP 9]  
 Devastating Death Ray {Dardingdon's} [S-OP 9]  
 Spatial Rooting [S-OP 9]  
 Star Thunder {ShaHui's} [S-OP 9]  
 Ultimate Defense {Ullorn's} [S-OP 9]

### OP 10

Far Terminus {Jhem's} [S-OP 10]  
 Guillotine {Guillarme's} [S-OP 10]  
 Terrible Terminator {Xudd's} [S-OP 10]

### OP 11

Silvery Shell of Safety {Antigan's} [S-OP 11]

### OP 12

Golden Gates {Geonovon's} [S-OP 12]

### OP 13

Black Aganthian Bands [S-OP 13]

### OP 14

Defense {Maujeor's} [S-OP 14]

### OP 15

Astral Ice Storm {Carmichael's} [S-OP 15]

### OP 16

Crimson Claws of Doom {Caliban's} [S-OP 16]

### OP 17

Flying Carpet {Xordagath's} [S-OP 17]

### OP 18

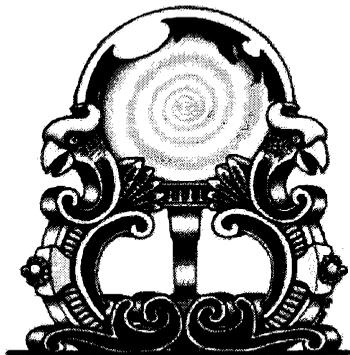
Jump Ball {Johnson's} [S-OP 18]

### OP 19

Earth Wrecker {Bay-Athaen's} [S-OP 19]

### OP 20

Fell Gates of Hell {Phanch's} [S-OP 20]



### OP 1

#### ALARMING IMPEDIMENT {CIARN'S} - OP 1

**Preq:** 16+ APT, 14+ MA, Trd Arcanology  
**Mana:** 4                      **C:** 96                      **F:** 12  
**Range:** 20                      **M:** no                      **Area:** see below  
**Duration:** 1 minute

Adds a single target's reaction times, slowing them down by -3 CF.

#### ARCANE SKIN - OP 1

**Preq:** 14+ APT, 12+ MA  
**Mana:** 1 (see below)      **C:** 99                      **F:** 10  
**Range:** 0                      **M:** no                      **Area:** self  
**TD:** 75                      **Duration:** 1 minute

Folds magik around your form, encapsulating your body in a protective shell. This "second" skin absorbs 1 HP of damage for every mana you place into it.



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**ASTOUNDING ALTERATION {PELLOQUE'S} – OP 1**

**Preq:** 16+ APT, 16+ MA, Trd Channel  
**Mana:** 5                    **C:** 99                    **F:** 14  
**Range:** touch            **M:** no                    **Area:** see below  
**TD:** 75<sup>note 1</sup>            **Duration:** 1 minute

Instantaneously multiply or divide the size and mass of a single target by 25%. The conversation cannot affect a (pre-spelled) creature or item of more than 75 BODY or 400 pounds. The alteration is instantaneous but a living being changed in this manner must make a TD 75 Shock save or be stunned d6 melee rounds afterwards. Only the individual target touched is changed and does not include gear, weapons or other items.

**ATTEND ME! – OP 1**

**Preq:** 14+ APT, 12+ MA  
**Mana:** 2                    **C:** 95                    **F:** 7  
**Range:** 0                    **M:** no                    **Area:** see below  
**TD:** 75                    **Duration:** immediate

Immediately relays the caster's location to all sentient creatures within a 50 ft radius.

**AWFUL STING – OP 1**

**Preq:** 14+ APT, 14+ MA  
**Mana:** 4                    **C:** 93                    **F:** 14  
**Range:** 30                    **M:** no                    **Area:** see below  
**Duration:** immediate

Conjures a small blue-green bolt that strikes a single living victim. The victim hit is stung as if by a thousand bees, a feeling that persists for but a second but encompasses the entire body! Because of the intensive and convulsive nature of this pain jolt, the victim will drop whatever he is holding, let go of whatever he may be attached to, and so on, at a percentile chance outlined as follows: If the victim is 10 BODY or less, 100%; from 11-20 BODY, it is a 95% chance; for 21-35 BODY, it's an 85% chance and, for every 5 BODY (or fraction thereof) thereafter, it is further reduced by 5%. Thus a being of BODY 50 person would have a 70% chance of dropping or letting go of something.

**BANDS OF IRON {GREI'S} – OP 1**

**Preq:** 16+ APT, 14+ MA, Trd Channel  
**Mana:** 4                    **C:** 99                    **F:** 11  
**Range:** 0                    **M:** no                    **Area:** self  
**TD:** 75                    **Duration:** 1 minute

Wraps the recipient in conjured bands of force that provide protection equal to metal scale full armor. While invisible, the bands of iron are not weightless or without bulk as they encumber the recipient as if the equivalent armor were worn.

**BASIC WEB {TRENKOLE'S} – OP 1**

**Preq:** 12+ APT, 16+ MA, Trd Arcanalog  
**Mana:** 3                    **C:** 98                    **F:** 12  
**Range:** 60                    **M:** no                    **Area:** see below  
**TD:** 100<sup>note 2</sup>            **Duration:** 2 minutes

Fill a 10 ft diameter area with sticky, web-like strands resembling spun fiberglass that will tangle, entrap and hold any number of creatures up to 80 BODY in total size (of all creatures). It takes one melee round to form and is highly flammable: if caught aflame, it will inflict +10 HP damage on top of any normal fire damage.

**BOLTS OF BLUE****BEDEVILMENT {JASTERMAN'S} – OP 1**

**Preq:** 16+ APT, 14+ MA, Trd Channel  
**Mana:** see below            **C:** 97                    **F:** 6  
**Range:** 120                    **M:** no                    **Area:** see below  
**Duration:** see below

Instant firing magik that is easy to learn. For each single mana point channeled into the spell, two 3-inch x 1-inch brilliant blue bolts of arcane energy will zip from the spell caster's outstretched index finger. Note, however, that two bolts will fire every CF count in intervals like bullets from a gun (and not all at once). Each bolt does 1 HP of kinetic damage and stings like the dickens! The "shock" they deliver is enough to jolt anyone into immediate attention. You can change targets once per CF Count. Once begun, the spell will continue firing until all bolts have been expended.

**BONE SHAKER {HARWYN'S} – OP 1**

**Preq:** 16+ APT, 16+ MA, Prof Arcanalog  
**Mana:** 7                    **C:** 95                    **F:** 13  
**Range:** 90                    **M:** no                    **Area:** see below  
**Duration:** d10 melee rounds

Causes victims in a 20 ft cubed area with an individual BODY of 35 or less to have intense muscle spasms (and to shake uncontrollably) for d10 melee rounds. It causes d4 HP of damage per melee round of effect. All hand held objects are immediately dropped by the victim and the victim cannot hold anything until the duration ends. For each additional 1-mana put into this spell's initial casting, the spell may affect an opponent 5 BODY greater in size.

**FAST FREEZE – OP 1**

**Preq:** 16+ APT, 12+ MA  
**Mana:** 1                    **C:** 100                    **F:** 9  
**Range:** 100                    **M:** no                    **Area:** see below  
**TD:** 50<sup>note 1</sup>                    **Duration:** immediate

Creates a small zone of cold that is chill enough to quick freeze a small object (such as foodstuffs) no



more than 1-inch in diameter or inflict d4 HP of damage to a living creature.

### FIERY CONE {FELRIK'S} – OP 1

**Preq:** 17+ APT, 14+ MA, Trd Arcanalog  
**Mana:** 5                    **C:** 100                    **F:** 11  
**Range:** see below        **M:** no                    **Area:** see below  
**TD:** 75                    **Duration:** Immediate

Forms a cone of super hot, spark-filled air that extends from the caster's hands out to 10 ft away, 5 ft wide at its terminus. Dry grass and other dry flammables ignite instantly and insects and small beings of 5-BODY or less suffocate and die instantly. Larger creatures take d10+2 HP of damage.

### FIERY FLASH {FAFINGHAR'S} – OP 1

**Preq:** 15+ APT, 12+ MA  
**Mana:** 1                    **C:** 100                    **F:** 10  
**Range:** 0                    **M:** no                    **Area:** see below  
**TD:** 75                    **Duration:** Immediate

Forms a blinding white, flashbulb effect in a 30-ft radius. All within the area looking towards the source have a 50% chance of being flash blinded for d10 melee rounds with an additional d4 melee rounds afterward with watering and burning eyes, taking a -10 to all skills, DEF and saves. Those not looking directly at the flash source are not affected.

### FLARE {JIMATHON'S} – OP 1

**Preq:** 14+ APT, 12+ MA  
**Mana:** 1                    **C:** 100                    **F:** 8  
**Range:** 0                    **M:** no                    **Area:** see below  
**Duration:** see below

Forms an intensely bright, yellow-white "spark" to zip from the tip of the caster's middle finger (left hand). This spark moves at 300 ft per CF Count to a distance of 300 ft. There it "bursts" into a brilliant but utterly harmless cool radiance some 6 ft in diameter. The radiance casts the equivalent of 1/2 daylight in a 180 ft radius around itself. For an additional 60 ft beyond that, there is 1/4 daylight equivalent "glow". This heatless light will slowly drift downwards (it is usually shot straight up) at the rate of 30 ft per second. At the end of one melee round or if it hits a solid object, it immediately goes out. However, during the initial firing, out to 300 ft total distance, it can and does ricochet off of any solid/real surface.

### FOG CALL {BETHKYN'S} – OP 1

**Preq:** 14+ APT, 14+ MA, Trd Arcanalog  
**Mana:** 2                    **C:** 100                    **F:** 6  
**Range:** 120                    **M:** no                    **Area:** 60 ft cloud  
**TD:** 75                    **Duration:** see below  
Conjures an area of icy cold fog (visibility varies

widely but all within have Substantial Concealment). This fog requires d3 melee rounds to form and will last for 10 minutes or until "blown away".

### HANDS OF ENERVATION – OP 1

**Preq:** 16+ APT, 14+ MA, Trd Channel  
**Mana:** 3 (see below)        **C:** 98                    **F:** 9  
**Range:** touch                    **M:** Yes                    **Area:** self  
**TD:** 75                    **Duration:** see below

Wraps the caster's hands in an unnerving, sickly green aura. If the caster touches a living being's bare flesh, the spell will draw forth a portion of their life force, leeching away 1 ESS. Against a person in half armor or heavy clothes, figure only 50% of the time will a successful touch land on bare flesh. Very full armor, only a 30% chance exists you will touch bare flesh. The spell persists as long as the caster maintains it with a quickened action and expends 1 mana per melee round.

### INSTANT GRAB {JHERBAL'S} – OP 1

**Preq:** 12+ APT, 14+ MA, Prof Arcanalog  
**Mana:** 1 (see below)        **C:** 100                    **F:** 8  
**Range:** 10 (see below)        **M:** no                    **Area:** see below  
**Duration:** see below

Allows whomever it is cast upon to have an absolutely unbreakable grip (as far as is physically possible for each individual body) with one hand, for ten minutes. The mage can elect at the time of casting to increase the duration or range by 10 feet or 10 minutes per 1 additional mana point expended.

### LOCK JAW {SARDONYX'S} – OP 1

**Preq:** 16+ APT, 12+ MA, Prof Channel  
**Mana:** 1 (see below)        **C:** 100                    **F:** 8  
**Range:** 60                    **M:** no                    **Area:** see below  
**Duration:** see below

Cause a single target of 30 BODY or smaller to have his mouth spasm rigidly shut for one melee round. You can add to the BODY by 5 for every additional mana you put into the initial casting. A "reversal" or "cure" for this spell is easily done for the same mana point cost.

### MYSTIK DART {MOSHAERA'S} – OP 1

**Preq:** 16+ APT, 12+ MA, Trd Channel  
**Mana:** 2                    **C:** 94                    **F:** 7  
**Range:** 90                    **M:** no                    **Area:** 1 target  
**Duration:** immediate

Manipulates and converts mana into a burst of blue-white energy that flashes from the wizard's pointing finger and strikes for d6+11 HP damage.



# SPELLS

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### PROBABILITY TWISTS {PELLOQUE'S} – OP 1

**Preq:** 16+ APT, 14+ MA, Trd Arcanalogy  
**Mana:** 3 (see below) **C:** 100 **F:** 8  
**Range:** 0 **M:** no **Area:** self  
**TD:** 75 **Duration:** 1 minute

Form of low order probability manipulation and manifests as floating, shimmering spirals of light that twist and gyrate around the caster. A single spiral is always created but the caster can invoke additional twists by adding +2 to the previous mana cost and then combining the total mana. For example, to summon 3 twists would require: 3 (first), 3 +2 or 5 (second) and 5 + 2 or 7 (third) for a combined total of 3 + 5 + 7 or 15 mana. Any number can be called forth at the time of casting. Each probability twist will act defensively to intercept any attack, regardless of form, exerting its influence to reduce the potential damage of an attack by 5 HP. The probability twists will always react to attacks in the order they occur and will use as many probability twists as available to stop attacks. Thus, an 8 HP of damage attack would totally expend 2 probability twists and so would a 12 HP damage attack, though 2 HP of damage would still get through to hurt the caster.

### QUELL SOUND – OP 1

**Preq:** 16+ APT, 14+ MA, Trd Arcanalogy  
**Mana:** 5 **C:** 100 **F:** 7  
**Range:** touch **M:** no **Area:** see below  
**Duration:** 1 minute

Quells sounds made by the recipient, to include breathing, talking, their footsteps, the jingle of chain mail, etc. While they and their equipment are silenced, anything dropped or thrown may make noise normally. The spell only quiets the sounds made by the recipient or items in his possession. Things outside this cause noise like normal, such as bang pellets or creaky floorboards. Still, the spell adds a +50 bonus to Clandestine skill attempts to Hide or Move Covertly. If this spell is cast upon oneself, it requires a TD 75 to succeed.

### QUICKFLAME {JUNDRUNNE'S} – OP 1

**Preq:** 16+ APT, 12+ MA  
**Mana:** 1 **C:** 100 **F:** 6  
**Range:** 30 **M:** no **Area:** see below  
**TD:** 50 **Duration:** immediate

Create a small flame hot enough to ignite any dry, burnable object (such as dry wood or cloth.) or inflict d4 HP of damage. It affects a 1-inch cube area.

### REVERSAL {THURLDON'S} – OP 1

**Preq:** 16+ APT, 14+ MA, Trd Channel  
**Mana:** 3 (see below) **C:** 96 **F:** 8  
**Range:** 60 **M:** no **Area:** see below  
**Duration:** immediate

Causes any single being up to 40 BODY or smaller to immediately spin 180 degrees. For each additional mana point added to the initial spell casting, the mage can affect a +2 BODY larger target up to +1 ft further away.

### ROSY MIST OF REASON – OP 1

**Preq:** 14+ APT, 14+ MA  
**Mana:** 1 (see below) **C:** 97 **F:** 10  
**Range:** 0 **M:** Yes **Area:** self  
**TD:** 50<sup>note 2</sup> **Duration:** 1 minute

Conjures a 60 ft diameter cloud of rose-colored mist centered on the caster. This mist takes one full melee round to coalesce, but affects all REAS 1 or higher beings within its confines, including the caster! Those affected by the spell roll 2d10 and consult the following:

- 2 - 10 Very reasonable, willing to talk instead of fight, easy going, etc.
- 11 - 15 Very sleepy and lethargic; 90% chance they'll go to sleep!
- 16 - 19 Very confused and befuddled; unable to fight unless attacked, and even then only at a -20 penalty to ATK, skills and all actions, including any DEF, Save, etc.
- 20 Become berserk and enraged; see the berserk status

If the spell does not pierce a sentient being's MD they are unaffected. However, if they leave the cloud and then reenter, then they are considered "re-attacked" by the spell and the caster checks again against their MD.

### SHIELD {MULAI'D'S} – OP 1

**Preq:** 16+ APT, 14+ MA, Trd Channel  
**Mana:** 5 **C:** 100 **F:** 6  
**Range:** 0 **M:** no **Area:** self  
**TD:** 75 **Duration:** 5 minutes

Summons a shield of solid energy that attaches to the caster's arm (their choice), adding +30 DEF and +50 to Block attempts against all physical attacks. The shield is weightless and non-encumbering, visible only when it blocks an attack. If the shield absorbs more than a total of 50 HP damage, it winks out of existence. No more than 1 shield per arm/appendage is possible.



### SLOW DROP {DALEMON'S} – OP 1

**Preq:** 14+ APT, 12+ MA, Trd Channel  
**Mana:** 1 (see below) C: 100 F: 6  
**Range:** 60 M: no Area: see below  
**TD:** 50 **Duration:** 1 minute

Allows one single continuous target object/person of 200lbs or less to slow and safely fall. You can extend the duration of the spell by 1 minute by adding +1 mana when cast or at anytime during its duration.

### SLOWING TREAD {MULAI'D'S} – OP 1

**Preq:** 18+ APT, 14+ MA, Trd Arcanology  
**Mana:** 7 C: 99 F: 9  
**Range:** 60 M: no Area: see below  
**Duration:** 1 minute

Cause any single mobile object/creature up to 50 BODY to lose 5 CF every melee round for the duration. The spell effect is immediate. If they are slowed to zero or less, they are considered immobile.

### SPRIGGAN WIND – OP 1

**Preq:** 14+ APT, 14+ MA  
**Mana:** 2 (see below) C: 94 F: 8  
**Range:** 20 M: no Area: 1 target  
**Duration:** immediate

Calls forth a short, quick burst of wind that savagely slaps a target of 30 BODY or less and knocks them off balance. If it succeeds, the wind knocks the target prone in the space they were standing in. You can extend the BODY by 5 for every added mana you put into it.

### SWIFT SLAP {PENRYN'S} – OP 1

**Preq:** 14+ APT, 14+ MA, Trd Arcanology  
**Mana:** 3 (see below) C: 99 F: 4  
**Range:** 5 M: no Area: 1 target  
**Duration:** immediate

Manipulates & converts mana into a focused wave of concussive energy you can use to slap a target, striking for 2d4 HP damage. You can slap 1 additional target or slap a single target an additional time for every 15 skill ranks and by adding +3 mana to the spell.

### SWIFT SLEEP {SABALLA'S} – OP 1

**Preq:** 16+ APT, 16+ MA, Trd Channel  
**Mana:** 3 (see below) C: 100 F: 4  
**Range:** 30 M: no Area: see below  
**Duration:** 1 minute

Allows the mage to "put to sleep" any number of creatures with a combined BODY amount of 30 or less. You can extend the amount of BODY by 5 for every 2 mana points you put into it. A sleeper can be awakened as any normal sleeper can. Instantaneous in effect and no limit exists to the amount of mana that can be used or the size of the target it can affect.

### UNSEEN CATAPULT {CIARN'S} – OP 1

**Preq:** 16+ APT, 14+ MA, Trd Channel  
**Mana:** 3 C: 96 F: 8  
**Range:** see below M: no Area: see below  
**TD:** 75 **Duration:** immediate

Causes any single, 10 pound or less object touched to immediately move in a straight line along a path and distance of the caster's choosing to a max 30 feet. When the item reaches its chosen or max distance, the item drops straight down to the ground. If used offensively, a flying item does whatever its normal damage would be or d4+4 HP for 5 lb or less items and d8+5 for larger ones. When used in this fashion, the caster uses their casting skill against the target's DEF (not MD). The spell can only affect a single object; if the object touched is too heavy, it does little more than quiver.

### WIZARD DARK {LUNDGREN'S} – OP 1

**Preq:** 14+ APT, 16+ MA  
**Mana:** 2 (see below) C: 99 F: 9  
**Range:** 30 M: no Area: 15 ft-cube  
**TD:** 50 **Duration:** 1 minute

Causes an area 15 ft in diameter to become inky black and totally light absorbent. It can be increased in area by adding 1 mana point per each additional 5 ft to be created. Torches, Wizard Glows, etc. cannot be seen inside the area, nor can be the casting mage see out of it.

### WIZARD GLOW {FREI-BETH'S} – OP 1

**Preq:** 16+ APT, 16+ MA  
**Mana:** 1 C: 100 F: 11  
**Range:** 10 M: no Area: see below  
**TD:** 50 **Duration:** 1 minute

Cause any 1 specific object to glow with a pale blue glow (equivalent to 1/2 daylight in strength) that lights an area 30 ft in diameter. This can be anything, from a sword blade to a fingertip.

### WIZARD WINGS {VOORHING'S} – OP 1

**Preq:** 16+ APT, 16+ MA, Trd Channel  
**Mana:** 5 C: 98 F: 10  
**Range:** 10 M: Yes Area: see below  
**TD:** 75 **Duration:** see below

Conjures transparent and intangible wings that function like a hang glider, allowing the mage to glide for 30 ft for every 10 ft in height he moves forward. They persist for as long as the caster maintains a quickened action and expends 1 mana per melee round. The caster can support one-tenth their APT in different castings of this spell (e.g., an APT 40 mage could cast and support with a normal action 4 of these spells).



## OP 2

### ANTI-WEB AURA – OP 2

**Preq:** 19+ APT, 16+ MA, Trd Channel  
**Mana:** 8                    **C:** 100        **F:** 6  
**Range:** 0                    **M:** none    **Area:** self  
**TD:** 100                    **Duration:** see below

Mage renders his own body and all that he is wearing completely immune to webs (either magikal or natural) for 5 minutes. This means that the webs cannot stick to him and will thus slide off.

### APOSE – OP 2

**Preq:** 19+ APT, 16+ MA, Trd Arcanology  
**Mana:** 7 (see below)    **C:** 99        **F:** 10  
**Range:** 0                    **M:** none    **Area:** self  
**Duration:** see below

Imbues your shadow with power allowing it to come to life as a duplicate copy of you! You must state a condition for this to work, such as when you cast a spell, when you are hit or some other, specifying condition. When that condition is met, you form a duplicate of yourself. The base cost of the spell is 7 Mana and it will create 1 apposed copy of you for 1 minute. For every 3 Mana you invest you can add 1 additional minute to the duration. However, each duplicate beyond the 1st shadow copy drains 1 additional Mana from you to power its form. Your duplicate can simulate anything you can do and can act independently but are only a shadow copy and cannot inflict true harm, cast spells, and so on, no matter how realistically it attempts to do so. Additionally, should the same condition be met again, by you or your shadow, you will form another copy as noted above. Lastly, each shadow copy can only withstand 1 HP of damage. However, they are considered always have a +50 Dodge versus every physical, magikal or mental attack, even against ones that normally prevent a dodge and otherwise have no inherent defense. You (the original), however, do not gain these benefits and when the duration is over, all copies disappear immediately.

### AURA OF INNOCENCE – OP 2

**Preq:** 18+ APT, 14+ MA, Trd Arcanology, Trd Channel  
**Mana:** 5                    **C:** 99        **F:** 9  
**Range:** 10                    **M:** none    **Area:** see below  
**TD:** 100<sup>Note2</sup>                **Duration:** see below

Makes the target seem incapable of committing a criminal act, at least not for a culpable reason. Anyone within line of sight of the castor who normally would think them guilty or capable of the act, think the target is innocent unless they make a TD 100 EGO

check. If the person making the roll actually saw the target commit a crime or misdeed, then they make a TD 75 EGO check instead. The spell can be reversed to an Aura of Guilt which makes the target seem the most likely culprit for any misdeeds that come to light while the target is around. Those within line of sight must make a TD 100 EGO check to avoid assuming that the target is the guilty party unless they directly saw them not commit the misdeed or saw another party commit it instead. In that case, the roll is only a TD 75 EGO check.

### BITING GROUND {CHERLMAY'S} – OP 2

**Preq:** 24+ APT, 14+ MA, Trd Arcanology  
**Mana:** 9                    **C:** 99        **F:** 11  
**Range:** 0                    **M:** none    **Area:** see below  
**TD:** 75<sup>Note2</sup>                **Duration:** one minute

Conjures forth razor sharp, fang like spikes from the earth. The spikes are keen in point and edge, varying in height from 1 ft to 3 ft and fill a 15 ft circle around the castor. Any movement through this area inflicts d6+6 HP for every 5 ft traversed. Any being with 5 DR or less (natural or due to armor that covers the legs) has a 20% chance to suffer a Piercing critical hit for every 5 ft traversed as well. The castor is just as vulnerable to the spell as any other but a 1 ft radius around them is clear of the projecting spikes. If the spell is cast on uneven ground, it will follow the lay of the land out to 15 ft.

### BLIND SPOT {TIMAHARN'S} – OP 2

**Preq:** 22+ APT, 14+ MA, Trd Channel, Trd Arcanology  
**Mana:** 5                    **C:** 99        **F:** 10  
**Range:** 120                    **M:** none    **Area:** see below  
**Duration:** 2 minutes

Cause any single creature that relies upon optical sight to be totally unable to see him. This effect is regardless of any true seeing ability or device the victim might have.

### BUBBLE {CHERLMAY'S} – OP 2

**Preq:** 20+ APT, 14+ MA, Trd Arcanology  
**Mana:** 7                    **C:** 98        **F:** 11  
**Range:** 20                    **M:** none    **Area:** see below  
**Duration:** immediate

Evokes an instantaneous explosion of sound in any direction the wizard points. It does d20+2 HP of sonic damage within a 20 ft spherical radius. It also adds the same HP damage to a base value of 20 to see if it knocked any being in the area prone by comparing this value separately to each being in the affected area. If it matches or exceeds the victim's BODY, then it knocks them prone in the space they are standing in.



# SPELLS

# SPELLS



### DELAY PASSAGE – OP 2

**Preq:** 16+ APT, 14+ MA, Trd Arcanalogy  
**Mana:** 4                    **C:** 92            **F:** 6  
**Range:** 30                **M:** none        **Area:** see below  
**TD:** 75                    **Duration:** one minute

The spell temporarily magik locks doors, chests, windows, and just about anything else that can be opened. Such items cannot be opened or passed through unless the item or portal is broken or through magikal or psychic means that counters the spell.

### DISJOINT – OP 2

**Preq:** 16+ APT, 14+ MA, Trd Arcanalogy  
**Mana:** 5                    **C:** 99            **F:** 9  
**Range:** 10                **M:** none        **Area:** see below  
**TD:** 75                    **Duration:** one minute

Unravel knots, open doors, open locks, break a puzzle into its pieces and otherwise cause objects to separate from one another. It dispels the Delay Passage spell and any other magik or mind locking of OP 2 or less.

### FARSPEAKER {PHANCH'S} – OP 2

**Preq:** 18+ APT, 14+ MA, Trd Channel  
**Mana:** 2 (see below)    **C:** 100        **F:** 6  
**Range:** 30                **M:** none        **Area:** see below  
**TD:** 100                  **Duration:** 1 minute

The mage can utter a message of up to ten seconds duration which can be heard, exactly as whispered, spoken, hollered, etc., by anyone who would otherwise hear it, up to one mile distant. There must be a direct and unbroken line of sight between the mage and the recipient, or the range is but one tenth this. If the intended hearer is not visible, his exact location must be known and no obstruction greater than leaves and brush may obscure the way (Partial Concealment). Only the intended hearer will actually hear the mage's utterance; the intended hearer can be a magikal artifact responsive to voice commands. Each additional mana point used in this spell adds one mile to its range.

### FIRE BURST {AJAE'S} – OP 2

**Preq:** 20+ APT, 14+ MA, Trd Arcanalogy  
**Mana:** 4                    **C:** 98            **F:** 8  
**Range:** 60                **M:** none        **Area:** 1 target  
**Duration:** immediate

Creates a 3 ft diameter ball of flaming stuff that zips from the outstretched middle finger of the left hand. It does d8+10 HP of fire damage and d4 HP of fiery splash within a 5 ft cube radius. It burns to a fine grey dust within one CF count of impact.

### HANDS OF SERUNDJIN – OP 2

**Preq:** 24+ APT, 14+ MA, Trd Arcanalogy  
**Mana:** 6 (see below)    **C:** 99            **F:** 11  
**Range:** 0                    **M:** none        **Area:** see below  
**TD:** 75                    **Duration:** see below

Conjures forth softly glowing ethereal hands that drift and revolve around the caster. One hand is conjured forth from nothingness for every 5 skill ranks in this spell the mage attains. The hand (s) resembles the castor's own. A hand is immune to any physical and psychic damage and can withstand 12 HP of magik damage before being dispelled. The hand cannot be controlled and exist only to pluck missiles out of the air right before they would impact the castor. Each hand will handle a single missile equal in size to a javelin or spear or less but nothing larger. After a hand deals with a missile, it disappears. A hand will intercept a missile without regard to whether it would have hit the castor or missed; whether they castor could Dodge, Parry or perform any other action. Any missile the hands grab fall to the ground at the castor's feet. The spell will last at least one minute but can extended by one additional minute for every 4 mana added at the time of casting.

### HAWK FLIGHT {MORDEN'S} – OP 2

**Preq:** 20+ APT, 16+ MA, Trd Channel  
**Mana:** 10 (see below)    **C:** 100        **F:** 6  
**Range:** self                **M:** normal    **Area:** self  
**TD:** 100                  **Duration:** see below

Mage can fly at a speed of 75 ft per melee round and as a hawk the mage can hover, dive, turn, etc. The spell lasts for a base 2 minutes but can be extended by 2-minutes for every 4-mana added to the initial casting.

### HIGHLIFTER {XARF'S} – OP 2

**Preq:** 22+ APT, 14+ MA, Trd Channel  
**Mana:** 2                    **C:** 96            **F:** 13  
**Range:** 30                **M:** none        **Area:** see below  
**Duration:** see below

Said effect is to cause any aimed-at-target (man, beast, or object) to rise up into the air rapidly into the air. Its basic strength is enough to lift up to 60 BODY (which stays up for one melee round) 15 ft straight up. Each additional mana point used during the initial spell casting can either (mage's choice) extend the duration by two melee rounds or increase the range by another 30 FT.



### ICE BULLETS {AJAE'S} – OP 2

**Preq:** 20+ APT, 16+ MA, Trd Channel  
**Mana:** 5                    **C:** 98                    **F:** 9  
**Range:** 160                **M:** none                **Area:** see below  
**Duration:** immediate

This spell creates a 2-inch x 1-inch ice bullet to zip from the pointing index finger of the magician with sufficient force to do 2d6+12 HP of Bash damage. Each 10 ft of range past 10 ft reduces the damage by 2 HP. The number of bullets thus fired simultaneously (up to a maximum of 4) may be increased by adding the base Mana cost for each additional bullet into the spell. Thus a quadruple shot of ice bullets would have a Mana cost of 20. Roll each Ice Bullet separately.

### LARIAT {MYKE-EE'S} – OP 2

**Preq:** 18+ APT, 14+ MA, Trd Channel  
**Mana:** 4                    **C:** 98                    **F:** 8  
**Range:** 30                **M:** Yes                **Area:** see below  
**Duration:** see below

Castor makes a throwing motion at the culmination of the spell towards any target up to 13 ft in diameter and up to 30 ft distant. Instantly a “ghostly rope of silver-grey aspect” will arc towards the intended spot and loop over it wit the castor succeeds in their roll against the target’s MD. As it hits, it tightens down as a real lasso would and remains affixed to the target and to the caster’s hand. It will last for as long as the castor uses a normal action to maintain it. This rope cannot be cut by non-magikal means and has MR 10/PR 5 against magik and psychic attacks. It cannot be broken by beings of 50 BODY/20 STR or less! Any missed target or target over maximum diameter causes the rope to disappear.

### MIRROR {SKORZANDON'S} – OP 2

**Preq:** 20+ APT, 14+ MA, Trd Channel  
**Mana:** 2                    **C:** 100                    **F:** 9  
**Range:** 60                **M:** none                **Area:** see below  
**TD:** 75                    **Duration:** 1 minute

Conjures an insubstantial, but 100% effective, mirror between himself and any single opponent. This 10 ft by 15 ft mirror will thereafter maintain its place equidistant between the two, regardless of how either moves, for the entire one minute of its existence. For each additional mana point added to the initial spell casting the mage can cause the mirror to be either 5 ft larger in each direction or last an additional minute. It's strange trying to attack someone when all you can see is yourself!

### MYSTIK SHIELD {MOSHAERA'S} – OP 2

**Preq:** 19+ APT, 14+ MA, Trd Channel  
**Mana:** 7                    **C:** 100                    **F:** 6  
**Range:** 0                **M:** Yes                **Area:** self  
**TD:** 75                    **Duration:** see below

You create a 7 ft tall by 3 ft wide invisible concave shield that floats in front of you and moves to always face the direction you face. The shield covers your front, top and side flanks and provides 10 DR against attacks from these directions. It requires a quickened action to maintain the shield between you and foes.

### OUT-FIRE {PHANCH'S} – OP 2

**Preq:** 16+ APT, 12+ MA, Trd Channel  
**Mana:** 1                    **C:** 100                    **F:** 6  
**Range:** 30'                **M:** none                **Area:** see below  
**TD:** 75                    **Duration:** 1 minute

Instantly extinguish any flame of campfire size or less, 30 ft away, including mundane, magical, or psychic fires.

### PYBRA EYES – OP 2

**Preq:** 20+ APT, 16+ MA, Trd Channel  
**Mana:** 7                    **C:** 98                    **F:** 7  
**Range:** 0                **M:** none                **Area:** see below  
**TD:** 75                    **Duration:** see below

Conveys the ability to see in complete darkness with full clarity out to 180 ft, including color and details otherwise present when viewed in clear light. The spell can be applied by touch and will affect any single creature regardless of size. Pybra Eyes lasts one minute but you can add an additional minute for 1-mana if the spell is still ongoing.

### SHATTER HAND {DREOMUND'S} – OP 2

**Preq:** 20+ APT, 12+ MA, Trd Arcanology  
**Mana:** 4                    **C:** 100                    **F:** 10  
**Range:** 30                **M:** none                **Area:** see below  
**Duration:** immediate

Cause any single non-living or non-magically animated substance (i.e. wood, stone, glass, pottery, etc.) to shatter. The spell effects up to 1-inch cubed of stone, 1 ft cubed of wood or up to 3-ft cubed of pottery, glass, or other such frangible substances for every 5 skill ranks.

### SIMPLE LEVITATION {SKYLYN'S} – OP 2

**Preq:** 22+ APT, 14+ MA, Trd Channel, Trd Arcanology  
**Mana:** see below                **C:** 100                    **F:** 9  
**Range:** 0                **M:** none                **Area:** see below  
**TD:** 75                    **Duration:** 1 minute

For every single mana point put into this spell a mage can raise or lower himself at a speed of 30 ft per CF Action Count for one full minute.



### SLIPPERY FIELD {TOROZON'S} – OP 2

**Preq:** 24+ APT, 14+ MA, Trd Channel  
**Mana:** 2                    **C:** 100            **F:** 12  
**Range:** see below      **M:** none        **Area:** see below  
**TD:** 100                    **Duration:** 1 minute

Cause a 10ft x 10ft area to become totally frictionless. Nothing and no one can move across or stand upon this area without falling. The base range is 60ft, can be increased by 10ft per each additional single mana point put into the initial spell casting. Additional mana points can also increase the dimensions of the area affected by 5 ft each; e.g., for 3 mana more the mage could have a range of 90ft and for 3 more mana could affect a square area 25ft x 25ft (total cost would be 8 mana). Duration cannot be increased. This spell works as long as the TD is made by the mage and cannot be placed in an "attended" space.

### SPATIAL DELIQUESCE – OP 2

**Preq:** 20+ APT, 16+ MA, Trd Channel, Trd Arcanalogy  
**Mana:** 6                    **C:** 98            **F:** 6  
**Range:** 0                    **M:** Yes        **Area:** self  
**TD:** 100                    **Duration:** see below

Distorts and bends the air around the castor making him seem more transparent and wispy than otherwise, bestowing a +30 bonus to Clandestine skill checks to hide, conceal or otherwise disguise his form. The spell also provides a Partial Concealment (see *Battle and Melee*). The spell requires a quickened action each CF Action Count to maintain.

### SPEED-UP {JON'S} – OP 2

**Preq:** 19+ APT, 15+ MA, Trd Channel, Trd Arcanalogy  
**Mana:** 7                    **C:** 99            **F:** 15  
**Range:** touch            **M:** none        **Area:** 1 target  
**TD:** 75                    **Duration:** 1 minute

Essentially a "positive" variation of the "Slow" spell, the magik allows the mage to add +5 to CF. Hostile targets require you to make a Cast skill check against their MD. This spell does not stack with other magik that provides a bonus to CF, including itself.

### SWELLING THEWS {AJKEREON'S} – OP 2

**Preq:** 20+ APT, 16+ MA, Trd Arcanalogy  
**Mana:** 8                    **C:** 95            **F:** 11  
**Range:** 0                    **M:** none        **Area:** see below  
**Duration:** see below

Empowers a single creature with great strength, adding a +20 bonus to their BODY to determine damage. The spell can be applied by touch and will affect any single creature regardless of size. The spell lasts 1 minute but you can add an additional minute

for 1-mana if the spell is still ongoing. This spell does not stack with other magik that provides a bonus to BODY, including itself.

### TARANTELLA {DUNKLEMEYER'S} – OP 2

**Preq:** 22+ APT, 16+ MA, Trd Channel, Bone Shaker [spell]  
**Mana:** 4                    **C:** 97            **F:** 13  
**Range:** 0                    **M:** Yes        **Area:** 15 ft radius  
**Duration:** see below

Affect sentient beings within a 15 ft radius of the caster to dance, whirl and uncontrollably gyrate with wild abandon for as long as the mage maintains the spell with a normal action. Those affected cannot stop until the time is done and will then collapse in an exhausted heap minute for minute that they danced. While affected, victims will move in random directions. The mage must be able to maintain sight on each target affected or the spell is broken for that target.

### WEB STRANDS – OP 2

**Preq:** 22+ APT, 14+ MA, Trd Channel, Trd Arcanalogy  
**Mana:** 8                    **C:** 100          **F:** 11  
**Range:** 30 ft            **M:** none        **Area:** see below  
**TD:** 75                    **Duration:** 1 minute

Fills an area within sight with four 10 ft cubes of sticky, web-like strands to entangle, entrap and hold any creature(s). Each 10-ft cube will hold a total of 50 BODY. If the web strands are not attached to something solid to anchor, they become a formless mass of sticky webbing. A cube of web stands counts as Partial Concealment for anything trapped within if 26 BODY or higher and complete Concealment for smaller BODY ranges. Each 10 ft cube is a dense mass of strands and prevents vision through the area it is cast upon. The web strands are DR 10 and 20 HP per 10 ft cube.

### WIZARDLY WINDOW {GORBACH'S} – OP 2

**Preq:** 24+ APT, 20+ MA, Trd Channel, Trd Arcanalogy  
**Mana:** see below      **C:** 100          **F:** 11  
**Range:** touch            **M:** none        **Area:** see below  
**TD:** 75                    **Duration:** 1 minute

For each 1 Mana point expended the mage can cause 1 ft squared of iron, 3 ft squared of stone, or 7 ft squared of wood to become totally transparent and as clear as glass. This effect lasts one full minute and then fades away with no harm to the affected substance. The thickness of such substances can be 1-inch, 3-inches, and 12-inches respectively. Please note that even though transparent, the substance thus affected still has all its normal properties.



### WONDRIOUS WEB {QUARZALLA'S} - OP 2

**Preq:** 22+ APT, 16+ MA, Trd Channel, Trd Arcanalogy, Trenkole's Basic Web [spell]  
**Mana:** 5                    **C:** 100            **F:** 9  
**Range:** 45                **M:** none        **Area:** see below  
**TD:** 100                 **Duration:** see below

Causes an area from 3 ft to 15 ft in diameter, size chosen by the mage at casting. This area then becomes specially imbued with magik. When interacted with in a way defined by the caster, it activates, forming a 10 ft cube of webbing as outlined in Trenkole's Basic Web spell over one melee round period of time.



#### OP 3

### ABYSMAL ITCH {ANGBORN'S} - OP 3

**Preq:** 26+ APT, 18+ MA, Exp Channel, Trd Arcanalogy  
**Mana:** 10                    **C:** 97            **F:** 10  
**Range:** 90                **M:** none        **Area:** 30 ft circle  
**Duration:** see below

Fills an area with a sparkling, buzzing, red glow affecting all beings of 50 BODY or smaller within this area. Affected beings whose MD is overcome are afflicted with a horrible itching red rash. The rash will cause them to practically "go mad" scratching, biting, twitching and becoming absolutely incapacitated for 1 full minute. Additionally, all sentient beings must make a TD 100 MA check or they are residually affected for another 9 full minutes, acting as if they were Unsettled. Non-sentient types are only residually affected for an additional single minute.

### ADVANCED LOCK JAW {SARDONYX'} - OP 3

**Preq:** 20+ APT, 20+ MA, Trd Arcanalogy, Exp Channel  
**Mana:** 6                    **C:** 94            **F:** 9  
**Range:** 30                **M:** none        **Area:** see below  
**Duration:** see below

Affects any single target up to 55 BODY in size. If it succeeds the victim has its jaws spasmodically locked rigidly shut for 10 melee rounds. All up to 75 BODY are "lock jawed" for one melee round. For each additional one mana the mage puts into the spell, another 10 ft in range can be added. You can extend the amount of BODY by 5 for every 2 mana you put into it. A "reversal" or "cure" for this spell is easily done for the same Mana point cost.



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### AIRY ARMOR {ENZIQUAL'S} - OP 3

**Preq:** 24+ APT, 20+ MA, Exp Channel, Exp Arcanalogy  
**Mana:** 12                    **C:** 97            **F:** 8  
**Range:** 0                 **M:** Yes        **Area:** self  
**TD:** 125                 **Duration:** 1 minute

The air around you seems alive with small sparks and an electrical hum. Attacks directed at you seem to curve barely out of the way or just miss a lot more than often. The spell adds +75 DEF and +10 Dodge. It requires a quickened action and 1 Mana per CF Action Count to maintain the armor.

### BACKWARD BLAST {MORDEN'S} - OP 3

**Preq:** 22+ APT, 20+ MA, Exp Arcanalogy, Exp Channel  
**Mana:** 14                    **C:** 85            **F:** 13  
**Range:** 60                **M:** none        **Area:** see below  
**Duration:** see below

Causes the synapses of one victim of BODY 55 or less to become "reversed" for ten full minutes! A "reversed" person will do everything in reverse order (that is if they try to sit down, they'll stand up, or they try to speak, all their words are spoken in reverse order, etc.). Adding 2 Mana to the spell's initial cost will allow you to add 5 ft more range. You can also add 4 Mana for one minute of extra duration.

### BLINDING BLIZZARD {ARCHOM'S} - OP 3

**Preq:** 26+ APT, 20+ MA, Exp Channel, Exp Arcanalogy  
**Mana:** 12                    **C:** 95 **F:** 13  
**Range:** 60                **M:** none        **Area:** 20 ft sq  
**TD:** 100                 **Duration:** see below

Creates an area of "intense" snowstorm, -120°F in temperature. The snowstorm comes into being after an 11-20 CF Count delay (extends into the next melee round if needed) and has a visibility of d10 ft within its confines, providing Full Concealment for beings beyond line of sight and Partial Concealment for those within d10'. The blizzard lasts for one full minute of time. The duration may be extended at the rate of one minute for each 5 additional mana points applied when cast. All within its area of effect suffer d10 HP damage each melee round, and all creatures up to 25 BODY in size will be knocked down and stunned for d3 melee rounds.

### DANCING AXE OF DONDURA{MINDAN'S}- OP 3

**Preq:** 24+ APT, 22+ MA, Exp Arcanalogy  
**Mana:** 11                    **C:** 100            **F:** 16  
**Range:** 20                **M:** none        **Area:** see below  
**Duration:** see below



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Calls forth a real and very solid battle axe that the caster can wield using their skill ranks with their spell as their ability to hit an opponent's DEF, using the castor's MA for CF. It can be "wielded" by the mage for 3 melee rounds so long as he uses a quickened action every CF Action Count to "concentrate" on it. Lose that concentration and the axe will fade away. As the axe is real it can be parried and fought against just as any real weapon. The duration may be increased one melee round by adding 1 mana and the radius increased by 5 ft per additional 1 mana put into its initial conjuration.

**ELECTRIC LEGERITY {ENZIQUAL'S} – OP 3**

**Preq:** 24+ APT, 20+ MA, Exp Channel, Trd Arcanalogy

**Mana:** 9                    **C:** 99 **F:** 9  
**Range:** touch            **M:** none    **Area:** 1 target  
**TD:** 100                    **Duration:** 1 minute

Instills in the touched being a powerful excitement of energy that suffuses the physical tissues with powerful static electricity that puffs out clothes, stands up hair, and fills the air with slight crackling. The spell doubles a person's normal movement but the side effects are you "must" use the energy and move this new doubled movement rate for the duration. You can move this new distance with just a quickened action but are considered to be "charging" the entire time. Any contact with a dischargeable surface or a person releases d4+2 HP of damage. If you don't move for any reason or don't use the energy to move you take 2d4+4 HP damage. Any skill that depends on REAS and the Meditation skill are at a -30 penalty while under the effects of this spell.

**FIRE LASH {MAD LUPE'S} – OP 3**

**Preq:** 24+ APT, 18+ MA, Exp Channel, Quickflame (spell)

**Mana:** 7 (see below)    **C:** 95            **F:** 7  
**Range:** 0                    **M:** Yes        **Area:** see below  
**Duration:** see below

Create a lash of flame anchored to your hand and used like a whip. The fiery lash is 9 ft long and can extend out to 30 ft to hit a target. The whip is a physical attack but you use your skill ranks in the spell to attack with the whip, striking against a person's DEF, not MD. All hit by it suffer 2d4+10 of fire and 2d4+5 bash damage. Each strike has a 75% of lighting anything flammable on fire. The spell requires a quickened action every CF Action Count and 1 mana to maintain or it flickers out.

**FLASH POINT {SKORN'S} – OP 3**

**Preq:** 28+ APT, 16+ MA, Exp Channel, Exp Arcanalogy

**Mana:** 18                    **C:** 95 **F:** 9  
**Range:** 120                **M:** none        **Area:** 20 ft sq  
**Duration:** immediate

The mage causes an area to superheat instantaneously to 1,800°F, burning all in the area for 3d20+40 HP damage. Anything combustible, of course, ignites (reaches its flash point) and also burns.

**FOG BOLT {TALAHUR'S} – OP 3**

**Preq:** 24+ APT, 20+ MA, Spec Channel  
**Mana:** 22                    **C:** 92            **F:** 9  
**Range:** 120                **M:** none        **Area:** see below  
**Duration:** see below

Causes a 20 ft diameter area to drop instantly to near absolute-zero temperatures, freezing all in the area for 4d10+20 HP damage per melee round of duration. The spell lasts d3 melee rounds and those who succeed in a TD 150 Shock Save take half damage. It leaves tendrils of misty grey fog in its wake, hence the name.

**GAS BARRIER – OP 3**

**Preq:** 26+ APT, 18+ MA, Exp Channel, Trd Arcanalogy  
**Mana:** 5                    **C:** 97 **F:** 9  
**Range:** see below        **M:** Yes        **Area:** see below  
**Duration:** see below

Creates a transparent barrier that will block the passage of all types of gas and vapors in both directions. It can be created as close as next to the skin or out to a maximum of a 10 ft circle. The castor chooses its area when cast. While it stops gas and vapors, denser objects, including fluids and dust, can freely cross, as can containers and non-gaseous beings. Gaseous beings are stopped as equally as any vapor or gas. Gas Barrier requires a quickened action to maintain every CF Action Count or the barrier fails.

**HEAVY HELPER {HILDEGARDE'S} – OP 3**

**Preq:** 24+ APT, 16+ MA, Exp Arcanalogy  
**Mana:** 10                    **C:** 100          **F:** 10  
**Range:** see below        **M:** none        **Area:** see below  
**TD:** 125                    **Duration:** immediate (see below)

Conjures up to 10 ft cubed of wet or dry (mage's choice) sand. The conjuration point is either 15 ft distant and 5 ft in height or 5 ft distant and 15 ft in height. The sand, once conjured, is there forever (or until physically removed). The sand is not a magical attack but physical and must be Dodged to be avoided. Otherwise, all 30 BODY or smaller beings in the area hit will be knocked down and temporarily buried (d3 melee rounds) by the sand. Those struck suffer only d6 HP from the impact and are knocked prone if 60 BODY or less.



**SPELLS**

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### HEIGHTENED AWARENESS{HARGALON'S}-OP 3

**Preq:** 24+ APT, 22+ MA, Exp Arcanalogy

**Mana:** 16            **C:** 99 **F:** 9

**Range:** 0            **M:** none    **Area:** see below

**TD:** 100            **Duration:** see below

Heightens all of the spell caster's physical senses. It does this by doubling said individual's ability to hear, see, smell, taste, and feel. It will also increase other such "senses" as he may have naturally by +50% (i.e. "sixth sense" and so on). Duration is one full hour.

### INSTANT IDLENESS - OP 3

**Preq:** 22+ APT, 20+ MA, Exp Arcanalogy, Exp Channel

**Mana:** 8            **C:** 93            **F:** 11

**Range:** 60            **M:** none    **Area:** see below

**Duration:** see below

Causes a 30 ft diameter area to become lit as if by twilight. All sentient beings in the area who succumb to the spell will immediately become totally unable to do anything except sit (or lie down) and contemplate the beauty of life, and to watch the wondrous world go by. They will remain thus for so long as they are not attacked or otherwise "hassled" for one full minute. The range may be increased by 10 ft, the area affected by an additional 5 ft in diameter and the duration by one minute per each added 5 mana used in the initial spell.

### LIGHTNING STRIKE {CENJEN'S} - OP 3

**Preq:** 26+ APT, 16+ MA, Exp Channel

**Mana:** 9            **C:** 91 **F:** 15

**Range:** 60'            **M:** none    **Area:** 1 target

**Duration:** immediate

Cause a lightning arc to leap from his fingertip to any single visible target. Victim suffers d10+20 HP of electrical damage. All 70 BODY or less are knocked down and then Staggered for d10 melee rounds.

### MAGNETISM - OP 3

**Preq:** 24+ APT, 20+ MA, Exp Channel, Medium [Channel]

**Mana:** 10 (see below) **C:** 96 **F:** 14

**Range:** touch            **M:** none    **Area:** see below

**TD:** 125            **Duration:** 1 minute

A touched metal object becomes magnetic. At its basic strength, it will exert a pull equal to 10 STR/20 BODY up to 2 ft away. If the pull is greater than your STR it pulls the metallic item attracted out of your grip. If more than 50% of your entire form is metal or encase in metal (such as armor) then compare BODY against BODY. In cases where the magnetized item is not anchored it will move to the largest metallic object in range.

The strength of the magnetism and its footprint can be increased by adding Mana. Every 2-Mana you add to the spell adds +1 STR/+2 BODY to the strength of the magnetism. You can also add 5-Mana to the spell to increase the footprint by +1'.

You can reverse this spell for the opposite effect as well, causing metallic objects to repulse one another.

### MANA SHIELD {MULAI'D'S} - OP 3

**Preq:** 24+ APT, 20+ MA, Exp Channel, Overchannel [Channel]

**Mana:** 1            **C:** 97            **F:** 7

**Range:** 0            **M:** none    **Area:** self

**Duration:** one minute

Requires but 1-mana to call and allows the caster to use mana to absorb physical damage. If the spell is in effect it automatically absorbs the physical damage to the limits of the castor's mana pool. The spell has no effect against magik or psychic damage inflicted. The caster is considered to be channeling this mana to make the spell function and the amount of mana channeled counts against their maximum channel potential.

### PRESSURE WAVE {ROA-AAD'S} - OP 3

**Preq:** 22+ APT, 20+ MA, Exp Arcanalogy, Exp Channel

**Mana:** 8            **C:** 99            **F:** 11

**Range:** 60            **M:** none    **Area:** see below

**Duration:** see below

Causes an "expanding wave of air pressure" to emerge from the palm of his outstretched hand. Said (invisible) "wave" will be 3 ft wide by 1 ft high at 3 ft range from the mage, and increase in its width and height by 18" and 6" respectively every additional 3 ft that it travels to its maximum size of 39 ft by 13 ft high at its full 75 ft range. Please note that it will expand its height downward at first until the floor/ground level is reached, thereafter building upwards. Thus after it has traveled approximately 12 ft from the caster there will be no gap between the ground and the rapidly moving wall. Before this, of course, there will be an ever increasing gap the closer you get to the castor.

The wall of "solid air" moves at 10 ft per CF count so it will have reached its maximum range in but 8 CF counts. This "wall of air" has an impact force sufficiently strong to cause 2d6+2 HP of damage to everything it strikes during its expansion to full size. It will also knock down anything up to 40 BODY it strikes to a total weight of 1000 BODY. The pressure wave will batter, then flow around large/heavier/more solid objects, instantly reforming



once it's past (and never slowing down). Objects of 20 BODY or less will be rolled and bowled right along with the pressure wave and will take d6 HP of extra damage per each 10 ft thus rolled and buffeted along.

The pressure wave will conform to any solid area of a size less than itself (i.e. dungeon hallways and so on), with no detriment to its overall effect. Note, however, that if it strikes a solid wall and can go no further before its full expansion/range has been reached, then it will reverse direction straight back along its original axis of approach.

### RESIST GRAVITY - OP 3

**Preq:** 22+ APT, 18+ MA, Exp Channel, Trd Arcanalogy

**Mana:** 9                    **C:** 94   **F:** 11

**Range:** touch            **M:** none    **Area:** see below

**TD:** 125<sup>Note1</sup>            **Duration:** see below

The castor or any single being of 40 BODY or less touched becomes incredibly light and does not feel the effects of gravity completely. If used in an area of 2 times the gravity norm or less, it negates any gravity penalties and does not provide the bonuses that follow. If used in greater gravities, it lowers the penalties accordingly.

Otherwise, in gravity norm the spell allows the target to fall distances 100 ft or less without damage, the ability to jump double normal amounts and adds a +20 bonus to Acrobatic skill checks and a +20 bonus to Climb or Jump skill checks made with the Athletics skill.

### SCREAM OF THE BEAN SIDHE - OP 3

**Preq:** 30+ APT, 20+ MA, Spec Channel, Exp Arcanalogy

**Mana:** 21 (see below)    **C:** 100    **F:** 17

**Range:** 0                    **M:** none    **Area:** see below

**Duration:** immediate

The castor can open his mouth and literally scream out a sonic cone of destruction. The cone damages all creatures in the cone with 4d6+6 HP of sound and vibration damage, applied in full to all those it strikes. The destructive power can be increased by adding an extra 10 mana points for each 2d6+3 HP added sonic damage. Any living creature struck by it that suffers at least 20% of its base HP in damage will be Flattened for 2d10 melee rounds if they fail a TD 125 Shock save.

This spell causes the mage's vocal cords to perform far beyond their normal limits. Thus, each time it is used there is a 2% chance that the mage's voice will be permanently lost. This is increased by 5% each additional time it is used in any 10 hour

period and by 3% for each application of extra destructive power put into it. Regardless, after it has been used, a wizard cannot speak beyond a rasping croak for d20 melee rounds. After his voice returns, there will still be a +1% magical fumble chance while using any magik for the next two hours.

### SECOND SKIN {RINJIN'S} - OP 3

**Preq:** 20+ APT, 16+ MA, Exp Arcanalogy

**Mana:** 15                    **C:** 98        **F:** 10

**Range:** 20                    **M:** none    **Area:** see below

**Duration:** one minute

Clothes the target in a thick cloying powder as long as they are 50 BODY or less. The coating of power can be of any color and consistency the caster desires and provides DR 12 against attacks while preventing physical contact by anything, to include biting insects, weather effects such as hail and contact poisons. When the spell is cast you can increase the amount of DR by 1 for every 10 Mana you add. You can also add one minute to the duration for every 2 Mana you add to the spell.

### SHEPHERDING URGE - OP 3

**Preq:** 22+ APT, 18+ MA, Exp Channel

**Mana:** 8                    **C:** 95        **F:** 9

**Range:** touch            **M:** Yes      **Area:** see below

**TD:** 125<sup>Note1</sup>            **Duration:** see below

Mimics picking up an object without actually doing so and for so long as he uses a normal action and 1-mana to maintain it, the object floats through the air following the motions the castor makes with his hands. There is no weight or size limit to this spell but the object must be one the castor can feasibly pick up physically in his original form.

### SINGING STAR {JAHK'S} - OP 3

**Preq:** 24+ APT, 22+ MA, Exp Arcanalogy

**Mana:** 18                    **C:** 100      **F:** 11

**Range:** 60                    **M:** none    **Area:** see below

**Duration:** one minute (see below)

It causes a 2-ft diameter golden glowing six pointed star to appear. This star casts a bright golden glow around itself in a 15 ft radius and is accompanied by the sound of heavenly choirs. All sentient beings of REAS 3 or higher in this glow who succumb to the spell will become totally mesmerized for the entire one minute duration of the star's existence. They will simply stand there staring in wonder, totally incapable of doing anything else. It has absolutely no effect on non-sentient creatures. The duration may be increased one full minute by adding 1 mana and the radius increased by 5 ft per additional 1 mana put into its initial conjuration.



### ULTRA RAPID TRANSIT {RYDLYND'S} – OP 3

**Preq:** 24+ APT, 22+ MA, Exp Arcanalogy, Exp Channel

**Mana:** see below      **C:** 95      **F:** 15  
**Range:** 90      **M:** none      **Area:** see below  
**Duration:** see below

For each 4 mana points pumped into this spell when cast a mage can cause himself or any other single being or object to move at ten times its normal speed for one full minute. For each minute thus moved, all living beings must rest completely (i.e. no movement at all) for three full minutes. Note also that this spell is highly dangerous to use and for living beings each minute of effect undergone there is a cumulative 3% chance of "bursting one's heart unto death." For machines and other such non-living motile objects under this magikal effect, each minute has a 5% cumulative "breakdown" and "vibrate unto destruction" chance.

### WATER SKIMMING {GUERNDON'S} – OP 3

**Preq:** 22+ APT, 18+ MA, Trd Channel, Exp Arcanalogy

**Mana:** 7      **C:** 97      **F:** 11  
**Range:** 0      **M:** Yes      **Area:** 20 ft sq  
**TD:** 100      **Duration:** see below

Allows a person to skim across water as if he were a water skier! The speed is 200 ft per CF Count and lasts for one minute base with a quickened action required every CF Action Count to maintain it. Every melee thereafter requires another 1 mana to maintain the spell. This spell is fairly hard on bare feet and quite destructive to sandals, felt slippers and so on, boots being highly recommended! Also, a lot of practice is recommended since, just like a novice skier, the novice user of this spell is liable to fall down a lot, even though he'll keep moving right along at the same speed, and in that case might want to seriously consider holding his breath until he can get the spell stopped.

### WITCHFIRE {WICKED WHANDA'S} – OP 3

**Preq:** 28+ APT, 20+ MA, Exp Channel, Exp Arcanalogy

**Mana:** 17 (see below)      **C:** 95      **F:** 13  
**Range:** 30      **M:** none      **Area:** see below  
**Duration:** see below

Evokes a "whistling blue flame" that erupts and spirals out from his outstretched index fingertip. The flame itself is but 6 inches in diameter but the cone-shaped spiral has a width of 15 ft at the end of its 60 ft length. The flames cause d12+18 HP of damage and will paralyze any being 25 BODY or smaller for d10 minutes. Each additional three (+3) mana points

expended in this spell will add +3 HP of damage and +3 BODY to the size of those it will paralyze.



### OP 4

### BALL LIGHTNING {MOONWOLF'S} – OP 4

**Preq:** 30+ APT, 24+ MA, Spec Channel, Spell Piercing [Cast]

**Mana:** 22 (see below)      **C:** 94      **F:** 13  
**Range:** 100      **M:** none      **Area:** see below  
**Duration:** see below

Shoots 1-5 (caster's choice) balls of lightning from the fingers and thumb. A single ball lightning is 6 inches in diameter; a pair would be 3 inches each, and so on. The base damage for the single ball would be 5d6+15 HP (in a five ball spread they would be d6+3 HP each). These balls zip forward at a speed of 30 ft per CF Count and will ricochet off of any non-living object they strike (losing 1-HP potency each time). They also ricochet off living targets as well, but each time they lose half their potency (into the creature hit). The ricochet directions are always random and up to the GM. Every 4-mana points used in the initial casting can add either 1 more ball or add d6+3 HP to base power. Note that no more than ten such balls can be used though the max base power can be raised to any height.

### BLACK SLEEP – OP 4

**Preq:** 26+ APT, 24+ MA, Exp Channel, Exp Arcanalogy, Saballa's Swift Sleep [Spell]

**Mana:** see below      **C:** 100      **F:** 11  
**Range:** 60      **M:** none      **Area:** see below  
**Duration:** see below

The effects are immediate and cause the victim to become so deeply asleep as to be unwakeable by anything other than an "Awake" spell. The victim will literally remain asleep through fire, flood, or being eaten alive, etc. and if left alone the sleeper will eventually starve to death.

The 8-Mana expenditure will affect living creatures up to 25 BODY in size. For each 5 BODY greater, an additional 2-mana is required. This form of magik has no effect upon Dragons, Demonkind, Undead, Elves, Deodanths, Faerie, or Phraints.



# SPELLS

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#### DEE-HOPPER {TRITARRA'S} – OP 4

**Preq:** 30+ APT, 24+ MA, Spec Channel, Medium [Channel], Exp Arcanology

**Mana:** see below    **C:** 100    **F:** 14

**Range:** 0    **M:** none    **Area:** see below

**TD:** 75 (see below)    **Duration:** see below

Provides an instant dimension port equal to half the castor's APT in feet distance. A single hop costs only 3-mana and requires a TD 75. However, series of such hops can be linked together. Each additional hop adds 4-mana and +15 to the cast TD. Thus, 3 hops would cost 11-mana and require a TD 105, but you could hop half your APT in feet on the first, and the same again on the second and third jumps. Lesser distance can be traveled, if desired and any number of hops can be linked. The hopper reappears for 1 CF count at each intermediate location. While there is no miss factor with these hops, each one does cause the loud bang associated with all teleports: POW! POW! POW!

#### DISAPPEARANCE {MORGAULT'S} – OP 4

**Preq:** 30+ APT, 24+ MA, Exp Channel, Exp Arcanology, Medium [Channel]

**Mana:** 16    **C:** 100    **F:** 9

**Range:** 0    **M:** none    **Area:** see below

**TD:** 150    **Duration:** see below

The castor or any target of 35-BODY or less can become invisible to all vision for five minutes. The duration can be extended in 1-minute increments by adding 2-mana points to the initial spell casting. The size of the target can be increased in 5-BODY increments by adding 4-mana to the initial spell casting. Attacks or actions made while invisible do not end the spell or disrupt the cloaking from sight. While the spell renders the target invisible to others, the target of the magik sees itself normally. The invisibility can be placed on any target being or object, as long as it is within the size limitations of the spell.

#### DOOM FIRE {DAVALON'S} – OP 4

**Preq:** 28+ APT, 22+ MA, Spec Arcanology, Exp Channel

**Mana:** 18 (see below)    **C:** 95    **F:** 13

**Range:** 0    **M:** none    **Area:** see below

**Duration:** immediate

Creates a hissing and roaring tongue of green flame that erupts from the outstretched index fingertip of the castor. The roaring tongue of flame is 2 ft wide and will extend out to 60 ft to strike a target. If the spell is successful, it inflicts 2d6+24 HP of damage and hits the victim with a 125 Fear attack, which will force them to flee in terror for d6 melee rounds. The spell's power can be increased to add an extra d4+6

HP of damage by adding mana in 3-Mana increments at the time of casting.

#### EMERGENCY DISPLACEMENT {HARWYN'S}—OP 4

**Preq:** 28+ APT, 24+ MA, Spec Channel, Spec Arcanology

**Mana:** 8    **C:** 95    **F:** 13

**Range:** 0    **M:** none    **Area:** see below

**TD:** 100    **Duration:** see below

Dimension-port the castor (only) in a random east or west direction d20 feet. If an east-west direction is physically impossible, the "D-Port" will be in a vertical line, straight up. Should that direction be impossible as well, the mage will "D-Port" d100 miles at random) including up or down) at the GM's discretion. This spell is also called "Dee Blipping", "Dee Blinking", and "I'm Gone!" The spell is (for obvious reasons) dangerous to use but has little mana cost and is fairly well known among Arduinian mages. Its functional parameters cannot be altered in any manner. Please note, this spell will not "D-Port" the mage inside of any solid object except in the cast of the random 1D100 mile "Dee Blip."

#### FIERY ENCLOSURE {FALTAN'S} – OP 4

**Preq:** 30+ APT, 22+ MA, Spec Channel, Power Efficiency [Channel]

**Mana:** 12    **C:** 99    **F:** 11

**Range:** 90    **M:** Yes    **Area:** see below

**TD:** see below    **Duration:** see below

Calls forth a cubed enclosure of fire centered on the target location. The enclosure can be solid or with bars like a cage and can be of any size between 5 and 10 ft when conjured forth. If centered on a solid surface, the fiery enclosure surrounds the target on all sides except the solid one. If the target is in air or not on a solid surface, it forms a complete fiery cube. If a cage form is chosen, the bars cannot be separated by more than 1 ft max.

The enclosure is made purely of smokeless near liquid flame and emits great heat either inward or outward, the selection made when the spell is cast. Those within 10 ft of the enclosure's walls/bars take d6 burn damage every 5 CF Counts. Anyone actually touching the enclosure takes 5d6 HP fire damage per CF Count. Attempting to move through the enclosure inflicts 8d6 HP fire damage.

Any portion completely doused in water will be snuffed out for 2d10 CF Counts, but will spring back afterward. The spell lasts only 1 minute but can be extended in 1-minute increments by adding 4-mana to the spell at the time of casting. If used defensively, the spell requires on at TD 100 to cast. Otherwise, apply the spell against the target's MD.



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### GHOST WIND {CHARONARD'S} – OP 4

**Preq:** 30+ APT, 22+ MA, Exp Arcanalogy, Spec Channel

**Mana:** 6 (see below) **C:** 96 **F:** 11

**Range:** 90 **M:** none **Area:** see below

**TD:** 125 **Duration:** see below

Conjures forth a wind out of nothingness so powerful it will bowl over all in its path up to 30 BODY in size. The wind is controlled by the castor and can cover an area 120 ft long by 30 ft wide by 20 ft high starting from his outstretched hands. Normally the spell only lasts one melee round plus an additional melee round for every 2-mana added at the time of casting. It blows gas clouds, fog, and such like away immediately.

### GROUND CHANNEL – OP 4

**Preq:** 30+ APT, 22+ MA, Exp Arcanalogy, Spec Channel

**Mana:** 14 **C:** 100 **F:** 7

**Range:** 30 **M:** none **Area:** see below

**Duration:** 1 minute

Targets a being and forms a coiling sinuous invisible link to the earth, in effect, creating a ground, immediately neutralizing 10% of the affected being's store of mana or psi, should they channel power while affected by the spell. This 10% loss occurs each time they attempt to channel while this magik is still in effect.

### HELLFIRE {HARAAG'S} – OP 4

**Preq:** 30+ APT, 22+ MA, Spec Channel, Medium [Channel]

**Mana:** 17 (see below) **C:** 95 **F:** 13

**Range:** 120 **M:** none **Area:** see below

**Duration:** immediate

Target any single target within range up to a max of 40 BODY, causing them to burst into soul-searing black flames, burning to death from the inside out! These flames feed upon the life force of the victim and burn at a rate of  $2d4+8$  HP damage and 1 ESS per melee round, starting on the CF Count the spell takes effect. As long there is ESS left in the target they will continue to burn. While on fire, victims of this terrible magik writhe and scream horribly, totally unable to do anything else because of the awesome pain involved! The only known way to extinguish it, once it starts, is by totally immersing (for one full minute) the victim in Holy Water, blessed Sacramental Wine, or other such "holy" liquid. Even then there is only a 20% chance it can be put out, rolled for each melee round of immersion. The size of the target affected may be increased by up to 5 BODY for each 5-mana points added in the initial

casting. This spell is commonly referred to as the Flames of Doom.



### INSTANT PARALYSIS {TARNHELM'S} – OP 4

**Preq:** 28+ APT, 22+ MA, Exp Arcanalogy, Spec Channel

**Mana:** 8 **C:** 96 **F:** 15

**Range:** see below **M:** none **Area:** see below

**Duration:** see below

Forms a fan-shaped ray of brilliant purple light 30 ft long by 15 ft wide by 2 ft thick. All beings up to 40 BODY in total size it strikes are paralyzed rigidly for d100 melee rounds. Beings missed by the spell but still in the spell's area of effect at -5 CF until they leave it. If more than 40 BODY total of targets are hit, then only the closest to that source, to that total, are affected. All others are not bothered except as outlined for the area of effect. While paralyzed, the victim can see, hear, and breathe normally, he just can't move. While it is theoretically possible to improve this spell, no one has done so yet.

### LIGHTNING ARMOR – OP 4

**Preq:** 28+ APT, 22+ MA, Spec Channel, Medium [Channel]

**Mana:** 20 (see below) **C:** 96 **F:** 12

**Range:** touch **M:** Yes **Area:** see below

**TD:** 150 **Duration:** see below

Creates a visible field of sparking energy around the castor or one other being the castor touches when the spell is cast. The castor can affect a being of no greater than 100 BODY in size. The field of energy is "energized" with a base five charges plus one additional charge for every 5-Mana invested when the spell is cast. Anyone touching or striking the protected being is shocked by a discharge from the lightning armor, taking  $d10+10$  HP of damage. The spell lasts a base minute but requires a quickened action each CF Action Count. Afterwards, it requires the expenditure of 1-Mana per melee round and a quickened action every CF Action Count. The spell also absorbs electricity discharging the electricity harmlessly.



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### MAGE FEAR {KHOREB'S} – OP 4

**Preq:** 26+ APT, 24+ MA, Exp Channel, Exp Arcanology

**Mana:** 5                    **C:** 100            **F:** 11  
**Range:** 60                **M:** none        **Area:** see below  
**TD:** 75 (see below)    **Duration:** see below

Attempts to strike fear into the heart of any single intelligent or semi-intelligent creature, except for Demons and Dragons. The Cast TD required is to succeed at the spell. A Fear Save using the castor's roll as a TD is applied again the target creature. Those who succumb to the fear will either flee in blind panic for d10 melee rounds (80%) or stand paralyzed with fear for 2d10 melee rounds (20%). Even those who succeed still operate at -10 ATK and DEF for one melee round, except for anyone in the grip of religious fervor or battle fury. Unintelligent creatures simply hesitate for one action if they fail their save and are otherwise totally unaffected.

### MAGNETIC FIELD – OP 4

**Preq:** 30+ APT, 22+ MA, Spec Channel, Harness Power [Channel]

**Mana:** 15 (see below) **C:** 96 **F:** 12  
**Range:** touch            **M:** none        **Area:** see below  
**TD:** 150<sup>Note2</sup>            **Duration:** 1 minute

Creates a field 10 ft cubed that pulsates with magnetism. Every metal object that is in or that enters the area becomes magnetically attracted to every other metallic object in the field. The strength of the field is base 35 STR/50 BODY. The strength of the field can be increased by +1 STR/+2 BODY for every 5-Mana added to the spell. The size of the field can be increased by 5 ft for every 10-Mana added to the spell. This spell can be reversed to repulse instead of attract.

### MIST OF BLACK MISERY {D'ALLON'S} – OP 4

**Preq:** 26+ APT, 24+ MA, Exp Arcanology, Power Ward [Channel]

**Mana:** 14                    **C:** 100            **F:** 11  
**Range:** 60                **M:** none        **Area:** see below  
**TD:** see below            **Duration:** see below

Designate any single target of no more than 40 BODY and envelope them in a cloud of inky dark black mist. The mist will cling to its target regardless of attempts to scrape it off, run away, teleport or otherwise evade it. Those so covered suffer absolute and total sensory deprivation even to include true seeing, ESP, and other mental powers, sight, sound, everything. They cannot feel or touch their surroundings or know what is going on outside their misty shell. The spell lasts three minutes but the duration may be extended for one minute with the

addition of each four extra mana points put into its initial spell casting.

### MYSTIK CHAINS {TOROZON'S} – OP 4

**Preq:** 30+ APT, 22+ MA, Exp Arcanology, Spec Channel

**Mana:** 11                    **C:** 95 **F:** 12  
**Range:** 30                **M:** none        **Area:** see below  
**Duration:** see below

Designate any single door or closure to be so locked as to be impossible to open, even if a key is available for 10 minutes. Alternately, the castor can designate any single entity up to 45 BODY in size to be rooted to the spot and unable to move from it for 1 minute. A being thus bound can do everything except move his feet. The chains take one full melee round to go into effect after the spell casting. However, once cast upon a victim, they will affect him no matter where he moves in that time.

### N-DEE BARRIER – OP 4

**Preq:** 30+ APT, 24+ MA, Exp Channel, Medium [Channel], Exp Arcanology

**Mana:** 12                    **C:** 100            **F:** 9  
**Range:** 0                    **M:** none        **Area:** see below  
**TD:** 125<sup>Note1</sup>            **Duration:** see below

Creates a cube of invisible energy around the wizard that prevents dimensional movement such as teleport, phase, dimensional hopping, and so forth. Any such attempts fail, leaving the being outside of the cube. Astral and other movement like it are unaffected but said beings are outlined in a softly glowing aura while within the barrier. Normally the spell only lasts one minute plus an added minute for every 4-mana added at the time of casting.

### PAIN BLAST {PAR-KHER'S} – OP 4

**Preq:** 30+ APT, 22+ MA, Exp Arcanology, Spec Channel

**Mana:** 7                    **C:** 97 **F:** 13  
**Range:** 90                **M:** none        **Area:** see below  
**Duration:** see below

Forms a 30 ft diameter area in which all living things suffer intense body-wracking pain. This pain will last for one melee round though the castor can increase this time in 1-melee round increments by adding 2-mana to the spell at the time of casting. The pain is so intense that nothing may be done except to roll around on the ground screaming in muscle spasming pain. No attack, defense, speech, movement, etc. If for any reason this spell is turned back upon the caster, there is a 50% chance of immediate heart stoppage and death.



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#### PINWHEEL {PYROMAN'S} – OP 4

**Preq:** 30+ APT, 22+ MA, Exp Arcanalogy, Spec Channel

**Mana:** 18 (see below)    **C:** 96    **F:** 13

**Range:** 30    **M:** none    **Area:** see below

**Duration:** see below

Conjures forth a stationary but wailing and burning wheel of red flame that is 1 ft to 5 ft in diameter. The flames from the wheel shoot sparks up to 10 ft in all directions that do 2d10+10 HP of damage to all they touch. Additionally, all sentient beings within a 20 ft of the wheel must succeed at a TD 100 Fear save as well. The wheel lasts only one melee round but for every two additional mana added into the spell at the time of casting the wheel will burn for another two melee rounds. The spell is also commonly referred to as the Wailing Wheel of Fire.

#### ROT {RORGHULL'S} – OP 4

**Preq:** 30+ APT, 22+ MA, Exp Arcanalogy, Spec Channel

**Mana:** 7    **C:** 98    **F:** 16

**Range:** 120    **M:** none    **Area:** see below

**Duration:** see below

Conjures forth a chartreuse ray of energy (2-inch diameter) that can attack (rolling versus their MD) any single living being up to 50 BODY in size. If hit, the target will suffer rotting at 2 HP per melee round until either a "Cure Disease" ritual is done upon them or they rot into a pile of horrid slush! Finally, if for any reason this spell is fumbled or turned back upon the caster himself, he will immediately suffer d10+2 HP of rot damage and then rot at 5 HP per melee round thereafter.

#### SECRET ASSASSIN {SARKHAN'S} – OP 4

**Preq:** 32+ APT, 22+ MA, Spec Channel, Medium [Channel], Exp Arcanalogy

**Mana:** 12    **C:** 95    **F:** 13

**Range:** 0    **M:** none    **Area:** see below

**TD:** 100    **Duration:** see below

Conjures a small (9-inch long) coiled mystic serpent in the palm of the left hand. The castor then has only 9 melee rounds to use it before it dissipates. It may be sent (by voice command) against any single target. It moves through the air at a speed of 10 ft per CF Count and is totally invulnerable to all physical attacks (passing through its ebon body as if it were smoke). Magik, however, affects it normally. It has 18 HP, a 35 CF, MD 125, PD 75 and ATK +75. If all HP are done to it in damage, it dissipates and the caster suffers 18 HP of damage. But only if it is destroyed - sort of an all or nothing deal. It does 1 HP bite damage plus 8d8 HP venom damage and may thus

bite 13 times regardless of the caster EL. Once set towards a kill, it will track and follow, undeterred by dark or weather, slipping under doors and through keyholes if need be, in relentless pursuit. It will, however, last no longer than 25-hours; if it cannot hunt down and slay its prey before 25-hours elapse it dissipates into nothingness. This puissant magik is, in all likelihood, closely related to the better known "Serpents of Shardoorn." Also note that those individuals not actually evil of soul [GM adjudication] *cannot* wield this magik!

#### TELEPORTATION {TANDOORA'S} – OP 4

**Preq:** 28+ APT, 24+ MA, Spec Channel, Harness Power [Channel], Spec Arcanalogy

**Mana:** 20    **C:** 100    **F:** 7

**Range:** 0    **M:** none    **Area:** see below

**TD:** 100    **Duration:** see below

Teleport or "jump" to any location previously well known to him up to 1-mile distant. Only the mage and the clothes, accouterments and gear he has on or at hand will go when he does. The range may be increased by 1 mile per each additional five mana points added to the initial casting but this raises the TD of the spell by plus five as well.

This means of travel cannot penetrate magik defenses, barriers, etc. and has a "miss factor" if the TD is not made. If a miss occurs, it will still be close to the target location but high by d20 ft on a 40% chance, low by d20 ft on a 40% chance, and horizontally off by d20 ft on a 20% chance (roll for direction). If castor teleports into a solid object like a wall or floor on a miss, he will suffer instant and irrevocable DEATH as he becomes part of the molecules forming said object. This spell is always accompanied by a loud report as the air rushes in to fill the space left by the teleporting mage.



#### THUNDER BALL {ELRIC'S} – OP 4

**Preq:** 30+ APT, 22+ MA, Exp Arcanology, Spec Channel

**Mana:** 18 (see below) **C:** 91 **F:** 15

**Range:** 90 **M:** none **Area:** see below

**Duration:** immediate

Shoot a 5-ft diameter sphere of blazing red flame and crackling yellow-white electricity. The ball travels 30 ft per CF Count once formed and explodes in a 15 ft radius shower of sparks and fire upon contact with anything solid. All creatures caught in the radius of effect take d10+20 fire and d10+20 of electrical damage.

#### VIOLENT VERTIGO {MOSHAERA'S} – OP 4

**Preq:** 30+ APT, 22+ MA, Exp Arcanology, Spec Channel

**Mana:** 9 **C:** 96 **F:** 11

**Range:** 90 **M:** none **Area:** see below

**Duration:** 1 minute

Somewhat humorously known as "The Wobblies", the magik forms in a 20 ft diameter area within which all living beings suffer violent sensations of dizziness, nausea, and vertigo. Those affected by the spell will operate at a -20 penalty to all attack, defense, and skill checks for as long as they are within the area affected and for d10 melee rounds after leaving it.

#### VOLTAGE VELOCITY {ENZIQUAL'S} – OP 4

**Preq:** 26+ APT, 22+ MA, Spec Channel, Overchannel [Channel]

**Mana:** 18 **C:** 99 **F:** 12

**Range:** 20 **M:** Yes **Area:** see below

**TD:** see below **Duration:** see below

The target of this spell realizes a large increase in the momentum of every action they take, caused by the electrical void created around them that causes the air to pull them constantly. This gain translates into a +40 bonus to DEF, an extra quickened action and a +20 bonus to Dodge. It also provides the ability to jump one-and-one-half times normal.

If used on one's self, the spell requires a TD 125. Otherwise roll like normal against your target's MD. The spell costs 18-mana to cast and requires a normal action to maintain. If the target moves out of the castor's line of sight the spell dissipates. Any skill that depends on REAS and the Meditation skill are at a -30 penalty while under the effects of this spell.

The increase of speed is not straightforward or easy to acclimate. Any creature that has not spent time under the effect of this spell will be disoriented and all their Fumble chances triple. A TD 75 REAS check can be made every melee round under the effect of this spell. If succeeded at, the creature

ignores the triple Fumble chances and never has to check again.

#### ZENITH {ZINDUON'S} – OP 4

**Preq:** 30+ APT, 24+ MA, Exp Channel, Medium [Channel], Exp Arcanology

**Mana:** 18 **C:** 100 **F:** 12

**Range:** 0 **M:** none **Area:** see below

**TD:** 150 **Duration:** see below

Preparatory magik that charges the next spell cast in the same melee round or the next melee round to inflict maximum damage or maximum effect. The spell only affects those spells with a variable effect, such as d10 HP in damage or a stun effect for d3 melee rounds. Each of such could be maximized. Please note that the spell only affects one variance of a spell and maximizes it. If a spell has two or more variable effects, only one, chosen by the castor, is changed to a maximum effect.

### OP 5

#### ACID RAIN {ELRIK'S} – OP 5

**Preq:** 33+ APT, 29+ MA, Spec Channel, Spec Arcanology, Overchannel [Channel]

**Mana:** 7 **C:** 100 **F:** 15

**Range:** 30 **M:** Yes **Area:** see below

**TD:** 150<sup>Note2</sup> **Duration:** see below

Conjures forth, over a 12-CF Count period, a 20 ft by 10 ft by 5 ft tall area filled with boiling, roiling, sulfur-smelling greenish-purple clouds. Literally raining from these clouds is a mixture of sulfuric and nitric acids which horribly acid-burns all it hits for d2+1 HP damage per CF Count of exposure. Any being exposed to at least 5 CF Counts, either consecutive or total, of the acid has a 5% cumulative chance per 5 CF Counts of having their eyes permanently burned out unless they are shielded in some manner against the acid. Also, the pain is so excruciating that all of its victims are at -25 to all rolls while inside its area of effect and for d20 melee rounds after they leave it. Lesser wind spells will not budge this cloud, but electricity or lightning of at least 20 HP in power will cause the cloud to detonate in a 30 ft diameter fireball of 75 HP damage potential. The cloud that has blown out will actually reform again in d4 melee rounds and commence raining once more! Once conjured, this cloud will persist for ten minutes as long as the maintenance of a normal action per CF Action Count is paid, but does decrease in potency. It loses 10% damage potential each minute after the first. If the maintenance is not paid, the cloud dissipates at the end of the melee round.



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### CLUMSY FIELD {QUERDLOE'S} – OP 5

**Preq:** 28+ APT, 26+ MA, Spec Arcanalogy, Mana Cauldron [Arcanalogy], Bethkyn's Fog Call [Spell]  
**Mana:** 7                    **C:** 100                    **F:** 9  
**Range:** 0                    **M:** Yes                    **Area:** see below  
**TD:** 150                    **Duration:** see below

Very well known as the Dropsy Spell, the caster creates a 45 ft radius sphere of faintly green light around himself. This area affects everyone inside it except the caster, who is immune. The effect is simply a klutz aura that halves the chances of all physical actions, skill checks and other physical capabilities of those inside it (and for d4 melee rounds after it is left). All people so affected must make their ADROIT check each time they try to move or once per melee round minimum. Failure on this roll indicates they've tripped and fallen. Each time they try to wield a weapon, wand, device, or whatever, the same roll must be made to see if it was dropped (again, once per melee round this roll must be made). This aura or field will move with its creator and lasts for 5 minutes as long as a quickened action each CF Action Count is maintained. If this maintenance is not paid, the effect terminates immediately.

### CRIMSON BANDS – OP 5

**Preq:** 30+ APT, 24+ MA, Spec Arcanalogy, Spec Channel  
**Mana:** 18                    **C:** 96 **F:** 13  
**Range:** 120                    **M:** none                    **Area:** see below  
**Duration:** see below

Conjures forth a brilliant scarlet sphere, 30 ft in diameter, constructed totally of fireproof web-like strands. These strands will firmly entrap and hold fast all creatures caught inside it up to 100 BODY total. Larger creatures can break free in 20 melee rounds minus 1 melee round per each 5 BODY larger they are. Acid is only one quarter effective in damage against these bands, but intense cold (75 HP or stronger) will cause those sections thus hit to become brittle and only half as strong as normal. Unless otherwise destroyed, the bands will last for 12 hours.

### DISJOINT GRAVITY – OP 5

**Preq:** 32+ APT, 22+ MA, Spec Arcanalogy, Spec Channel, Medium [Channel], Vector [Arcanalogy]  
**Mana:** see below                    **C:** 98 **F:** 12  
**Range:** 0                    **M:** none                    **Area:** see below  
**Duration:** see below

The castor temporarily changes the polarity of gravity in relation to the current plane he or she is traversing. The spell costs a base 20-mana and lasts 3 minutes. This can be increased in 2-minute increments by adding 4-mana to the initial casting. A realignment of

the plane of gravity takes 1 melee round to take effect and can be a 90-degree difference or 180-degree (complete inversion) difference. This effectively becomes the new "down" for the castor only. Thus, one could easily run up walls or walk on ceilings! Please note the rules for falling apply. A sudden inversion of gravity towards a 50 ft ceiling is the equivalent of falling 50 ft as the ceiling is effectively your new "down", so care must be taken when using this ability.

### FANTASTIC FUMES {FANDRAHL'S} – OP 5

**Preq:** 28+ APT, 26+ MA, Spec Channel, Harness Power [Channel], Bethkyn's Fog Call [Spell]  
**Mana:** 19                    **C:** 94 **F:** 12  
**Range:** 60                    **M:** No                    **Area:** see below  
**Duration:** see below

Conjures a 25 ft spherical area all filled with coruscating, flashing multicolored fumes that seem to sparkle and dance with inner light and motion all their own. These fumes will, if inhaled by any living creature, cause 1 of 3 things to happen at random (roll d100):

- 1 - 65      The being will become totally and helplessly convulsed with glee, mirth, laughter and hilarity and be unable to even stand rolling about the ground for so long as they are in the fumes and for d20 melee rounds afterwards.
- 66- 85      The being will be totally incapacitated by grief, crying, wailing, and rolling about the ground and breast beating, essentially totally incapacitated.
- 86 - 100      The victim will become immediately and insanely berserk, attacking anything and everyone about him.

These fumes affect only those things which have feelings of grief and/or humor and even then only up to 40 BODY. The spell lasts for a random 3d6 melee rounds before dissipating. Every 3-mana used in the initial casting can add 15 ft to the area of effect, to increase the duration, add 4-mana to the initial casting to add another d6 melee rounds, and every 5-mana used in the initial casting add +5 BODY to the amount of creatures you wish to affect with the spell.



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### FEARFUL FIERY FIST {AZORN'S} – OP 5

**Preq:** 31+ APT, 26+ MA, Exp Channel, Spec Arcanalogy, Khoreb's Mage Fear [Spell], Power Efficiency [Channel]

**Mana:** 14 (see below) **C:** 95 **F:** 12

**Range:** 240 **M:** No **Area:** see below

**Duration:** 1 CF Count

Allows the caster to conjure one or more basketball-sized fists of fire and to fling them at one or more targets up to 240 ft distant as long as all the targets are within the caster's line of vision. The first fist requires 14 Mana to create, but each additional fist costs 6 Mana. Each fist attacks the DEF of a target using the skill roll of the caster. The fist does d10+6 HP of fire and d8+4 HP of impact damage. One attack per fist only, hit or miss, with the fists exploding if they miss. Finally, those struck must save versus Fear using the spell caster's roll as a TD or suffer the effects listed under Khoreb's Mage Fear spell.

### FIREBLADE {MARTIRION'S} – OP 5

**Preq:** 30+ APT, 27+ MA, Spec Arcanalogy, Spec Channel, Medium (Channel)

**Mana:** 10 (see below) **C:** 91 **F:** 13

**Range:** 0 **M:** No **Area:** see below

**Duration:** see below

Calls forth an intensely hot blade, 5 inches wide and 13 ft long, that does not even warm the mage's hand but cuts for d10+16 HP of damage. For attack purposes, the castor is considered to be +75 ATK. However, the sword can only be sustained for a single CF Action Count. For every 2-mana added to the initial casting point can make the blade grow 3 ft longer and inflict an additional +4 HP of damage. Thus, by increasing the mana cost to 10 points, you would have a 28 ft long blade, doing d10+36 HP of damage. However, it still fizzles out after that one CF Action Count, so you'd better make it count!

### GHOST BOLTS {POEKRAFT'S} – OP 5

**Preq:** 31+ APT, 26+ MA, Spec Arcanalogy, Moshara's Mystik Dart [Spell], Energy Depletion [Channel]

**Mana:** 2 (see below) **C:** 94 **F:** 14

**Range:** 90 **M:** No **Area:** see below

**Duration:** immediate

These are a kind of eerily glowing violet energy "Mystik Dart" but keyed to affect spirits, undead, and other such Ethereal, Astral or incorporeal creatures. Against these creatures the ghost bolts will do d10+4 HP of damage. Against fleshly (corporeal) targets they will do 1-HP damage. A single bolt costs 2-mana and additional bolts cost 3-mana. The number of

bolts is limited to a base of three plus one additional bolt for every 10 skill ranks attained in the spell.

### HOOPS OF FIRE {HOOBER'S} – OP 5

**Preq:** 31+ APT, 26+ MA, Spec Channel, Spec Arcanalogy, Ajae's Fire Burst [Spell], Medium [Channel]

**Mana:** 9 **C:** 97 **F:** 9

**Range:** 60 **M:** see below **Area:** see below

**TD:** see below **Duration:** see below

Creates hoops or rings of brilliant red flame. Each hoop of flame is 5ft across with the fire ring itself being only 3-inch thick. The touch of this flame will do d6+3 HP damage and the fire cannot be put out by normal, non-magikal means. Every 3-Mana added to the initial casting will bring forth 1 additional hoop and as many hoops as desired may be called forth as one spell. The rings will burn for three melee rounds but can be maintained beyond this if the caster expends a quickened action each CF Action Count afterwards. Regardless, the length of the spell cannot be maintained longer than the base 3 melee rounds plus 1 additional melee round for every 10 skill ranks in the spell. The mystik hoops will float in the air at any height within their range and can be stacked, interlocked/overlapped horizontally, set on edge like a wheel and so on and so forth. They just remain stationary at their initial target location and no more than one target may ever be fired at, at any one time. If summoned forth without a target, the hoops require a TD 125 to succeed. If used against a target, the caster applies their skill check against the MD of their target.

### JAVELIN OF DEVASTATION {CHAMOORD'S} – OP 5

**Preq:** 31+ APT, 26+ MA, Spec Channel, Spec Arcanalogy, Elric's Thunderball [Spell]

**Mana:** 28 **C:** 94 **F:** 14

**Range:** 90 **M:** No **Area:** see below

**TD:** 125<sup>Note2</sup> **Duration:** immediate

Calls to hand a 5 ft long javelin of ebon flame that writhes, crackles, and hisses most alarmingly. This javelin may be safely handled only by the caster and will remain in existence for three melee rounds (or until thrown) as long as a TD 125 is made. Once thrown it becomes a 3 ft wide by 12 ft long bolt of black lightning that will travel up to 90 ft instantly. Upon impact it will do 24d10+20 HP of electrical damage and blast 5 CON points from any living victim in the path of the lightning [requires the caster to strike each victim's MD successfully for this effect].



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### LONG REACH {MELIANCAR'S} – OP 5

**Preq:** 30+ APT, 26+ MA, Spec Channel, Unsighted Caster [Cast], Exp Arcanalogy

**Mana:** 17                    **C:** 99 **F:** 7

**Range:** 120                **M:** Yes            **Area:** see below

**Duration:** 1 minute

Permits the castor to point out a single target and make melee attacks against them as if they were within melee range. The spell does nothing beyond transmit the physical melee attack across the intervening distance and can do so as long as the castor can maintain visibility on the target and they stay within a 120 ft of one another. Attacks made against the target are at +50 ATK and are +30 more difficulty to Dodge. The spell requires a quickened action to maintain every CF Action Count.

### MAGNIFICENT MYSTIFICATION {D'ALLON'S} – OP 5

**Preq:** 27+ APT, 29+ MA, Spec Channel, Singularity [Cast], Vector [Arcanalogy]

**Mana:** 9                      **C:** 99 **F:** 11

**Range:** 90                 **M:** Yes            **Area:** see below

**Duration:** 10 minutes (see

below)

Creates mental fugue around any single victim that resembles a maze of mirrors inside which no outside sight, sound, or touch can be perceived. This maze will stay with the victim (visible only to him) regardless of where or how they move. The duration can be extended at the rate of one minute per each 3 Mana added in its initial casting. When the caster attacks with this spell it is applied against the PD of the victim instead of their MD. However, the caster must maintain the spell with a quickened action each CF Action Count or the spell fails at the end of the melee round regardless of the duration.

### MIST OF MALEVOLENT MISERY {MASAYUKI'S} – OP 5

**Preq:** 28+ APT, 26+ MA, Spec Arcanalogy, Mana Cauldron [Channel], Bethkyn's Fog Call [Spell]

**Mana:** 20                    **C:** 100            **F:** 7

**Range:** 100                **M:** No             **Area:** see below

**Duration:** see below

Conjures a cloud of roiling, writhing, greasy purple fog that moans, gibbers, wails and laughs hysterically. This 15 ft diameter fog can be moved at 5 ft per CF Count but it requires a quickened action on the castor's CF Action Count to start the mist in motion, stop it when in motion, and another quickened action to turn it in direction at any point. Otherwise it continues on once placed into motion. All creatures 18 BODY or less will automatically choke to death

within 1 melee round inside this purple horror and all others up to 35 BODY must make a TD 125 poison/venom or die in the same manner. Beings greater than 35 BODY (and those successfully making their save) suffer from severe choking, confusion, dizziness, nausea, etc., and will be staggered while in the cloud and for d4 minutes after exiting it. The save versus the fog's attack must be rolled for every melee round, regardless of past successes or failures. The fog lasts for 1 minute but this time frame can be extended in 1-minute increments by adding 4-mana to the initial conjuration.

### MOON BURST {SARACHANDER'S} – OP 5

**Preq:** 28+ APT, 26+ MA, Spec Channel, Singularity [Cast], Frei-Beth's Wizard Glow [Spell]

**Mana:** 26                    **C:** 94 **F:** 14

**Range:** 33                 **M:** No             **Area:** see below

**TD:** 150                    **Duration:** see below

Instantly fills a 13 ft diameter area with a blue-white radiance similar to that of the full moon. This cold radiance is, in fact, a sort of magically conjured (but in and of itself not magikal at all) hard radiation of 3 melee rounds duration. This radiation does 2d10+20 HP of damage to all within its area of effect for each melee round or part thereof, and forces said creatures to make a TD 200 Poison/Venom save or take 2d6 ESS damage each melee round as well. There is no saving throw against this damage unless the target within its area enjoys such protection, or has an artifact or device that is designed to protect against such damage. The damage effects are melting burns, blindness, loss of memory, and other such radiation sickness symptoms, but take instant effect while in the reach of the spell.

### MYSTIK DART OF DESTRUCTION AND SLAYING {MORGAULT'S} – OP 5

**Preq:** 25+ APT, 24+ MA, Spec Channel, Moshraera's Mystik Dart [Spell], Focused Power [Cast]

**Mana:** 17                    **C:** 92 **F:** 15

**Range:** 90                 **M:** No             **Area:** see below

**Duration:** immediate

Key a normal "Moshraera's Mystik Dart" to slay any one kind of being up to 30 BODY if they fail a TD 150 Shock save. For example, it can be set to kill any human it strikes. If you succeed in attacking the human and they are 35 BODY or less and fail the Shock save they will die. Any dart so keyed that strikes a larger target (more than 35 BODY) will do 3d6+6 BODY damage instead. Other than described above, this spell duplicates Moshraera's Mystik Dart spell.



**PERFECT DOME OF DYNAMIC DEFENSE**  
**{YATHAGON'S} – OP 5**

**Preq:** 30+ APT, 28+ MA, Spec Arcanalogy, Power Ward [Channel]

**Mana:** 22 (see below)    **C:** 100    **F:** 7  
**Range:** 0    **M:** Yes    **Area:** see below  
**Duration:** 10 minutes (see below)

Conjures a 10 ft wide by 7 ft tall dome of glittering silvery translucence. The dome will stop all physical attacks (only) and reflect (bounce) them back to their source on the same CF Count made. However, very, very slow movement (1 ft per melee round) will penetrate this immobile defense. Gasses, magikal spells, and all other non-physical things are not affected by the dome. It requires a quickened action to maintain every CF Action Count and can be maintained 10 minutes plus 1 additional minute per 6-mana invested when the spell is cast. If a quickened action is not maintained the spell fails regardless of the elapsed time.

**SILVER SPIRAL OF SLEEP {SLYAGON'S} – OP 5**

**Preq:** 26+ APT, 24+ MA, Spec Arcanalogy, Exp Channel, Mana Cauldron [Arcanalogy]

**Mana:** 16    **C:** 100    **F:** 15  
**Range:** 60    **M:** No    **Area:** see below  
**TD:** 125    **Duration:** see below

Calls forth a 9ft high and 3 to 5ft wide, conical spiral of glittering silver motes. This constantly moving, spinning, twisting, dancing spiral hums faintly and will stay suspended in the air until dispelled or destroyed (50 HP of magikal attack would suffice). All who behold this creation optically, Ethereally, or Astrally must be affected by its pull (caster's skill check versus their PD), totally mesmerized, falling into a sleep that lasts as long as the spiral itself does. The duration is one hour plus an additional 20 minutes per each extra 5-Mana during the initial casting. Those who unaffected by the spell will feel mildly dizzy for a second or two and no more.

**SUN BURST {SARACHANDER'S} – OP 5**

**Preq:** 31+ APT, 26+ MA, Spec Channel, Spec Arcanalogy, Elic's Thunderball [Spell]

**Mana:** 22 (see below)    **C:** 94    **F:** 14  
**Range:** 90    **M:** No    **Area:** see below  
**Duration:** immediate

Shoot a 5-ft diameter sphere of blazing red flame and crackling yellow-white electricity. The ball travels 30 ft per CF Count once formed and explodes in a 15 ft radius shower of sparks and fire upon contact with anything solid. All creatures caught in the radius of effect take d10+20 fire and d10+20 of electrical

damage. When the spell detonates, it also forms a blinding white, flashbulb effect in a 30-ft radius. All within the area looking towards the source have a 50% chance of being flash blinded for d10 melee rounds with an additional d4 melee rounds afterward with watering and burning eyes, taking a -10 to all skills, DEF and saves. Those not looking directly at the flash source are not affected.

**ARDUIN LEGEND:**  
**MAUJEOR LECRIOX**

In the days before Elrik took the throne in Arduin, Maujeor was a mage of particular fame or note. Talented, definitely but not so much to stand out among the giants in the field back then. When the dark times came and people began to disappear and the weight of the dark gods lay upon the land, Maujeor acted when others chose to flee or hide in fear.

He kept the College of Magik running, taking over in all but name. When assassins and unnamed beings of the dark pantheon came to rend him of life he smote away theirs instead. In fact, so often did he defeat the servants of the dark ones that he attracted their attention and one of them, a minor one, pushed the veils of the world to suck Maujeor's soul!

Not without friends or allies, Maujeor rallied for the first time, the ones who would become the Seventeen Shields of Light, counting among their number an alien from beyond our dimension and a godling seeking his lost godhood. In the face of the seventeen, the dark godling fled, and Maujeor sent its dank squamous flesh on platter to the false king and queen that sat on Arduin's throne.

When Elrik birthed the uprising that would dethrone them, Maujeor quietly assisted from the sidelines, supplying and support in all ways possible while keeping the College of Magik separate from any spillover.



## OP 6

### ACID SPRAY {ELRIK'S} – OP 6

**Preq:** 33+ APT, 30+ MA, Spec Channel, Spec Arcanalogy, Fist Full of Storms [Cast], Elrik's Acid Rain [Spell]

**Mana:** 9                    **C:** 96   **F:** 15

**Range:** 0                    **M:** No                    **Area:** see below

**TD:** 150                    **Duration:** 3 minutes + see below

Causes a spray of acid to spring forth from their left palm. This spray will be 45ft long and 13ft in diameter at its terminus. This spray is explosive and instantaneous when it occurs and sprays, mists and coats the area. Targets in the area will take d6 x their SIZE in HP damage on the CF Count cast. The acid can and will splatter, drip, and generally cause quite a bit of trouble, especially since it can keep its potency up to 25 hours if puddled upon stone or other similar surfaces. Note as well that this acid is extremely (even explosively) flammable, and even a torch can cause ignition. The fireball thus caused will be equal to 3d20 + 40 HP and will be 3 ft in diameter per each 6 HP worth of said acid.

### CONJURED CUBE OF

### BAFFLING BEAUTY {KLYNT'S} – OP 6

**Preq:** 28+ APT, 25+ MA, Spec Channel, Spec Arcanalogy, Power Trap [Channel]

**Mana:** 7                    **C:** 100                    **F:** 14

**Range:** 0                    **M:** Yes                    **Area:** see below

**TD:** 150                    **Duration:** 1 minute

Calls forth a stationary 10 t cube of scintillating colors and indescribable beauty. This non-mobile conjuration so mesmerizes all intelligent creatures (REAS 5 or greater) who can physically see it, are within 60ft of it, and fail a TD 75 EGO check. Those find all they can do is stand and stare at its awesome display and listen to its melodies that sing through the very soul. Those inside its perimeters are not affected. Those who manage to successfully save will function are Staggered for d10 minutes thereafter and will occasionally see after-images of the cube for d10 hours later.



## DEADLY DISINTEGRATION {SARTA NOHR'S} – OP 6

**Preq:** 35+ APT, 25+ MA, Spec Arcanalogy, Energy Feast [Channel]

**Mana:** 12                    **C:** 100                    **F:** 16

**Range:** 0                    **M:** No                    **Area:** see below

**Duration:** 1 minute

Fires a 60ft long, pencil-thick beam of intense white energy. This magikal energy will totally disintegrate anything it strikes to a maximum of 50 BODY in size. For each additional 8-mana pumped into its initial casting, another 10 BODY of matter can be destroyed. However, the intended target gets a Shock Save using the caster's skill check as a TD. If the target successfully makes this save, it will only suffer d20 HP of damage (plus d6 HP more per each additional 8-mana put into the spell to enhance its strength). To facilitate the use of this spell against inanimate objects, here's a quick conversion table: 100 cubic feet of dirt = 1 cubic foot of stone = 8 cubic inches of iron = 1 cubic inch of lead = 50 BODY of living matter.

### DEMONIC DANCE OF DEATH {RUSALLA'S} – OP 6

**Preq:** 28+ APT, 25+ MA, Spec Channel, Harwyn's Bone Shaker [Spell], Retort of Power [Arcanalogy]

**Mana:** 8                    **C:** 100                    **F:** 14

**Range:** 120                    **M:** No                    **Area:** see below

**Duration:** 1 minute

Fill a 30 ft diameter area with an unearthly orange glow (taking one melee round to do so). All creatures within this area, to a total maximum of 180 BODY combined, will suffer a sustained Harwyn's Bone Shaker spell for d10 melee rounds (rolled individually). The force of this spell is so great that all thus affected will have d8 HP of damage done to them each melee round of its effect upon them instead of the listed amount of the Harwyn's Bone Shaker spell.

### DOOMLIGHT {DAR-THOM'S} – OP 6

**Preq:** 33+ APT, 30+ MA, Spec Arcanalogy, Fist Full of Storms [Cast], Energy Feast [Channel]

**Mana:** 10 + see below   **C:** 100                    **F:** 17

**Range:** 90                    **M:** No                    **Area:** see below

**Duration:** 3 minutes + see below

Infuses a 30 ft spherical area with a weirdly pulsing glow of the most intense blue imaginable. This glow is shot through with little sparkles of lightning and the sound of ghostly chimes may be heard within 30ft of it. All creatures inside the glow up to 35 BODY must make a Shock Save using the castor's skill check as a TD or die immediately. If they do save they are still stunned for d8 melee rounds.    Creatures 36-70



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**BODY** are +10 on their Shock save but will die if they fail and a successful save rendering them stunned for only d4 melee rounds. All larger creatures save at +30, a failure stunning them for but one melee round. Undead, Demons, Golems (and other nonliving creatures) as well as Star Giants are not affected at all by this spell, and it only tickles Dragons! This spell requires shadow, shade, or an area away from direct sunlight in which to work (sunlight cancels it out entirely). "Glory Glow" and other such light producing magiks will dispel this creation immediately. The caster can increase the base duration of this spell by adding 5-mana at the time of casting for every minute desired.

#### MAIL OF POWER {MAUJEOR'S} – OP 6

**Preq:** 28+ APT, 25+ MA, Reverse Channel [Channel], Spec Arcanalogy  
**Mana:** 16                    **C:** 96 **F:** 8  
**Range:** 0                    **M:** Yes     **Area:** see below  
**TD:** 100                    **Duration:** 1 minute

Wraps himself in a glittering, glowing mail of pure energy that protects him from the damaging effects of other magik by providing one-half APT in MR and one-quarter APT in FORT against magical effects that cause BODY damage. The spell requires a quickened action every CF Action Count to maintain or it fades at the end of the melee round.

#### RED DEATH {MORGORN'S} – OP 6

**Preq:** 35+ APT, 28+ MA, Mana Cauldron [Arcanalogy], Focused power [Cast], Spec Channel  
**Mana:** 9                    **C:** 97 **F:** 14  
**Range:** 90                    **M:** No     **Area:** see below  
**Duration:** immediate

Morgom's Red Death is a horrendous attack at a single victim that seeks to rupture and turn them inside out. If you succeed against the target's MD, roll 3d6+30. If this value meets or exceeds your target's BODY they die in a flopping, bloody, entrails-tangled mess. Those who survive feel gut-wrenching nausea for 10 CF Counts and no more. You can increase the range of the spell by 1 foot on a one-for-one basis for Mana at the time of casting. You can increase the BODY damage comparison on a d6-to-10-Mana basis the same way.

#### SHEARS OF FIRE {MARTIRION'S} – OP 6

**Preq:** 33+ APT, 30+ MA, Spec Arcanalogy, Spec Channel, Singularity [Cast], Martirion's Fire Blade [Spell]  
**Mana:** 20 (see below) **C:** 90 **F:** 13  
**Range:** 0                    **M:** No     **Area:** see below  
**Duration:** 1 CF Count

The wizard calls forth 2 intensely hot blades, 5 inches wide and 13 ft long, does not even warm the mage's hand but cuts for 2d10+32 HP of damage. For attack purposes, the mage is considered to have 100 skill ranks with this blade. However, the sword can only be sustained for one action. Additional power may be put into the spell at the start and for every +2 Mana the blade grows 3 ft longer and does an additional +6 HP of damage. The preferred tactic is to cut like a scissors, one blade high, and the other blade low.

#### WAR STRIKE {WAERLAN'S} – OP 6

**Preq:** 33+ APT, 30+ MA, Spec Arcanalogy, Mana Cauldron [Arcanalogy], One-Hundred Handed [Cast]  
**Mana:** 25                    **C:** 100     **F:** 9  
**Range:** 180                    **M:** No     **Area:** see below  
**Duration:** immediate

Combines deadly arcane energies into a spinning engine of cellular-disrupting power that can be turned against any single target. On impact it releases its energies in a 15 ft soundless explosion around the target, inflicting 4d8+4 HP damage to the target and d8+4 HP damage to all within 15 ft. If the HP damage inflicted exceeds the target's own max HP, they literally will soundlessly disintegrate into invisible dust. Otherwise, the HP damage inflicted to the target or those within the explosion does not heal normally and can only be healed by other-than-normal means, such as arcane, faith-based or psychic healing. Even regeneration is slowed to one-tenth its normal healing power.

#### OP 7

#### DEATH STAR {DAVALON'S} – OP 7

**Preq:** 38+ APT, 28+ MA, Expert Channel, Expert Arcanalogy, Power Trap [Channel], Khoreb's Mage Fear [Spell]  
**Mana:** 14 (see below) **C:** 97 **F:** 17  
**Range:** 120                    **M:** No     **Area:** see below  
**Duration:** see below

The caster can "fire" a glowing sphere of blue-white energy 3 ft in diameter from the palm of his right hand. This sphere has a 120 ft range which may be increased by 20 ft per each extra 2-mana put into the initial spell casting. The sphere will home in on its target doing d20+10 HP of cold damage, d20+10 HP of lightning damage, and cause "Mage Fear" to whatever it strikes or comes within 5 ft of on its path towards its target. If it has not reached a target at the end of its range, which it will travel at a rate of 5 ft per CF Count, it will explode into a 30 ft diameter of flaring blue-tinged white light inflicting damage on everyone in the radius.



### DEMAGNETIZING {CONSTANCE'S} – OP 7

**Preq:** 38+ APT, 28+ MA, Energy Feast [Channel], Spec Arcanalog, Magnetic Field [Spell]  
**Mana:** 9 (see below) **C:** 100 **F:** 16  
**Range:** 0 **M:** No **Area:** see below  
**TD:** 125<sup>Note1</sup> **Duration:** see below

Completely demagnetize one living being of up to 2 tons in mass. The creature will exhibit no magnetic field for up to 2 hours, but is unlikely to suffer any ill effects from the demagnetization. While so affected, its magnetic field is simply undetectable. This spell can also be used to demagnetize everything from compasses to berserk golems, but inasmuch as you have to touch the target for the spell to work, the golem is probably pretty safe. A few monsters, particularly energy beings, are actually bound together by their magnetic fields; for them this spell amounts to a non-resurrectable death if they are affected by the spell.

### EATER FROM WITHIN {VOORHING'S} – OP 7

**Preq:** 38+ APT, 28+ MA, Expert Channel, Expert Arcanalog, Energy Feast [Channel], Vector [Arcanalog]  
**Mana:** 18 (see below) **C:** 95 **F:** 18  
**Range:** 90 **M:** No **Area:** see below  
**Duration:** 6 melee rounds

This terrible spell is little known in this day and age, but it is still encountered occasionally. The caster can shoot a 1-inch diameter ball of blood red energy from the tip of his middle finger. It has a 90 ft range and if it successfully strikes its target, disappears into them. A 1-melee round incubation period begins, during which time a "Cure Disease" ritual must be commenced in concert with a "Healing" ritual to stop the attack. This attack, once started, consists of the red ball draining 1- CON point from its host into itself and physically devouring d8 BODY of interior flesh and organs. It will live for a total of 5 melee rounds after the incubation period, eating the entire time and causing such convulsive pain in its victim that he operates at -15 on all rolls the first melee round, -20 the second, -25 the third, and so on. Also, for each 12 BODY damage it does, roll one random Bash critical to see which part of the host body has been destroyed or caused to cease functioning. If thwarted for any reason from entering its intended victim, it will simply attack the next closest living being until it does hit home in a living being. It can attack 3 times in a melee round max, once on CF 30, 20 and 10 until it finds a host. It never travels more than 30 ft each time, so each three "misses" shortens its six melee round "life span" accordingly.

### FALLING FOR FOREVER {YORGAN'S} – OP 7

**Preq:** 36+ APT, 30+ MA, Spec Channel, Expert Arcanalog, Reverse Channel [Channel], Resist Gravity [Spell]  
**Mana:** 18 (see below) **C:** 99 **F:** 17  
**Range:** 100 **M:** No **Area:** see below  
**Duration:** see below

Sometimes known as the Upthrust spell, the magik causes a single target of 50 BODY in size to become immediately weightless and fall upward in a direct line away from the planetary surface at a rate of 3 ft per CF Count for d100+10 melee rounds! Even if the caster's still check does not penetrate the target's MD, if it is above a TD 125 the target is still violently tossed upward for d100+10 ft! The only exception to this rule is if the caster rolls a fumble – when this happens, the victim is not affected but the caster is, as the spell reverses polarity and backfires. The size of the target may be increased at the rate of 1 BODY per each additional 5-mana points put into the initial casting.

### HAND OF HELL {PAERRAEN'S} – OP 7

**Preq:** 38+ APT, 28+ MA, Expert Channel, Spec Arcanalog, Power Trap [Channel], Morgorn's Red Death [Spell]  
**Mana:** 28 (see below) **C:** 96 **F:** 10  
**Range:** 100 **M:** No **Area:** see below  
**TD:** 150 **Duration:** see below

Equally well known as the Hellfire Hand and the Black Hand, the spell wreathes the caster's left hand in 3 to 6 inch flames of faintly hissing black. When invoked, the spell is set to instantly slay (by stopping the heart of) any single type (race) of living creature up to 35 BODY if they fail a TD 200 Shock save. Those who make the Shock save will be stunned for d10 melee rounds. Once afire, the hand will continue to burn for 13 melee rounds or until it has touched something it was set to kill. Thus it can be used but once. If the intended victim makes his Shock save, the mage suffers d10+5 HP of damage and the spell is snuffed out. The Black Hand has absolutely no effect on anything it was not set to kill. The size of the victim it can affect can be increased by adding 5-mana per each additional 5-BODY.



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### RED AWFULNESS {OH'WEN'S} – OP 7

**Preq:** 38+ APT, 28+ MA, Expert Channel, Expert Arcanalogy, Energy Feast [Channel], Bethkyn's Fog Call [Spell]

**Mana:** 18 (see below) C: 99 F: 19

**Range:** 120 M: No Area: see below

**Duration:** 3 melee rounds

Conjures a 5 ft diameter cloud of red mist around any single target. This oddly buzzing cloud takes 15 CF Counts to form and once formed will cling to its victim for the spell's entire three melee round duration. This cloud literally dissolves its victim (or any organic matter) at a rate of d20 BODY of damage per melee round, to a max of 60 BODY. For every 15 BODY of damage sustained, roll a Slashing Critical. If the spell's target is greater in size than 60 BODY, roll the critical hit when they reach 25% of their BODY instead. At all times during the attack of this red cloud the victim is at -50 on all rolls and at half movement due to physical impairment, pain and vision obscurement. However, if the "cloud" is frustrated in any way from reaching its target, it will immediately return to its conjurer at 60 ft per melee round and dissolve him! The duration of this cloud and its size may not be enhanced by any means whatsoever.



### REFLECTOR SHIELD {RUSALLA'S} – OP 7

**Preq:** 39+ APT, 30+ MA, Expert Channel, Mana Cauldron [Arcanalogy], Moshæra's Mystik Shield [Spell], Mulaid's Mana Shield [Spell]

**Mana:** 28 (see below) C: 99 F: 10

**Range:** 0 M: No Area: see below

**TD:** 150 **Duration:** see below

Creates a curved shield of bluish light 3 ft in front of him. This 13 ft long by 7 ft high shield will totally reflect (in a random direction) spells, prayers, and rituals of OP 9 or less. This shield is non-mobile and fixed once played. The shield will last for one minute plus one minute per each additional 6 mana pumped into its initial casting.

### SUPRA-TELEKINESIS {MARYINDI'S} – OP 7

**Preq:** 32+ APT, 26+ MA, Spec Channel, Spec Arcanalogy, Power Trap [Channel]

**Mana:** 8 (see below) C: 100 F: 20

**Range:** 120 M: No Area: see below

**TD:** 125<sup>Note1</sup> (see below) **Duration:** see below

Known as the Tractor-Pressor Ray by many, the spell allows the caster to direct a pencil-thick beam of intense yellow light from his index fingertip to a range of 120 ft. This beam can, at the caster's discretion, either "push" or "pull" with STR 20/BODY 50, switching between either option each CF Action Count. If the spell is targeted against an entity with MD, the caster uses the target's MD instead of the TD 125 listed. The beam must have a direct unbroken line to the object being moved. The limits can be increased by 1 STR/3 BODY per additional mana added during the initial casting.

### WAVE {WARAGEN'S} – OP 7

**Preq:** 32+ APT, 26+ MA, Spec Channel, Spec Arcanalogy, Power Trap [Channel], Shepherding Urge [Spell]

**Mana:** 15 (see below) C: 100 F: 18

**Range:** see below M: No Area: see below

**TD:** 125 (see below) **Duration:** see below

Cause 100 gallons of water to "rise up" out of any existing large body of water (a well, river, ocean, etc.) and move up to one mile by flowing along the ground at 60 ft per melee round. The range can be extended in increments of 1 mile by adding 5-mana into initial casting. Also, the amount of water may be increased in 100-gallon increments by adding 5-mana into the initial casting. Thus a mage could, for example, send out 500 gallons of water some five miles, for 55-mana. The water thus sent out will "seek out and attack" any single being for which the mage gives a clear mental image. Once finding them, the spell "attacks" on CF 20, using the castor's Cast skill check against the target's MD. If the attack fails, the water will attack the next melee round on CF 20 and so on until it succeeds or it misses 20 times. After the twentieth unsuccessful attempt, the water reverts to normal as covered below. If attack succeeds, the water wraps around the target and begins a silent, smothering assault that persists for a max of 20 minutes. The water then reverts to its "normal" state and simply seeps away, leaving the soaked victim behind. If the target dies before this time frame elapses, the water reverts. The base 100 gallons of water is enough to drown a 40-BODY creature. Each additional 100 gallons can affect an additional 40-BODY in size. Once conjured and "sent" the mage does not have to think about or concentrate upon the spell.



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## OP 8

### FIRESCTHE {MARTIRION'S} – OP 8

**Preq:** 40+ APT, 30+ MA, Expert Channel, Expert Arcanalogy, Morden's Hawk Flight [Spell], Martirion's Shears of Fire [Spell]  
**Mana:** 20 (see below) **C:** 90 **F:** 13  
**Range:** 0 **M:** see below **Area:** see below

**Duration:** 40 CF Counts

Martirion's Firescythe is perhaps the most spectacular of the known fire magiks, if not the most powerful. The castor unites the twin fire blades of the "Shears of Fire" with airborne maneuverability. When the spell is cast, the castor can direct the flying flaming scythe in any single direction towards a target no farther than 30 ft away. The scythe will stay engaged with the target, attacking the same CF Count its cast and every 5 CF Counts afterward until 40 total CF Counts elapse. If the target moves beyond the blade's 30 ft distance increment, it will stop at the end of its range and wait, doing nothing, until otherwise directed by the castor. It takes a quickened action by the castor to have it change direction, attack a different target or move another 30 ft (which it can do in a single CF Count). Otherwise it replicates the abilities described under Martirion's Shears of Fire. Please note that the castor's CF Action Counts may not sync up with the Firescythe's attacks. It is entirely possible for the castor to use a quickened action for the Firescythe to move and for it to attack the same, next or preceding CF Count.

### MAGIK METAL DISINTEGRATION {ELRIC'S} – OP 8

**Preq:** 42+ APT, 32+ MA, Expert Channel, Expert Arcanalogy, Fist Full of Storms [Cast], Sarta Nohr's Deadly Disintegration [Spell]  
**Mana:** 21 (see below) **C:** 96 **F:** 21  
**Range:** 0 **M:** none **Area:** see below  
**TD:** 125<sup>Note1</sup> **Duration:** instantaneous

Fires a cone of "rippling" red energy, 30 ft long and 20 ft in diameter at its terminus, from the palm of his right hand. All magikal items, of metal or otherwise, such as robes, armor, etc., whose MD is overwhelmed by the castor's skill check turn into fine grey dust! For magik items without a listed MD, use their DUR instead. There is no limit to how much magik within the area of effect can be destroyed by this spell.

## SOUL SWORD {VANTHOR'S} – OP 8

**Preq:** 38+ APT, 32+ MA, Expert Channel, Expert Arcanalogy, Singularity [Cast], Medium [Channel], Shepherding Urge [Spell]  
**Mana:** see below **C:** 99 **F:** 17  
**Range:** 0 **M:** see below **Area:** see below  
**TD:** 150 **Duration:** see below

Conjure a "mystik sword" of blazing, brilliant energy from within himself. This sword will be of a size comparable to a bastard sword and will attack using the castor's spell skill ranks. It will strike anything from Undead to Were-beasts to Demon-kind without trouble and always does d20 HP of damage regardless of target type or size. However, the use of this weapon a stream of mana as it will literally "drain" from its castor 8-mana for the first melee round's usage and 5-mana per melee round thereafter. However, please note a cumulative 5% per melee round "runaway" chance exists with this spell. If this happens, the castor will be unable to shut off the mana drain until all their mana is gone. The castor will also not be able to channel unless they have some other means (c.f. Medium secret, Star Powered Mage Path, or similar secrets/talents). If the castor happens to fumble the skill check for this spell, they castor is immediately stunned into unconsciousness for d100 minutes and loses their entire mana pool as well. Otherwise, the mana drain takes one melee round for every 15-mana to be so lost (or fraction thereof).

### THUNDERCLAP {BARANDA'S} – OP 8

**Preq:** 36+ APT, 30+ MA, Expert Channel, Expert Arcanalogy, Singularity [Cast], Medium [Channel], Chermay's Bubble [Spell]  
**Mana:** 14 (see below) **C:** 99 **F:** 17  
**Range:** 100 **M:** none **Area:** see below  
**Duration:** instantaneous

At any desired range up to 100 ft distant, a 30ft diameter spherical blast of sound or sonic boom happens. This sonic will inflict 40 HP of sonic damage, and can be increased 1 HP for every additional 2 mana applied during the spell's initial casting. The range can likewise be increased an additional 20ft with the application of 2 mana used for this purpose. Please note the sonic damage created by this spell ignores MR if it penetrates the MD of anything caught in its area of effect.

### VANISHER {KRONWYN'S} – OP 8

**Preq:** 36+ APT, 30+ MA, Expert Channel, Expert Arcanalogy, Fistful of Storms [Cast], Tritarra's Deehopper [Spell]  
**Mana:** 18 **C:** 99 **F:** 19  
**Range:** 7 **M:** none **Area:** see below



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**Duration:** instantaneous

Has a short range of 7 ft, but will cause any object (live, dead, or in between) to "vanish". Actually the object thus gotten rid of has been "shoved into" the Ethereal plane. Note that if the castor fails to pierce the target's MD, the intended victim still will "flicker", once, in and out of the Ethereal plane over a 1-3 CF count period. Thus the intended victim could (at the GM's individual discretion) be confused or otherwise momentarily disconcerted. The maximum size/mass the mage can cause to "vanish" is equal to no more than his BODY + 10. People and objects sent into the Ethereal plane are stuck unless they have their own arcane means to leave.

**OP 9**

**CLOAK OF NEVER {SPAHDOR'S} – OP 9**

**Preq:** 50+ APT, 38+ MA, Gen Channel, Gen Arcanalogy  
**Mana:** 40            **C:** 100        **F:** 18  
**Range:** 0            **M:** none        **Area:** see below  
**TD:** 150            **Duration:** see below

Conjures a semi-opaque pearlescent mist of silvery-grey that will immediately engulf the castor and he "never was" (ceases to have existed). The conjurer will remain in his non-existent "never was" state for d100 minutes and has no control over this time span. At the end of this time the mist will reappear in the exact same spot, bringing the castor into being once again ("now is"). Each usage of this conjuration has an attendant 5% cumulative chance that the length of "never was" will be d100 days instead. This spell is not alterable in any known way and even ignores benefits, penalties or alterations by secrets or other magik, psi and like power that may alter its characteristics or effect.

**DEVASTATING DEATH RAY {DARDINGDON'S} – OP 9**

**Preq:** 40+ APT, 32+ MA, Expert Channel, Expert Arcanalogy, Sarta Nohr's Deadly Disintegration [Spell], Swift Cast [Cast]  
**Mana:** 18            **C:** 96            **F:** 16  
**Range:** see below    **M:** none        **Area:** see below  
**Duration:** instantaneous

Requires a single spoken word and a target, indicated by the castor pointing his outstretched index finger toward his chosen target. From the finger will leap a "searingly white ray of energy" the same diameter as his finger. This ray will extend 60 ft and do d20+20 BODY of combined kinetic (blunt) and disintegration-like damage to all non-living targets and d10+20

BODY damage to all living ones. Living targets are Flattened for each 20% of their base BODY (or fraction thereof) in damage that the ray causes them. All struck are required to make a TD 125 Acrobatics check to see if the kinetic impact has knocked them down. Any castor using this spell twice without a five melee round "rest" in-between uses faces a 45% fumble chance instead of the listed 16% chance (backfire!).

**SPATIAL ROOTING – OP 9**

**Preq:** 40+ APT, 30+ MA, Expert Channel, Gen Arcanalogy, Power Trap [Channel]  
**Mana:** 19            **C:** 99 **F:** 8  
**Range:** 0            **M:** none        **Area:** see below  
**TD:** 150<sup>Note 1</sup>        **Duration:** 1 melee round

Instantaneously ties your physical form to the dimension, plane and reality you are currently in and prevents voluntary or involuntary movement through any of the three for its duration, including against magik, psi or other effects more powerful than the OP of this spell. Only native physical locomotion is allowed while the spell is in effect.

**STAR THUNDER {SHAHUI'S} – OP 9**

**Preq:** 40+ APT, 32+ MA, Expert Channel, Expert Arcanalogy, Sarchander's Sun Burst [Spell], Sarchander's Moon Burst [Spell], Fafinghar's Fiery Flash [Spell], Power Efficiency [Channel]  
**Mana:** 27            **C:** 94 **F:** 15  
**Range:** see below    **M:** none        **Area:** see below  
**Duration:** instantaneous

Fire a 6-inch diameter sphere of multicolored energy from the palm of either hand to a range of up to 360 ft. It will detonate upon impact with any solid object or at a distance stated during the initial casting. It will detonate into a 5 ft to 50 ft diameter (as stated during the casting) sphere. All within its area of effect are attacked in five ways and the castor makes four separate skill checks versus targets in the affected sphere: One for a 2d10+12 HP sonic damage attack, one for a 2d10+12 HP cold damage attack, one for a 2d10+12 HP electrical damage attack, all against target's MD. A fourth roll for a d10+10 minute Paralysis attack that is countered by the target's Shock save. Finally, all within its detonation radius area are affected as if hit by a "Fiery Flash" spell.



### ULTIMATE DEFENSE {ULLORN'S} – OP 9

**Preq:** 38+ APT, 32+ MA, Leg Channel, Gen Arcanology, Persist Magik [Arcanology], Channel Dexterity [Channel]

**Mana:** 21 (see below) **C:** 99 **F:** 15

**Range:** 0 **M:** none **Area:** see below

**TD:** 150 **Duration:** see below

Creates a glittering blue hemisphere of "auroral force" around the conjurer in a 6 and one-half ft radius. This auroral force will totally bar and keep out all forms of Undead, regardless of number or power! Such things simply cannot pass through nor penetrate in the least this defense. Also those things from the "Ethereal Planes" have great difficulty in penetrating this aurora. For them it is 95% impenetrable, becoming less difficult by 5% per each 10 BODY or fraction thereof in size above 65 BODY. Against Spirits it will bar them as well though versus Syzygy only a 55% base chance exists they will not be able to penetrate the aura and against Egregore only a 25% chance exists. This chance is reduced by 1% for every 10 APT over 200 APT of the spirits. Finally, those things considered Demonic will also have some problems with this form of defense. For the lesser types, there is a 45% base chance they'll not be able to penetrate the aurora, and for Greater types the base chance is 25%, but for each type the hindrance is reduced by 3% per each 10 BODY in size or fraction thereof over 100 BODY they are. Note that in all cases, there is a minimum 2% hindrance chance for Demon, Egregore, Syzygy, or Elemental regardless of size or power. Once conjured into existence, this non-mobile defense has a duration of seven melee rounds unless extra mana has been allocated during the initial conjuration for a longer time period. Each additional 5 mana thus used will cause the defense to last an extra 3 melee rounds. This conjuration is unalterable in any other way. The nice thing about this mystik defense is that the magik of the one who conjured it can freely pass through it (in or out) without affecting it in the least!

### OP 10

### FAR TERMINUS {JHEM'S} – OP 10

**Preq:** 46+ APT, 36+ MA, Gen Channel, Gen Arcanology, War Caster [Cast], Tritarra's Dee-Hopper [Spell]

**Mana:** 27 **C:** 100 **F:** 19

**Range:** 240 **M:** none **Area:** see below

**Duration:** see below

Cause any single target up to 80 BODY in size to be dimensionally teleported through the "Astral Plane" to a random place and (past) time. Even if the caster fails to pierce the target's MD, they will still fade into the Astral plane for d6 melee rounds, then return to the exact spot with whatever consequences that might have. When casting the spell a direct line of sight is needed. The size of the target may be increased by 1 BODY per each additional 10-mana put into the initial spell casting.

### GUILLOTINE {GUILLARME'S} – OP 10

**Preq:** 38+ APT, 38+ MA, Gen Channel, Exp Arcanology, Focused Power [Cast], Mindan's Dancing Axe of Dondura [Spell]

**Mana:** 28 **C:** 100 **F:** 17

**Range:** 60 **M:** see below **Area:** see below

**Duration:** see below

Creates a 3 ft long, 6 ft wide, 2-inch thick shiny metal blade, suspended in the air over any designated target within its range, 30 ft up, and then immediately drop down in a terrifically damaging chopping attack, like a guillotine on the same CF Action Count. Thereafter, it will immediately fade away unless an additional 8-mana is pumped into the spell and a quickened action is used to maintain it. If this is done, it will whistle upwards 30 ft, then slash downwards again at the same or another target within its range 7 CF Counts later. This can be repeated so long as mana is pumped into it. The guillotine strikes with d10+10 BODY damage (slashing) and attacks with an unmodifiable 20% critical hit chance.



### TERRIBLE TERMINATOR {XUDD'S} – OP 10

**Preq:** 46+ APT, 38+ MA, Leg Channel, Leg Arcanalogy, Kronwyn's Vanisher [Spell], Channel Dexterity [Channel]

**Mana:** 50 (see below) **C:** 100 **F:** 25  
**Range:** 99 **M:** none **Area:** see below  
**Duration:** see below

Affect any living creature up to 60 BODY in size. Each 5-BODY, or fraction thereof, in size larger requires an additional 10-mana to be expended in the initial spell casting. At the culmination of the spell, the caster says the trigger word and a brilliant orange, pencil-thick beam of mystik energy will stream away from the caster's forehead towards the target at which he is looking at/facing up to 99ft away. If the beam strikes the victim said unfortunate will commence to fade from sight! This "fading" will require one melee round per each 30 BODY (or fraction) in size and, as he fades, he will scream and howl in utter panic as the "Winds of Limbo" blow through his very soul and carry it (and him) off, never to be seen or heard from again! Where he, or his component atoms/soul actually goes is a matter of much controversy and one with no answer as yet. Suffice to say the victims have never, repeat never been tracked down or determined as to their final fate in all the hundreds of years this awful spell has been in existence. If the intended victim makes a successful save he is struck by d10+8 HP of kinetic damage. The range can never be increased by any known means and each time this spell is used, there is a 5% (non-cumulative) chance that a random Hell Gate will open around the caster instead of the desired effect! If this should happen, the caster will immediately fall through the Gate and, within three seconds, it will close shut as if it never were. IF a fumble occurs when casting this spell it will automatically open up such a "Hell Gate" instead of the normal spell fumble roll.

### OP 11

#### SILVERY SHELL OF SAFETY {ANTIGAN'S} – OP 11

**Preq:** 50+ APT, 40+ MA, Leg Channel, Gen Arcanalogy, Seal Source [Channel], Ullorn's Ultimate Defense [Spell], Rusalla's Reflector Shield [Spell]

**Mana:** 33 (see below) **C:** 100 **F:** 20  
**Range:** 0 **M:** see below **Area:** see below  
**TD:** 200 **Duration:** see below

Forms a metallic silver capped cylinder (5 ft in diameter and up to 7 ft tall) of energy around his body. All technological energy and all solid missiles

will reflect off its shimmering surface in a random direction. No magik of less than OP 12 can penetrate or affect in any way this shell from the outside or the inside. All technological energy and all solid missiles will reflect off its shimmering surface in a random direction. This shell has a three minute duration, which may be extended at the rate of one melee round per 8-mana channeled into it at any time during its duration. However, intense and continual concentration is required to maintain this spell, taking a normal and quickened action every CF Action Count, and once erected there is only air for d3 minutes inside. Any Lesser Demon touching it is thrown back d10 feet and stunned for d10 melee rounds (with no save allowed). Spirits of power less than a Syzygy are lose d100 APT every CF Count in contact with the shell. Syzygy are considered Flattened for d10 melee rounds if they touch the shell. All Greater Demons are merely frustrated in any attempt to penetrate it (they can't) and Egregore have the same issue as Greater Demons.

### OP 12

#### GOLDEN GATES {GEONOVON'S} – OP 12

**Preq:** 52+ APT, 44+ MA, Leg Channel, Leg Arcanalogy, Power Web [Channel], Persist Magik [Arcanalogy], Spatial Rooting [Spell], Kronwyn's Vanisher [Spell]

**Mana:** 40 (see below) **C:** 100 **F:** 18  
**Range:** 75 **M:** none **Area:** see below  
**Duration:** see below

The mage conjures a golden octagonal column, 30 ft tall and 10 ft across, around any single victim over which it can fit (being hollow). The column takes one full melee round to form, but once done is impossible to break out of by any force less than 300 HP potency. The octagon is filled with a glowing golden mist that totally dampens and negates magiks of OP 20 or less, so most magik cannot function inside its confines. Thus, for most victims, the only exit is one of the eight "gates" (one per side) that shimmer and beckon around the inside walls. Seven of the gates lead to a random plane of the 21 Hells, but the eighth opens directly into the vacuum of deep space between the stars; but it is not evident which is which. The column will begin to shrink in size by one foot each melee round until it disappears. Anyone inside not using one of the gates before it disappears is crushed to subatomic size and squeezed into the Ethereal Plane, a now dead being. Immediately after a gate is taken, the column disappears.



# SPELLS

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### OP 13

#### BLACK AGANTHIAN BANDS – OP 13

**Preq:** 58+ APT, 46+ MA, Leg Channel, Leg Arcanalogy, Power Web [Channel], Persist Magik [Arcanalogy], Hundred Handed [Cast], Crimson Bands [Spell]

**Mana:** 35                    **C:** 100            **F:** 22  
**Range:** 60                **M:** none        **Area:** see below  
**TD:** 200                    **Duration:** see below

Calls forth a 20 ft diameter, inky black web sphere at any point within the range. The sphere requires 12 CF Counts to fully form after being cast. If the TD 200 is met to cast the spell, the only way to escape the magik is for the targets to physically move from the area of the sphere before it fully forms. Once formed, it can only be escaped if the target can dimension door, teleport or similar powers. It is immune to fire and acid and will resist all up to BODY/STR 300/100. One melee round after its full conjuration, it will begin to contract at 2 ft per melee round until it is but a 2 inches diameter sphere, like a black marble. Of course, all inside it are totally pulverized and crushed. One minute after its maximum constriction, it "pops" into Limbo, never to be seen again.

### OP 14

#### DEFENSE {MAUJEOR'S} – OP 14

**Preq:** 65+ APT, 44+ MA, Leg Channel, Leg Arcanalogy, War Castor [Cast], Persist Magik [Arcanalogy], Yathagon's Perfect Dome of Dynamic Defense [Spell], Maujeor's Mail of Power [Spell]

**Mana:** 50                    **C:** 100            **F:** 11  
**Range:** 0                    **M:** Yes            **Area:** see below  
**TD:** 200                    **Duration:** 2 minutes

Conjures forth a complete covering for his form (up to 50 BODY max), formed out of pure energy. The covering can be invisible, opaque or mirror-like at the castor's choice during the initial casting. There is no encumbrance, and the covering protects against magik by providing triple the castor's APT as a bonus to MD, double the castor's APT as a bonus to MR, and the castor's APT as a bonus to MFORT against magical effects that cause BODY damage or other attribute damage. It does the same, though not quite as well against physical attacks, providing double the castor's APT as a bonus to DEF, the castor's APT as a bonus to DR, and one-half APT as a bonus to FORT against physical attribute or BODY attacks. The spell requires a quickened action every CF Action Count to maintain or it fades at the end of the melee

round. Also, while clasp in this protective covering, the castor cannot cast any other spells or use rituals without dropping the protection first. Attempts to do so anyway also result in the spell fizzling.

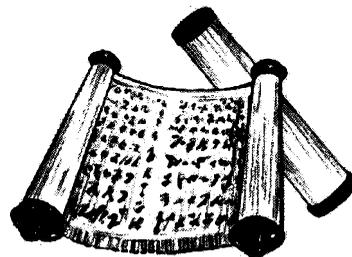
### OP 15

#### ASTRAL ICE STORM {CARMICHAEL'S} – OP 15

**Preq:** 74+ APT, 48+ MA, Leg Channel, Leg Arcanalogy, Hundred Handed [Cast], Persist Magik [Arcanalogy], Complementary Magik [Mage], Kronwyn's Vanisher [Spell], Sarachander's Moon Burst [Spell]

**Mana:** 50                    **C:** 100            **F:** 23  
**Range:** 60                **M:** Yes            **Area:** see below  
**TD:** 250                    **Duration:** 3 melee rounds

Conjures forth a storm of mystik winds and magikal ice and weirdly glowing snow upon one of the Astral, Ethereal, or Spirit Planes, at the conjurer's choice. This swirling, raging storm has a 30 ft diameter and base duration of 3 melee round that can be extended by 1 melee round per each 8-mana added to the initial conjuration. All within the confines of this magik storm suffer 2d20+10 HP in cold and buffeting (bash/kinetic) damage each melee round. All creatures of 55 BODY or smaller in size are swept off their feet and blown about mercilessly. Spirits of 100 APT or less are separated from their forms and must take 1 day per APT to reform. The "Ethereal" variation of this conjuration will strike those noncorporeal creatures of the Undead variety with devastating effect as they receive double damage from it! Needless to say, each of the types will always work perfectly upon their respective planes. It can also be dropped into the castor's normal plane of existence where, being magik, it will hit all creatures but at only half effect.



## OP 16

### CRIMSON CLAWS OF DOOM {CALIBAN'S} – OP-16

**Preq:** 82+ APT, 50+ MA, Leg Channel, Leg Arcanalogy, Thousand Tongued [Cast], Persist Magik [Arcanalogy], Arcane Authority [Mage], Channel Dexterity [Channel], Gestalt [Ceremony]

**Mana:** 32 (see below)      **C:** 100      **F:** 18

**Range:** 66      **M:** none      **Area:** see below

**TD:** 200      **Duration:** see below

Calls upon a pair of crimson claws some 8 ft long from talon tips to wrist to appear up within the range. These reptilian-looking, three-taloned claws will, 7 CF Counts after appearing, commence to attack their designated target. The claws attack using the castor's Cast skill and inflict 2d8+16 HP and d4 BODY damage per hit. Both claws make 1 attack each and use the castor's CF to determine CF Action Counts. The claws can use the following secrets as well, if the castor directs: Flurry, Retort Dodge, Gash, or Shock Attack (see the appropriate skill and caption for each secret). While wielded, the claws have an effective 45 STR, 140 BODY and 110 skill ranks in Athletics or Acrobatics for the purpose of any skill checks. They can batter down obstacles or use other maneuvers the mage may know as well. The claws will attack intelligently, and can even move up to 100 ft every melee round in pursuit of their targeted victim. This pursuit can also be as high in the air as need be, as they are not anchored to anywhere solid anyway.

Their attack will last three melee rounds, but this can be extended by one melee round per each additional 8-mana points used in the initial spell casting. The claws are MD/DEF/PD 200 and cannot, themselves, be struck by anything not itself magik. The claws are unaffected by poisons or venoms of any potency. Any fire, cold or energy of less than 40 HP has absolutely no effect upon them, and all more potent than this do but one-quarter damage to the claws. As each claw receives 120 HP/30 BODY of damage, it fades away and is gone. Note that one claw can continue to fight on alone if need be. Should the castor who has called them forth be slain, or lose consciousness, the claws will immediately become berserk and commence attacking everyone within reach. Should these claws be frustrated from actually attacking the target designated by their conjurer by defensive magik, teleporting away, etc., then these horrid things will immediately return to he who brought them into existence and commence to rend him limb from limb!

## OP 17

### FLYING CARPET {XORDAGATH'S} – OP 17

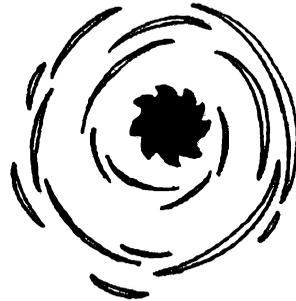
**Preq:** 92+ APT, 52+ MA, Leg Channel, Leg Arcanalogy, Thousand Tongued [Cast], Persist Magik [Arcanalogy], Magus [Mage], Unfettered [Channel]

**Mana:** 35      **C:** 100      **F:** 19

**Range:** 10      **M:** Yes      **Area:** see below

**TD:** 250      **Duration:** see below

Creates a shadowy-black carpet that is 13 ft x 6 ft x 2-inch thick. This carpet can support up to 2,000 pounds and still fly at 300 ft per melee round. For each 200 pounds less than the maximum, the carpet can move 25 ft faster per melee round and for every 200 pounds beyond it moves 25 ft slower. However, it can never climb higher than 1,200 ft above the ground. This carpet has the durability of spider silk, is fireproof and insulated against cold down to -120 degree Fahrenheit. It will persist as long as the castor maintains it by expending a normal action every CF Action Count.



## OP 18

### JUMP BALL {JOHNSON'S} – OP 18

**Preq:** 103+ APT, 55+ MA, Leg Channel, Leg Arcanalogy, Thousand Tongued [Cast], Persist Magik [Arcanalogy], Magus [Mage], Unfettered [Channel], Antigan's Silvery Shell of Safety [Spell]

**Mana:** 28      **C:** 100      **F:** 10

**Range:** 0      **M:** Yes      **Area:** see below

**TD:** 200      **Duration:** see below

Calls forth an inky black illusoid sphere around his form in a 5 ft radius. Once formed it immediately jumps into the sky taking the castor and ascends at a rate of 990 ft per melee round. It climbs to 5,000 ft in its lofty flight of 6 miles. There it softly lands and immediately disappears! The distance it jumps cannot be varied.



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## OP 19

### EARTH WRECKER {BAY-ATHAEN'S} - OP 19

Preq: 115+ APT, 60+ MA, Leg Channel, Leg Arcanalog, Thousand Tongued [Cast], Lore Mastery [Arcanalog], Magus [Mage], Unfettered [Channel], Tandoora's Teleportation [Spell]

Mana: 50            C: 100        F: 27  
Range: 10           M: Yes        Area: see below  
TD: 300            Duration: see below

Though it is a spell triggered by one command or firing word, the effect takes d100 melee rounds to commence and will last d20 melee rounds once started. The results are simple: a massive earthquake takes place in a one square mile area up to 10 miles distant, doing GM adjudicated damage that ranges from practically nil to the flattening of whole towns. There is, of course, no save against the effects of an earthquake.



## OP 20

### FELL GATES OF HELL {PHANCH'S} - OP 20

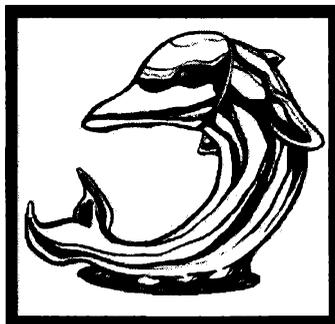
Preq: 130+ APT, 65+ MA, Leg Channel, Leg Arcanalog, Thousand Tongued [Cast], Persist Magik [Arcanalog], Archmage [Mage], Unfettered [Channel], Gandolyn's Golden Gates [Spell], Skarkhonen's Greater Gates [Ritual]

Mana: 30 (see below)    C: 100    F: 25  
Range: 360            M: none    Area: see below  
Duration: see below

The castor can cause any single target of no more than 80 BODY in size to dimension-port into one of the twenty-one planes of Hell. However, the Hell in question must have been pre-selected and a gateway into it created via the Skarkhonen's Greater Gates ritual, which cannot have taken place more than thirteen days prior to the spell's usage in order for it to work. The BODY of the victim to be dimension-ported may be increased by adding 15-mana points per each extra 5 BODY in size desired, into the initial spell casting.

### ARDUIN LEGEND: CHORAZMATT

This Greater Demon appears as a 33 ft long serpentine creature of translucent sapphire blue with three pairs of dragonfly-like wings, 45-ft wingspan, close behind its head. Chorazmatt is called the Storm Queen and is brilliantly intelligent and as fluent as the masters in Rune Singing and Bardic lore. Her hauntingly beautiful singing can mesmerize any sentient being. She is considered the Queen of the Storm Demons and is always known to be friendly with Elementals of the Air and other such magikal kind. When called for in a summoning she is normally accompanied by one to ten of those beings. She is perhaps the only Greater Demon who will willingly come to such a magikal summons, and is generally well disposed to those who summon her. She will sometimes trade the services of her servants or even herself in return for the favors of a handsome man. But any arrogance, insolence, or other such failure to recognize her high and omnipotent position will result in her absolute and undying rage, usually ending in the death of him who has thus insulted her. She is conjured forth in all matters of air, storm, or flight, but only by those of an effacing and humble manner who don't care whom they bed!

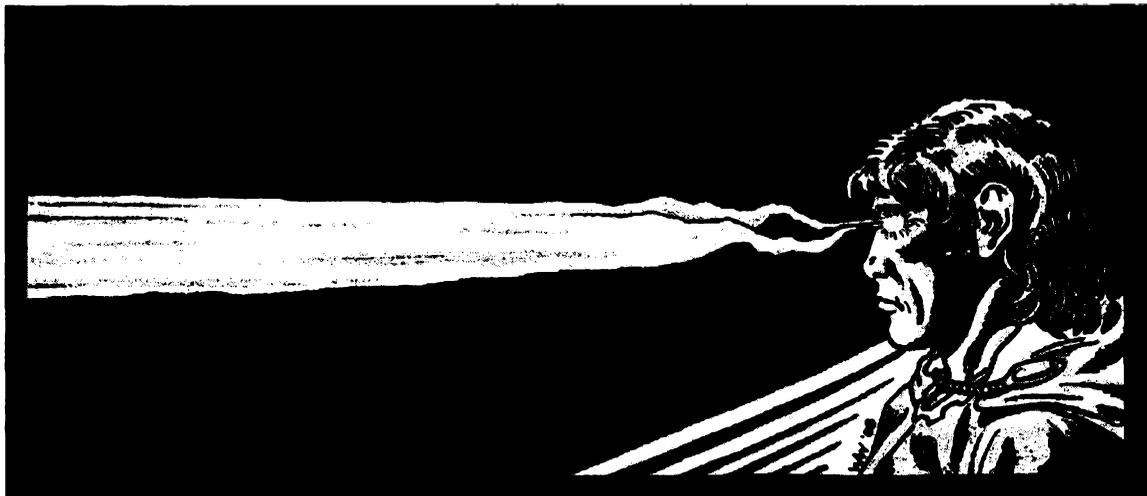


# SPELLS

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# MENTAL POWERS - CHAPTER TWENTY TWO



**M**ental powers are mental procedures, part ritual, part visualization and part intuitive action. They are the focus for a being to apply power in order to create an effect. In short, a mental power as its classically known.

## MENTAL POWER GUIDELINES

The understanding of psychic power is a straightforward process. Mental powers follow a simple format, regardless of their power.

**Name:** Name of the mental power

**OP:** Stands for Order of Power and represents the power level of the mental power.

**Preq:** The prerequisites needed to learn and use the mental power

**PSI:** The amount of PSI you need to have available to use the mental power. If you do not have the entire amount of PSI in your power pool when you begin, you fail (without consequence) immediately.

**Range:** How far you can reach with the mental power, given in feet or as line of sight (LOS). Anything noted as LOS can be done as long as you can visually or otherwise sense the target. Also, unless otherwise constrained, you can make the effect occur at any point in the range given.

**Critical:** Chance to gain a critical success with your Mind skill.

**Fumble:** Chance to fumble with your Mind skill.

**Maintenance:** Notes whether the mental power defines a requirement, such as an action or a stream of PSI, to sustain its effect.

**TD:** Some mental powers do not require the user to apply their Mind skill against the target's PD but

instead require a specific TD be met instead to succeed at the mental power. If this TD is not met, the mental power fizzles and is lost. The check for the TD is made after all PSI is first channeled.

**Duration:** A listed time frame that the mental power lasts without maintenance.

**Area:** The area the mental power affects or the dimensions it can reach.

**Shape.** A shape is a cube, circle, square, cylinder or similar dimension. A Shape defines a single point of origin and expands in all directions simultaneously, filling to the max defined size or as constrained otherwise by the mental power when used.

**Description/Effect:** What the it actually does.

**[M-OP 1] :** [M] refers to the description being a Mental Power

**[M-OP 1] :** [-OP 1] shows that the Mental Power is an Order of Power level one.

Mental powers beyond OP 10 are known by few and can only be written down. Few, if any are taught in a academy of the mind. Such mental power, when found, is held in great esteem and a Psychic is considered truly legendary if they have acquired and mastered one or more such mental powers.

**NOTE 1:** If the target of this mental power is not willing or hostile, you make a normal roll against their PD to succeed.

**NOTE 2:** You only need to make the TD required to use the mental power to affect the target area, regardless of the PD of creatures or individuals within it.



## OP 1

Amphora [M-OP 1]  
Biothermal Mastery [M-OP 1]  
Body Image Alignment [M-OP 1]  
Buoyed Step [M-OP 1]  
Calm Fear [M-OP 1]  
Cast Eyes Abroad [M-OP 1]  
Compounded Inertia {Jauqui's} [M-OP 1]  
Concussive Fist [M-OP 1]  
Deaden Pain [M-OP 1]  
Find the Beat [M-OP 1]  
Hard Buffer [M-OP 1]  
Hypnic Jerk [M-OP 1]  
Impetus [M-OP 1]  
Instill Life's Passion [M-OP 1]  
Insufferable Poltergeist [M-OP 1]  
Intellectual Shield [M-OP 1]  
Intuit [M-OP 1]  
Mind Flood [M-OP 1]  
Mind Hands [M-OP 1]  
Mind Jab [M-OP 1]  
Mind Scale [M-OP 1]  
Nausea [M-OP 1]  
Nerve Jitters [M-OP 1]  
Nerve Rattle [M-OP 1]  
Next Second [M-OP 1]  
Psychic Alarm [M-OP 1]  
Psychic Lure [M-OP 1]  
Resist Hunger [M-OP 1]  
See Aura [M-OP 1]  
Sense Life [M-OP 1]  
Settled Mind [M-OP 1]  
Shield Self [M-OP 1]  
Telekinetic Agitation [M-OP 1]  
Thought Shield [M-OP 1]  
Unfailing Balance [M-OP 1]

## OP 2

Anonymity [M-OP 2]  
Anticipate [M-OP 2]  
Block Nerves [M-OP 2]  
Body Image Adjustment [M-OP 2]  
Cleft Mind [M-OP 2]  
Crush Intellect [M-OP 2]  
Fed to Inner Demons [M-OP 2]  
Marton Gale's Foudroyant Alleviate [M-OP 2]  
Hardened Nerves [M-OP 2]  
Kinetic Shield [M-OP 2]  
Link Senses [M-OP 2]  
Mind Jumble [M-OP 2]  
Mind Link [M-OP 2]  
Mind Shout [M-OP 2]  
Momentum Theft [M-OP 2]  
Psychic Beacon [M-OP 2]

Psychic Lift [M-OP 2]  
Psychokinesis [M-OP 2]  
Recovery [M-OP 2]  
Roborative {Marton Gale's} [M-OP 2]  
Safe Thought [M-OP 2]  
Surmised [M-OP 2]  
Thought Cast [M-OP 2]  
Turn the Hand [M-OP 2]  
Unscramble Nerves [M-OP 2]

## OP 3

Clairsentience [M-OP 3]  
E.S.P. [M-OP 3]  
Eyes of the Mind [M-OP 3]  
Heart Stopper [M-OP 3]  
Mind Probe [M-OP 3]  
My Will is Undeniable [M-OP 3]  
Psychic Inundation [M-OP 3]  
Psychic Trap [M-OP 3]  
Psychometry [M-OP 3]  
Speed Up [M-OP 3]  
Team Fortress [M-OP 3]  
Trick the Mind [M-OP 3]  
Void of the Mind [M-OP 3]

## OP 4

Body Image Correction [M-OP 4]  
Darken the Mind [M-OP 4]  
Dominate [M-OP 4]  
Mind and Body in Harmony [M-OP 4]  
Mind Seal [M-OP 4]  
Psychic Scream [M-OP 4]  
Redirect Momentum [M-OP 4]  
Slide Berwixt the Bonds of the World [M-OP 4]  
Tailor Memory [M-OP 4]  
Wrench Psyche [M-OP 4]

## OP 5

Avoidance [M-OP 5]  
Cardiac Arrest [M-OP 5]  
Decoy [M-OP 5]  
Mind and Body are One [M-OP 5]  
Mind Worm [M-OP 5]  
Reality Probe [M-OP 5]  
Thought Fetter [M-OP 5]

## OP 6

Asphyxiate [M-OP 6]  
Cerebral Hemorrhage [M-OP 6]  
Clean Psychic Trail [M-OP 6]  
Mind Burst [M-OP 6]  
Prescience [M-OP 6]  
Teleporting [M-OP 6]



**OP 7**

Aerie of the Ethereal [M-OP 7]  
 Equipollenic Empathic Surprise {Aefar's} [M-OP 7]  
 Focused Psychic Scream [M-OP 7]  
 Stonebrow [M-OP 7]

**OP 8**

Bone Breaker {Aefar's} [M-OP 8]  
 Incinerate [M-OP 8]  
 Precognition [M-OP 8]

**OP 9**

Psychic Adjustment [M-OP 9]  
 Psychic Program [M-OP 9]  
 Unassailable Temple of the Mind [M-OP 9]

**OP 10**

Explode Heart [M-OP 10]  
 Psychic Holography [M-OP 10]

**OP 1****AMPHORA – OP 1**

**Preq:** 16+ APT, 16+ MA  
**PSI:** 3                    **C:** 97                    **F:** 6  
**Range:** self            **M:** No                    **Area:** self  
**TD:** 75                    **Duration:** 2 minutes  
 Wrap a quasi-real blanket of mental static and formless energy around you to gain a +10 bonus to Dodge. This has no effect on mindless or psychic-immune creatures but otherwise cannot be blocked by psychic defenses unless specified within.

**BIOTHERMAL MASTERY – OP 1**

**Preq:** 16+ APT, 16+ MA, Trd Channel  
**PSI:** 2                    **C:** 100                    **F:** 8  
**Range:** self            **M:** No                    **Area:** self  
**TD:** 50                    **Duration:** see below  
 Generate or reduce the warmth needed to compensate for austere environments. You can adjust your internal temperature up or down 30 degrees Fahrenheit to compensate for environmental conditions while in this state. This adjustment increases by 5% effectiveness per skill rank. The mental power can be performed while sleeping, entranced, meditating or otherwise occupied in non-combative states; any situation that requires your complete or full attention, combat or otherwise is exempt as well as unconscious or coma-like states.

**BODY IMAGE ALIGNMENT – OP 1**

**Preq:** 16+ APT, 16+ MA, Trd Channel, Prof Anatomy [Know]  
**PSI:** see below            **C:** 100                    **F:** 6  
**Range:** self            **M:** No                    **Area:** self  
**TD:** 50                    **Duration:** see below  
 Essentially a form of self healing, where the psychic reinstates his view of his own physical body, compelling his body to restore itself through pure mental power. A psychic can heal his physical 1 HP for 1 PSI. This form of self healing requires no Shock Save unless the amount of damage exceeds the psychic's MA during a day period. Then, a TD 50 + the HP exceeding the psychic's MA for the day is required to successfully heal. Otherwise the alignment fails. It takes one melee round per HP healed but once started continues until finished. Only one body image alignment can be in effect at any given time or they disrupt one another. If the OP 1 mental power, Intuit Body Image is used prior to attempting Body Image Adjustment, the Shock Save is not required.

**ARDUIN LEGEND:  
 CEADEAL LA'MATRINE**

A rakish Amazon warrior, psychic and sailor, renown for her bravery and cheerfulness. Her greatest act and her final end lies in the tale of her confrontation with the evil unleashed long ago. For three days she harried, fought, and out maneuvered the horrific thing on her ship the Gypsy Ghost. She had commanded every person of the crew to bind their eyes away from the sight of the dread white beast so they would not go mad. Only her voice commanded them and only her unprotected eyes and unshorn mind would gaze upon it.

Cheerful, even as the madness of the evil pecked at her mind and boiled her flesh, she guided them in a three day dance to lead the evil into the great cataclysmic destruction of the Maelstrom. Even at the end, when she and the crew realized they had failed, she cheerfully rallied her crew one more time and sailed her ship the Gypsy Ghost right into its jaws, her hawk ram extended for one last blaze of glory.

### BUOYED STEP – OP 1

**Preq:** 16+ APT, 16+ MA, Prof Channel  
**PSI:** see below      **C:** 99      **F:** 7  
**Range:** touch      **M:** No      **Area:** see below  
**TD:** 50<sup>Note1</sup>      **Duration:** see below

You employ a weak form of telekinetic power to lift up a living being (must be alive) just enough so they leave no tracks when they walk or make any sounds as they move across a surface. A living being of 35 BODY can be affected in this manner for 1 minute at a cost of 3 PSI. Each additional PSI used during the initial call on the mental power can either (psychic's choice) extend the duration by one minute or increase the amount of BODY affected by +10.

### CALM FEAR – OP 1

**Preq:** 18+ APT, 16+ MA, Trd Noetics  
**PSI:** see below      **C:** 98      **F:** 9  
**Range:** touch      **M:** No      **Area:** see below  
**TD:** 75<sup>Note1</sup>      **Duration:** 1 minute

Temporarily suppresses the chemical and psychological components of fear. The act divorces the emotion fully from the target, to the point they are unable to feel the emotion, even if intellectually, they understand they are in danger or face a horrifying situation. This enables them to take perfectly rational actions rather than respond with normal fear reactions. While in effect, the target automatically makes all Fear saves. This mental power can be reversed to inflict fear as well.

### CAST EYES ABROAD – OP 1

**Preq:** 16+ APT, 18+ MA, Trd Noetics  
**PSI:** 4      **C:** 96      **F:** 10  
**Range:** 20      **M:** No      **Area:** self  
**TD:** 75      **Duration:** 1 minute

See from a different position at any angle within 20 ft of the psychic's eyes. Otherwise it has no additional affect on the psychic's vision and cannot be used to penetrate objects. While in effect, the psychic loses their normal viewpoint, meaning they are vulnerable and potentially blind to actions occurring around them.

### COMPOUNDED INERTIA {JAUQUI'S} – OP 1

**Preq:** 14+ APT, 16+ MA, Trd Channel  
**PSI:** see below      **C:** 99      **F:** 11  
**Range:** touch      **M:** No      **Area:** see below  
**TD:** 50<sup>Note1</sup>      **Duration:** 2 minutes

The mental power allows you to lower or heighten an object or person's inertia by affecting their BODY. You can adjust a target's BODY by a factor of 1 for every 1 PSI you employ. An object or person with negative BODY almost literally floats and if acted

upon (like shoved, hit, etc.) will freely float/slide in the direction acted upon at the strength of the force applied. If an object or person has as much or more negative BODY as they have positive, they will slowly float upwards until the situation changes.

*Example – Madqui Triple-Soul takes a vast dislike to his neighboring bar patron, mainly because he is a drunk, loud-mouthed belligerent dwarf. Using Mind Scale, Madqui ascertains the dwarf has 39 BODY. He then uses 40 PSI and Jauqui's Compounded Inertia to give him negative one BODY. A quick grab and throw upwards send the curse-spewing dwarf upwards to the ceiling, much to the amusement of the other guests...*

### CONCUSSIVE FIST – OP 1

**Preq:** 18+ APT, 12+ MA, Prof Channel  
**PSI:** 4      **C:** 96      **F:** 10  
**Range:** LOS      **M:** No      **Area:** see below  
**Duration:** instantaneous

You shape telekinetic power to make a bashing attack at a single target, inflicting d6+8 HP of damage.

### DEADEN PAIN – OP 1

**Preq:** 14+ APT, 14+ MA, Trd Channel  
**PSI:** see below      **C:** 100      **F:** 6  
**Range:** touch      **M:** No      **Area:** see below  
**TD:** 50<sup>Note1</sup>      **Duration:** see below

Short circuit your nervous system or a target's to deaden pain for 5 minutes. It can be done partially to numb certain sections of the body or as a total body numbing. A living being of 40 BODY or less can be affected. Each additional PSI used during the initial call on the mental power can extend the duration by one minute or increase the amount of BODY affected by +10.

### FIND THE BEAT – OP 1

**Preq:** 18+ APT, 18+ MA, Trd Channel  
**PSI:** 2 (see below)      **C:** 97      **F:** 7  
**Range:** LOS      **M:** No      **Area:** see below  
**TD:** 75<sup>Note1</sup>      **Duration:** see below

Allows you to find the resonance beat of an object and cause it to vibrate, shake and shimmy. Fragile objects less than 1 cubic foot will shatter after a CF Action Count. This mental power does not work against living beings. Objects, however, suffer one-quarter of a percent of their structural integrity in damage every melee round maintained. An object of 5 cubic feet can be affected for 5 melee rounds. Every two additional PSI used during the initial call on the mental power can extend the duration by one melee round or increase the amount of area affected by +1 cubic feet. Objects that are hardened or resistant to sound, vibration, earth quakes and the like may take longer to effect (GM adjudicates).



### HARD BUFFER – OP 1

**Preq:** 18+ APT, 18+ MA, Trd Channel  
**PSI:** 3                    **C:** 97                    **F:** 9  
**Range:** self            **M:** No                    **Area:** self  
**Duration:** 1 minute

Forms a hard kinetic barrier that he intuitively uses to block any attack made against his person. It blocks one attack per CF Action Count using the Mind skill ranks of the psychic in the equivalent to a Parry action that can block anything physical that does not have a duration of instantaneous or immediate (including slow velocity missiles like arrows, slings, etc.).

### HYPNIC JERK – OP 1

**Preq:** 16+ APT, 16+ MA, Trd Channel  
**PSI:** 2                    **C:** 100                    **F:** 11  
**Range:** LOS            **M:** No                    **Area:** see below  
**Duration:** immediate

Attack a single victim's nervous system, causing them to feel as though they just fell, as if the earth opened up below them, much like the sensation of falling that can occur in light sleep. The sensation is immediate but disorientating, Staggering the victim for the next melee round. On the CF Count it occurs, it also forces them to make a TD 100 COORD check or drop anything they have in hand or to continue performing any physical action they have in progress. Mental actions or skills are equally affected and require a TD 100 MA check or they are disrupted.

### IMPETUS – OP 1

**Preq:** 12+ APT, 12+ MA  
**PSI:** 2 (see below)    **C:** 95                    **F:** 8  
**Range:** LOS            **M:** No                    **Area:** self  
**TD:** 75<sup>Note1</sup>            **Duration:** see below

Adds to the relative mass of any moving (must be moving) object or person. At its minimum power, Impetus adds +10% more BODY to any moving object or person for 1 melee round. Every two additional PSI used during the initial call on the mental power can extend the duration by one melee round or increase the bonus BODY added by +5%.

### INSTILL LIFE'S PASSION – OP 1

**Preq:** 18+ APT, 18+ MA, Trd Noetics  
**PSI:** 10                    **C:** 98                    **F:** 9  
**Range:** touch            **M:** No                    **Area:** see below  
**TD:** 50<sup>Note1</sup>            **Duration:** 1 hour

Instill a powerful desire to live. This desire gives a person at death's door (negative HP and losing ESS) a chance to continue to survive; if they can make a TD 100 ESS roll they do not lose ESS for a full minute (see *Adventuring* section). It also adds a +30 bonus

to rolls defending against death attacks or even to his defenses (MD/PD/DEF) when the result of an action is perceivable install or immediate death.

*Example – Madqui Triple-Soul and his companion Kalouth seek out the Uoaki-Xu (a malign spirit) that haunts the woods near Dark Huddle in Arduin. They are confident of victory since they bear the Lighted Talisman of Joery. The Uoaki-Xu, however, is shy and drops several trees on the both of them. Kalouth is trapped and near death. Madqui uses Instill Life's Passion to help him survive while he chases the Uoaki-Xu. Since Kalouth is in negative HP, he is dying, losing ESS every melee round. With Instill Life's Passion, he can make an ESS check every minute he won't ESS and then eventually die.*

### INSUFFERABLE POLTERGEIST – OP 1

**Preq:** 16+ APT, 18+ MA, Trd Channel  
**PSI:** 7                    **C:** 99                    **F:** 11  
**Range:** LOS            **M:** No                    **Area:** see below  
**TD:** 50<sup>Note1</sup>            **Duration:** see below

Injects a series of subtle, but unpleasant hallucinations into a single target's brain. The exact nature of the hallucinations varies with the victim, but they relate to the victim's personality and experiences. The hallucinations cannot truly interfere with the victim's actions but they do color their perception and how they react to others. It takes a TD 50 MA check to recognize them for what they are, which is powerless hallucinations. Until this happens they levy a -15 penalty to all actions the victim undertakes. Even after discovered for what they are, they demoralize the victim with a -5 penalty for 2d10 melee rounds.

### INTELLECTUAL SHIELD – OP 1

**Preq:** 14+ APT, 18+ MA, Trd Noetics  
**PSI:** 5 (see below)    **C:** 100                    **F:** 6  
**Range:** touch            **M:** No                    **Area:** see below  
**TD:** 50<sup>Note1</sup>            **Duration:** see below

You build armor against intrusion and attack by using sheer logic and calculation as a mechanism to baffle and defeat psychic attacks. Add REAS to PR for 1 minute. Every 3 additional PSI used during the initial call on the mental power can extend the duration by +1 minute.



## INTUIT – OP 1

**Preq:** see below

**PSI:** see below      **C:** 100      **F:** 6

**Range:** see below      **M:** see below      **Area:** see below

**TD:** see below      **Duration:** see below

Numerous variations of this mental power exist and are covered below along with respective notes. Each mental power must be learned individually.

**Body Image** – You instantly gain a complete understanding of the touched being's anatomy, form, shape, mass and all other physical details, internal and external. The information cannot be conveyed but your intuitive understanding can replace any Anatomy Knowledge required for that singular being. The understanding lasts for 2 minutes and then fades. Preq is 18+ APT, 18+ MA, Trd Noetics. The PSI cost 3 and TD 50<sup>Note1</sup>.

**Direction** – You instantly know what direction a known location or place lies, even if only briefly seen, or described. For instance, the remains of castle described to you by someone who has visited it is sufficient to intuit the direction it lies you're your current position; a story by a bard about a sunken city of gold (and who has never been there) is not. You can use this power as a free action. Subsequent movement on your part will confuse matters and require additional Intuit Direction checks to stay on a path to the location. Your accuracy with the intuition allows you to stay on path for one minute of movement per skill rank before you have to make another to correct your path. If the destination is masked, you roll an opposed skill check with its TD instead. Preq is 18+ APT, 18+ MA, Trd Noetics. The PSI cost 3 and TD 50<sup>Note2</sup>.

**Enemy** – You can scan the area around you in a 20 ft radius in an attempt to recognize that an entity is specifically thinking of harming you. They must be a clear line of sight and you must be aware of their presence. This is not counted as a psychic attack and if successful you understand they are hostile, though not why or what form this hostility may take. It works equally well against living, undead and dead (psychic) beings. Preq is 20+ APT, 22+ MA, Trd Noetics, Trd Channel, and requires 4 PSI to power. It requires a normal action every CF Action Count to maintain and TD 100<sup>Note2</sup>. It lasts as long as maintained.

**Hidden/Secret Aperture** – You can use mental power to attain cognition of a concealed, hidden or secret area, opening, closure, door and similar areas. An area 10 ft. square and no more than 30 ft. distant may be examined in this manner for each full minute of concentration as a maneuver that takes a normal action. This in no way conveys knowledge beyond

that a hidden or secret aperture exists. If the hidden/secret aperture is masked in some fashion, you use the strength of the mask as the TD. The PSI cost is only paid once unless you break concentration. Preq is 18+ APT, 20+ MA, Trd Noetics, Trd Channel, and requires 3 PSI to power. It requires a normal action every CF Action Count to maintain and TD 75<sup>Note2</sup>. It lasts as long as maintained.

**Machine** – The mental power provides intuitive understanding of one "machine," giving the psychic an unexplainable idea of its purpose and operating procedures. This gives the caster a +30 bonus when operating this particular machine but the psychic cannot convey the info to another. Preq is 18+ APT, 18+ MA, Trd Noetics. The PSI cost 8 and TD 75<sup>Note2</sup>. The understanding lasts for one day and then is gone.

**Poison or Venom** – You can use mental power to attain cognition of poisons and venoms, whether they are objects, items, plants, venoms, or venomous animals. An item, creature or 5 ft. square area no more than 30 ft. distant may be examined in this manner for each full minute of concentration and as a maneuver that takes a normal action. This ability conveys knowledge that the poison or venom exists, what its onset time will be, and potency. It will not provide information on how to create (harvest), neutralize, or use it. If the poison or venom is disguised in some fashion, you use the strength of the disguise as the TD. The PSI cost is only paid once unless you break concentration. Preq is 18+ APT, 18+ MA, Trd Noetics. The PSI cost 2. It requires a normal action every CF Action Count to maintain and TD 75<sup>Note2</sup>. It lasts as long as maintained.

**Psychic Disturbance** – You can use mental power to recognize any psychic disturbance whether it is an event, latent expression, residue, memory, etc. An area 10 ft. square and no more than 30 ft. distant or any single creature may be examined in this manner for each full minute of concentration and as a maneuver that takes a normal action. This only provides the understanding that a disturbance exists, not what it is, how it got there or when. If the disturbance is masked in some fashion, you use the strength of the mask as the TD. The PSI cost is only paid once unless you break concentration. Preq is 18+ APT, 18+ MA, Trd Noetics. The PSI cost 2 and TD 50<sup>Note2</sup>. It requires a normal action every CF Action Count to maintain but lasts as long as maintained.

**Traps** – You can use mental power to attain cognition of any trap. An area 10 ft. square and no more than 30 ft. distant may be examined in this manner for each full minute of concentration and as a



maneuver that takes a normal action. This in no way conveys the knowledge of countering the trap unless self evident (e.g., there is a pit trap ahead of you spanning the corridor). If the trap is masked in some fashion, you use the strength of the mask as the TD. The PSI cost is only paid once unless you break concentration. Preq is 18+ APT, 18+ MA, Trd Noetics. The PSI cost 2 and TD 75<sup>Note2</sup>. It requires a normal action every CF Action Count to maintain but lasts as long as maintained.

#### MIND FLOOD – OP 1

**Preq:** 16+ APT, 16+ MA, Prof Channel  
**PSI:** 3                    **C:** 99                    **F:** 9  
**Range:** LOS                    **M:** No                    **Area:** see below  
**Duration:** d3 m/r

Attack a single target's nervous system, flooding it with contradicting and confusing signals. Make an opposed Mind skill check versus their PD. If you succeed, you reduce your opponent's CF by -2 immediately. The effect lasts d3 melee rounds and can be stacked.

#### MIND HANDS – OP 1

**Preq:** 14+ APT, 14+ MA, Prof Channel  
**PSI:** 3 (see below)                    **C:** 100                    **F:** 9  
**Range:** LOS                    **M:** Yes                    **Area:** see below  
**TD:** 50<sup>Note1</sup>                    **Duration:** see below

Manifests telekinetic power to manipulate objects as if using one's hands, though without any sense of touch. The normal spectrum of actions with one's digits is possible though with a -15 penalty for the lack of tactile sensitivity. The hands are CF 8, COORD 12, BODY 12, and STR 5. Every 2 additional PSI you add to the initial use of the power will add +1 to all these characteristics. They will last for as long as you spend a normal action every CF Action Count to maintain them.

#### MIND JAB – OP 1

**Preq:** 12+ APT, 18+ MA, Trd Noetics  
**PSI:** 6                    **C:** 99                    **F:** 11  
**Range:** LOS                    **M:** No                    **Area:** see below  
**Duration:** see below

Attack a victim with a swift and deadly mental attack aimed at destroying their sense of self and id. If you succeed against their PD, the victim immediately takes d2 EGO impairment. If you reduce their EGO to zero (0) or less they die (see *Adventuring* section).

#### MIND SCALE – OP 1

**Preq:** 14+ APT, 12+ MA  
**PSI:** 1                    **C:** 100                    **F:** 6  
**Range:** touch                    **M:** No                    **Area:** see below  
**TD:** 50<sup>Note2</sup>                    **Duration:** see below  
Instantly gain the knowledge of the exact dimensions, mass, BODY, and/or weight of one object. Can also be used on a room or opening to get dimensions, though the maximum zone/mass/wt calculable is the psychic's MA times his skill ranks in any measure.

#### NAUSEA – OP 1

**Preq:** 18+ APT, 18+ MA, Trd Noetics  
**PSI:** 4                    **C:** 97                    **F:** 10  
**Range:** LOS                    **M:** No                    **Area:** see below  
**TD:** 50<sup>Note1</sup>                    **Duration:** 1 minute  
Wrecks havoc with a single target's mind, disrupting their equilibrium and causing vertigo and nausea. This causes the victim to fall to its knees and choke, gag and vomit for 2d20+10 CF Counts. No actions are allowed other than crawling. This mental power can be used in reverse to remove the effects of nausea or vertigo as well, though the effect is short lived if the cause is still present, i.e., removing seasickness is pointless if the person is still on a sea-going vessel...

#### NERVE JITTERS – OP 1

**Preq:** 16+ APT, 16+ MA, Trd Noetics  
**PSI:** 4                    **C:** 99                    **F:** 11  
**Range:** LOS                    **M:** No                    **Area:** see below  
**TD:** 50<sup>Note1</sup>                    **Duration:** see below  
Attack a victim via their nervous system, causing it fire off signals erratically. If you overcome their PD, the victim is Shaken for d10+4 melee rounds.

#### NERVE RATTLE – OP 1

**Preq:** 16+ APT, 16+ MA, Trd Noetics  
**PSI:** 5                    **C:** 100                    **F:** 11  
**Range:** LOS                    **M:** No                    **Area:** see below  
**Duration:** 1 melee round  
Attack a victim's nerves, disturbing their ability to process information and send signals to control their body. It lowers their effective BODY by -10 and applies a -10 penalty to ALL physical attribute checks. Skills and actions that rely on these attributes suffer a -20 penalty. Anything in hand is immediately dropped by the victim and the victim cannot hold anything until the duration ends.



### NEXT SECOND – OP 1

**Preq:** 18+ APT, 18+ MA, Trd Noetics, Prof Channel  
**PSI:** 5                    **C:** 100            **F:** 9  
**Range:** see below    **M:** No            **Area:** see below  
**TD:** 50<sup>Note2</sup>            **Duration:** see below

You become aware of any aggressive action made against you or that happens to you a short second prior to it happening. This doesn't always give you enough information to create a cohesive picture of what the future holds but does give you a small edge. It provides a +25 bonus to DEF, Dodge, Parry and any other countering skill you use to avoid aggressive actions, such as Acrobatics, Channel, etc.

### PSYCHIC ALARM – OP 1

**Preq:** 16+ APT, 18+ MA, Prof Noetics  
**PSI:** 1                    **C:** 100            **F:** 6  
**Range:** see below    **M:** No            **Area:** self  
**TD:** 50                    **Duration:** see below

Informs the psychic when a specific event has taken place. The event to occur must be describable in a few, short sentences, and within the normal capability of the psychic to perceive. The ability to perceive cannot require some consumable resource (like expending PSI or using an item) to achieve. Otherwise, anything can be set as a psychic alarm. A psychic can have one alarm for every 3 point of MA. A psychic can place a psychic alarm on another living being with at least 1 ESS and 1 REAS but it costs 5 PSI per alarm and they can only have one alarm for every 10 MA.

*Example – Madqui Triple-Soul is back on the road after a short rest following his travels to the Bonewood. He sets the following psychic alarms: "Let me know if someone places a hand on or in any bag, pouch or pack I have on my body", "Let me know if I am touched psychically", "Let me know if I am the target of a spell". All these alarms will function if Madqui has a chance of perceiving them. A spell with no discernable effect that Madqui can perceive will not set off the alarm. Thus, if he was scryed from afar the psychic alarm would not go off. A person casting the same spell within eyesight of Madqui would set it off. The same applies to the psychic detection.*

### PSYCHIC LURE – OP 1

**Preq:** 18+ APT, 18+ MA, Trd Noetics  
**PSI:** 5                    **C:** 99            **F:** 11  
**Range:** LOS            **M:** No            **Area:** see below  
**TD:** 50<sup>Note1</sup>            **Duration:** 1 minute

Inserts a gripping fascination in the mind of the target. The attraction can be toward an object, a specific being, a matter of style (or lack thereof), culture, activity or action, or event. The victim of the

mental power takes any reasonable steps to do, meet, handle, immerse or perform the object of this fascination. For example, a person with a psychic lure for Arduinian culture would be fascinated by it and choose to eat Arduinian food, wear Arduinian dress, speak like they do, and so on. Of course, reasonable does not imply mindless obsession. Obviously self destructive impulses will not be followed and the victim still recognizes danger and won't place themselves in overtly dangerous situations. Note that where the attraction is tied to a specific being, they gain a +25 bonus on Interpersonal skills with the victim. . Every additional PSI you add to the initial use of the power will add an additional minute to the duration.

### RESIST HUNGER – OP 1

**Preq:** 16+ APT, 16+ MA, Prof Channel  
**PSI:** 2                    **C:** 99            **F:** 11  
**Range:** self            **M:** No            **Area:** self  
**TD:** 50                    **Duration:** 1 day

Ignore hunger as if it didn't exist. You can function at full effectiveness without nourishment. Your body still requires this nourishment and every day that goes by you take -1 CON impairment and do not heal (see *Adventuring* section). The CON impairment does not heal until you take nourishment. This mental power can be reverse to cause intense day long, non-stop hunger.

### SEE AURA – OP 1

**Preq:** 14+ APT, 14+ MA, Prof Noetics  
**PSI:** 1                    **C:** 98            **F:** 6  
**Range:** LOS            **M:** No            **Area:** see below  
**TD:** 50<sup>Note1</sup>            **Duration:** 1 minute

Dimly perceive the energy that living beings emit (not undead, spirits, demons or mythic creatures). It takes a quickened action of concentration and roll against the target's PD to peruse one creature well enough to understand basic motivations and direction. Failure to read a creature's aura does not indicate there is no aura, only that the psychic cannot understand its meaning, the aura is hidden, or otherwise protected. This ability is line of sight and cannot penetrate barriers even as thin as a cloth curtain unless stronger powers such as clairvoyance is used to permit viewing. You can reverse this mental power to cloak your aura, forcing a viewer to roll against your PD just to view the energy you emit. When you use the mental power to cloak your aura, the duration extends to 1 hour.



### SENSE LIFE – OP 1

**Preq:** 14+ APT, 14+ MA, Prof Channel  
**PSI:** 1                    **C:** 98                    **F:** 6  
**Range:** LOS                    **M:** No                    **Area:** see below  
**TD:** 50<sup>Note1</sup>                    **Duration:** 1 minute

Dimly perceive the ESS that living beings emit. It takes a quickened action of concentration and roll against the target's PD to peruse one creature well enough to understand how dimly or strongly its ESS burns (GM provides an approximate ESS score). This ability is line of sight and cannot penetrate barriers even as thin as a cloth curtain unless stronger powers such as clairvoyance are used to permit viewing.

### SETTLED MIND – OP 1

**Preq:** 18+ APT, 18+ MA, Trd Noetics, Prof Channel  
**PSI:** 7 (see below)                    **C:** 100                    **F:** 8  
**Range:** touch                    **M:** No                    **Area:** see below  
**TD:** 75<sup>Note1</sup>                    **Duration:** see below

Instills a deep, unflappable calm in a target, allowing clinical analysis of situations without distraction or fear. While under the effects of this mental power, the recipient can ignore the pain of wounds, natural fears or phobias, itching, irritation, vertigo, emotional states, confusion or mental disorientation (normal or induced) such as Staggered, Flattened, Nauseated and so on (unless the strength of the power inducing the effect is OP 3, its equivalent, or higher).

### SHIELD SELF – OP 1

**Preq:** 16+ APT, 16+ MA, Trd Channel  
**PSI:** 1 (see below)                    **C:** 98                    **F:** 6  
**Range:** self                    **M:** No                    **Area:** see below  
**TD:** 50                    **Duration:** 1 minute

A hard, tangible, kinetic manifestation of your measure of self and desire to survive. It only requires 1 PSI to setup. Once in place you can expend any number of PSI to absorb HP damage at any time as long as the duration of the mental power is still in effect. Shield Self acts without regard to worn armor or native DR when it intercepts damage. Any damage it absorbs is done prior to the HP damage being soaked by either armor or native DR.

### TELEKINETIC AGITATION – OP 1

**Preq:** 18+ APT, 18+ MA, Trd Channel  
**PSI:** 5                    **C:** 100                    **F:** 12  
**Range:** LOS                    **M:** No                    **Area:** see below  
**TD:** 75<sup>Note2</sup>                    **Duration:** see below

Uses telekinetic power to cause poltergeist activity in a 30 ft by 30 ft area, making loose items shake violently, lifting small items and loose debris in the air, spinning them chaotically around in the area. The

telekinetic agitation is severe and abrupt, showing up after d4 CF Counts and lasting for 2d10 CF Counts before ending as abruptly as it began. People or objects in the area of the telekinetic storm for the time frame suffer 2d6 HP of damage and have a 30% chance to be (roll d4) blinded, deafened, gashed or stunned. The blindness or deafening effects last 2d8 minutes if they occur; gashed individuals bleed for d3 melee rounds and lose d4 HP, while stunned individuals are down for d4 melee rounds.

### THOUGHT SHIELD – OP 1

**Preq:** 16+ APT, 16+ MA, Trd Noetics  
**PSI:** 1 (see below)                    **C:** 99                    **F:** 7  
**Range:** self                    **M:** No                    **Area:** see below  
**TD:** 50                    **Duration:** 1 minute

Interwoven glowing shield of energy drawn around your thoughts to protect against mental attack, adding +30 to PD and +5 to PR for its duration.

### UNFAILING BALANCE – OP 1

**Preq:** 16+ APT, 16+ MA, Prof Channel  
**PSI:** 1                    **C:** 100                    **F:** 10  
**Range:** self                    **M:** No                    **Area:** self  
**TD:** 50                    **Duration:** 1 minute

Gain a +50 bonus to balance checks and cancel out vertigo and disorientation effects, regardless of strength or intensity.

## OP 2

### ANONYMITY – OP 2

**Preq:** 20+ APT, 20+ MA, Trd Noetics, Prof Channel  
**PSI:** 5                    **C:** 99                    **F:** 7  
**Range:** touch                    **M:** No                    **Area:** see below  
**TD:** 75<sup>Note2</sup>                    **Duration:** 1 minute

Anonymity is the ability to blend in to your surroundings without being noticed by living beings due to the blanket of mental "don't look at me" you project. A living being must make a TD 100 + 10 per Mind skill rank PER check to notice you. Non-living, spiritual, mythic and demonic creatures are unaffected by this power. You can adjust duration by a factor of +1 minute for every 1 PSI you employ in the initial use of the power.



### ANTICIPATE – OP 2

**Preq:** 22+ APT, 20+ MA, Trd Noetics, Trd Channel  
**PSI:** 7                    **C:** 97                    **F:** 6  
**Range:** touch            **M:** No                    **Area:** see below  
**TD:** 75<sup>Note2</sup>            **Duration:** 1 minute

Minor precognitive ability to foresee or intuit the hostile physical, psychic, or magikal attack. It takes affect immediately and adds a +50 bonus to one of DEF, MD or PD within the melee round. If you use this upon yourself, you can shift the bonus as a free action at the beginning of each CF Action Count. If the mental power is put upon another the bonus is fixed where ever you place it. Each added 2 PSI used during the initial mental power can extend the duration by one minute.

### BLOCK NERVES – OP 2

**Preq:** 22+ APT, 18+ MA, Trd Channel, Prof Anatomy [Know]  
**PSI:** 5                    **C:** 100                    **F:** 13  
**Range:** LOS            **M:** No                    **Area:** see below  
**Duration:** 1 melee round

Block nerves to an area of the body and remove it from the control of the person. While powerful, the mental power cannot be used to block the main nervous system junctures of the body, such as the brain or spinal cord. It also cannot be used to cause death, such as by paralyzing the nerves required to tell the body to breath. The nerves are not paralyzed, only removed from the voluntary control of the victim. Each additional 2 PSI used during the initial call on the mental power can extend the duration by one melee round.

### BODY IMAGE ADJUSTMENT – OP 2

**Preq:** 20+ APT, 20+ MA, Trd Channel, OP 1 Body Image Alignment [mental power]  
**PSI:** see below            **C:** 100                    **F:** 9  
**Range:** touch            **M:** No                    **Area:** see below  
**TD:** 75<sup>Note1</sup>            **Duration:** see below

Essentially a form of external healing, similar to the OP 1 Body Image Alignment mental power, where the psychic prompts the body to adjust back to how it was prior to being damaged. The process, however, is not perfect, and the psychic must expend 2 PSI for 1 HP healed. To start the healing process requires the target to make a Shock Save equal to TD 75 + the damage to be healed. If this save is failed, the healing fails. It takes one melee round per HP healed but once started continues until finished. Only one body image alignment can be in effect at any given time or they disrupt one another. If the OP 1 mental power, Intuit Body Image is used prior to attempting Body Image Adjustment, the Shock Save is not required.

### CLEFT MIND – OP 2

**Preq:** 20+ APT, 22+ MA, Trd Noetics, Trd Channel  
**PSI:** 8                    **C:** 100                    **F:** 12  
**Range:** LOS            **M:** No                    **Area:** see below  
**Duration:** immediate

Brute force attack on a single target's mind that seeks to rend and flay the id and psych, causing them to suffer internal damage and hemorrhaging from the conflict. The mental power inflicts 2d10+4 HP of damage.

### CRUSH INTELLECT – OP 2

**Preq:** 20+ APT, 16+ MA, Trd Noetics, Trd Channel  
**PSI:** 8                    **C:** 100                    **F:** 9  
**Range:** LOS            **M:** No                    **Area:** see below  
**Duration:** 1 melee round

Attack a victim with a swift and deadly mental attack aimed at destroying their sense of reasoning and logic centers. If you attack succeeds against their PD, the victim takes d2 REAS impairment. If you reduce their REAS to zero (0) or less they fall comatose and must make an immediate TD 100 MA check the next melee round or perish.

### FED TO INNER DEMONS – OP 2

**Preq:** 20+ APT, 16+ MA, Trd Noetics, OP 1 Insufferable Poltergeist [mental power]  
**PSI:** 7                    **C:** 99                    **F:** 12  
**Range:** LOS            **M:** No                    **Area:** see below  
**Duration:** 1 melee round

A direct, no-holds barred attack on the victim's sense of self and id. If it succeeds, the victim immediately drops all items/stops all actions and begins screaming, gibbering and moving about though covered with a manifestation of their personal demons that are consuming their flesh! While in this state, the victim can do nothing else but dance about madly and has no care for anything going on around them. They literally will not see anything but their personal demons – as such they will take erratic actions, make attack others, not defend themselves, make saves, or any other GM adjudicated actions. Each additional 3 PSI used during the initial call on the mental power can extend the duration by one melee round.

### FOUDROYANT ALLEVIATE {MARTON GALE'S} – OP 2

**Preq:** 22+ APT, 22+ MA, Trd Noetics, Trd Channel, OP 1 Settled Mind [mental power]  
**PSI:** 8 (see below)            **C:** 99                    **F:** 9  
**Range:** see below            **M:** Yes                    **Area:** see below  
**TD:** 75                    **Duration:** 1 minute

Partition off a portion of his mind and purpose, fill it with power and then let it lose as a short-lived separate, psychic disembodied entity. It takes 8 PSI



to power it and it acts like a psychic medic that can jump to any number of designated targets to alleviate or remove mental, emotional and physical ailments as listed under the OP 1 Settled Mind power. Each proposed use of this power requires the investiture of 5 PSI; which is lost at the end of the duration unless the foudroyant alleviate returns and merges with the psychic (determined at the time of use). The 8 PSI used to generate the foudroyant alleviate are not recoverable. The foudroyant alleviate moves on a CF equal to the MA of the psychic and acts instantaneously to help the targets mentally noted by the psychic. Each additional 8 PSI used during the initial call on the mental power can extend the duration by one minute.

*Example - Tsorouk and his Dark Band are setting up an ambush on the kings road. Right as the ambush kicks off, Tsorouk forms a foudroyant alleviate, spending the 8 PSI to make it and another 35 PSI to give it 7 uses of Settled Mind. He designates all his ambush mates as recipients and then tells it to return to him as its last action.*

### HARDEN NERVES - OP 2

**Preq:** 18+ APT, 20+ MA, Trd Noetics, Trd Anatomy [Know]

**PSI:** 4 (see below)      **C:** 100      **F:** 6

**Range:** LOS      **M:** No      **Area:** see below

**TD:** 75      **Duration:** 10 minutes

Weave a protective mesh over your nervous system or another's, hardening it against attack. When specifically attacked by powers that target your nervous system, add one-half your Mind skill ranks to your PD.

### KINETIC SHIELD - OP 2

**Preq:** 22+ APT, 20+ MA, Trd Channel, OP 1 Shield Self [mental power]

**PSI:** 4 (see below)      **C:** 98      **F:** 8

**Range:** self      **M:** No      **Area:** see below

**TD:** 75      **Duration:** 1 minute

A smarter version of the OP 1 Shield Self, Kinetic shield absorbs any form of physical attack and is non-wasteful, absorbing damage only after native DR, armor and other shielding effects play their part first. It only requires 4 PSI to setup. Once in place you can expend any number of PSI to absorb HP damage at any time as long as the duration of the mental power is still in effect. You can also use the Kinetic Shield to absorb impairment to physical attributes and characteristics from attacks as well. It costs 10 PSI per point of impairment you wish to absorb. This power can only absorb attacks. Attribute or characteristic impairment you cause to yourself through skills, spells, prayers, rituals, powers or like

things in order to make them work cannot be absorbed by this mental power.

### LINK SENSES - OP 2

**Preq:** 18+ APT, 18+ MA, Trd Channel

**PSI:** 5      **C:** 100      **F:** 10

**Range:** LOS      **M:** Yes      **Area:** see below

**TD:** 75<sup>Note1</sup>      **Duration:** 1 minute

Forges a telepathic link that enables the psychic to remotely tap into another living being's senses. The psychic must be able to sense the target at the time the mental power is used. While in effect, the target will sense that something is wrong or off kilter. While in effect, the psychic senses whatever their target senses; their own senses are overwhelmed by this effect. Thus a psychic looking out of another person's eyes cannot see what is in front of them. If that same person runs their hand down a rough wall, the psychic feels that sensation over their own sense of touch. This mental power can be done covertly so the linked person does not sense the connection; however, it requires a TD 125<sup>Note1</sup>. Regardless, the sensory bridge requires a normal action every CF Action Count to maintain. Each additional 3 PSI used during the initial call on the mental power can extend the duration by one minute.

### MIND JUMBLE - OP 2

**Preq:** 22+ APT, 22+ MA, Trd Channel, OP 1 Nerve Jitters [mental power]

**PSI:** 9      **C:** 100      **F:** 11

**Range:** LOS      **M:** No      **Area:** see below

**TD:** 75<sup>Note1</sup>      **Duration:** see below

Attack a victim via their nervous system, jumbling its signals and overwhelming its capacity to function. If you overcome their PD, the victim is Flattened for d4+4 melee rounds.

### MIND LINK - OP 2

**Preq:** 18+ APT, 20+ MA, Trd Channel

**PSI:** 6      **C:** 100      **F:** 12

**Range:** LOS      **M:** Yes      **Area:** see below

**TD:** 75<sup>Note1</sup>      **Duration:** 10 minutes

Forge a telepathic bond with another being with a REAS of 3 or higher. You can communicate telepathically through the bond regardless of language. Once the link is formed it works without regard to distance though only in the same dimension, world or plane. Each additional 4 PSI used during the initial call on the mental power can extend the duration by 10 minutes.



### MIND SHOUT – OP 2

**Preq:** 24+ APT, 20+ MA, Trd Noetics, OP 1 Nerve Rattle [mental power]

**PSI:** 9                      **C:** 100                      **F:** 13

**Range:** see below                      **M:** No                      **Area:** see below

**TD:** 75<sup>Note1</sup>                      **Duration:** 10 minutes

Release a titanic mental shout that echoes and echoes in the minds of any sentient being around you in a 20 ft radius. Make an opposed Mind skill check versus each person's PD but add a bonus of +10 to your roll for every living being of REAS 1 or more in the area of effect. Those you succeed against are Staggered for d10 minutes and suffer d4 REAS impairment.

### MOMENTUM THEFT – OP 2

**Preq:** 22+ APT, 20+ MA, Trd Noetics, OP 1 Jauqui's Compounded Inertia [mental power]

**PSI:** see below                      **C:** 97                      **F:** 9

**Range:** see below                      **M:** Yes                      **Area:** see below

**TD:** 75<sup>Note1</sup>                      **Duration:** 10 minutes

Wrap around a target, stealing their momentum, forcing them to slow or even fully stop. The stolen momentum is then dissipated harmlessly at the psychic's feet. Any target, such as a single arrow, catapult missile, and even a flying creature can be halted in mid-air and caused to fall. Make a successful Mind skill check against your target's PD. You can affect 20 BODY for 5 PSI plus an additional +5 BODY/+1 PSI cost per skill rank. If the amount of BODY you can affect is equal to or greater than your target then they stop completely, whatever their momentum was, and make a TD 200 Acrobatics check or fall. Aerial creatures will hang and then plummet one full melee round of distance. If partially affected (you cannot meet or exceed their BODY), you throw them off balance, requiring a TD 100 Acrobatics check or they fall. If they make the Acrobatics TD, you slow them down d4 CF Counts, forcing them to move at 1 ft movement for that timeframe. If, in either case, the target was running, charging, stooping, diving, etc. step the Acrobatic TD up 1 step (TD 125 for partial momentum theft and TD 250 for full momentum theft).

### PSYCHIC BEACON – OP 2

**Preq:** 18+ APT, 18+ MA, Trd Channel, OP 1 Psychic Lure (mental power)

**PSI:** 15                      **C:** 99                      **F:** 12

**Range:** see below                      **M:** No                      **Area:** see below

**TD:** 75<sup>Note1</sup>                      **Duration:** see below

Replicates Psychic Lure except it creates it creates a fixed set target that draws selected beings to its location. The compulsion created by the beacon is just as strong as the Psychic Lure, provides basic

directions similar to Intuit Direction (see OP 1 mental power), and can be placed upon one victim. However, it lasts until the victim succeeds in journeying to the beacon.

### PSYCHIC LIFT – OP 2

**Preq:** 22+ APT, 18+ MA, Trd Channel, Trd Noetics

**PSI:** see below                      **C:** 99                      **F:** 8

**Range:** see below                      **M:** Yes                      **Area:** see below

**TD:** 75<sup>Note1</sup>                      **Duration:** 10 minutes

A psychokinetic projection that allows you to raise yourself or any person or object you designate within 30 ft. You can affect a base 100 lbs (35 BODY) plus +15 lbs (+5 BODY) per skill rank. The levitation requires a quickened action and allows you to rise or drop your MA in feet per CF Action Count, at a rate equal to your EGO. You can ascend or descend at an angle as well but it slows your movement to a rate equal your EGO instead. You must make a successful mind skill check against unwilling creatures as well as all attended objects.

### PSYCHOKINESIS – OP 2

**Preq:** 22+ APT, 18+ MA, Trd Noetics, Trd Channel

**PSI:** see below                      **C:** 100                      **F:** 7

**Range:** see below                      **M:** No                      **Area:** see below

**TD:** 75<sup>Note1</sup>                      **Duration:** CF Count

Projection of telekinetic power without finesse. The psychic may move a target on a single vector (line of direction) for a 1 PSI cost and move 15 pounds (5 BODY) a max of 50 ft. Each 15 lb (5 BODY) addition (or partial thereof) decreases the distance the object is cast by 10 ft. Thus, for a 1 PSI cost you can move a maximum of 15 lbs (5 BODY) 50 ft or less and anything greater not all without expending further PSI. Each additional PSI adds +15 lbs (+5 BODY) to the base movement of 50 ft or adds +30 ft to the distance. So, for 2 PSI you could move a 30 lb (10 BODY) object 50 ft, or a 15 lb object 80 ft. The acceleration of this kinetic power is smooth and quick enough to strike any object with equivalent BODY. Thus, firing a 10 lb rock 30 ft hits with a force of 5 BODY. Moving a 50 BODY rock would strike with 50 BODY, including doing damage, knock downs, etc. It takes a single CF Count to traverse the distance. Anything that impedes a projectile is considered overran (See *Battle and Melee* section).



### RECOVERY – OP 2

**Preq:** 20+ APT, 20+ MA, Trd Noetics, Trd Channel  
**PSI:** 4 (see below)    **C:** 100    **F:** 7  
**Range:** LOS    **M:** No    **Area:** see below  
**TD:** 75<sup>Note1</sup>    **Duration:** see below

You recover from physical debilitation and damage quicker. The effect lasts the entire day and triples your normal amount of HP healing for a night's rest. Any attribute damage returns at a double rate. You can apply this to any single being of 50 BODY or less. Beings of greater size required +2 PSI for every 10 additional BODY (or fraction thereof).

### ROBORATIVE {MARTON GALE'S} – OP 2

**Preq:** 22+ APT, 22+ MA, Trd Noetics, Trd Anatomy [Know]  
**PSI:** 10 (see below)    **C:** 99    **F:** 7  
**Range:** LOS    **M:** No    **Area:** see below  
**TD:** 75    **Duration:** 5 minutes

Adjusts a living being's physical form over the period of a melee round, adjusting them to be more durable and solid. This mental power can adjust a being in up to two ways to an amount equal to one-half the target's MASS, in the following order of precedence.

If the target has suffered BODY impairment or damage, the mental power heals BODY impairment first, removing it total. BODY damage is reduced to BODY impairment one a one for one basis and then healed, if enough points allow. Any adjustments to BODY require an additional expenditure of 2 PSI per point manipulated. Any healing is permanent.

If the target has suffered no BODY impairment or damage or it heals it and points remain, these points are added directly to the target's DR. This effect is temporary, lasting no longer than the duration. This mental power cannot be stacked to provide more than one-half the target's MASS in DR.

### SAFE THOUGHT – OP 2

**Preq:** 20+ APT, 20+ MA, Trd Channel,  
**PSI:** 10    **C:** 100    **F:** 7  
**Range:** see below    **M:** No    **Area:** see below  
**TD:** 75<sup>Note1</sup>    **Duration:** see below

Armor and protect a certain part of his memories, keeping them locked deep away. The mental power can be done to himself or another. A "safe thought" gains double the psychic's Mind skill ranks as a bonus to defend against any attack or infiltration. Once locked away, the thought is inaccessible to anyone, including the psychic (or the owner, if used on another) until a certain condition is met, which is stated when the mental power is used.

### SURMISSAL – OP 2

**Preq:** 22+ APT, 20+ MA, Trd Channel, Trd Noetics  
**PSI:** 6    **C:** 100    **F:** 7  
**Range:** see below    **M:** No    **Area:** see below  
**TD:** 75    **Duration:** one minute

When presented with a choice where the psychic has little or no information to make a decision, Surmissal provides skews the odds by +20% that the choice made will be the correct one. Surmissal assumes a finite amount of choices are possible to the question asked and once asked, cannot be asked again until the choice is made.

### THOUGHT CAST – OP 2

**Preq:** 20+ APT, 20+ MA, Trd Channel  
**PSI:** 5    **C:** 100    **F:** 7  
**Range:** LOS    **M:** No    **Area:** see below  
**TD:** 75<sup>Note1</sup>    **Duration:** 5 minutes

Mentally project one message via emotional and mental channels to a single target within 1 mile per skill rank. You must be familiar with, have within LOS, or have "Faced" the target of this message. Language is not a barrier but if the target does not have the REAS to understand the message, it will not.

### TURN THE HAND – OP 2

**Preq:** 20+ APT, 20+ MA, Trd Channel, OP 1 Hard Buffer [mental power]  
**PSI:** 7    **C:** 97    **F:** 9  
**Range:** see below    **M:** No    **Area:** see below  
**Duration:** 1 minute

The power works like OP 1 Hard Buffer mental power except the psychic may apply it against any attack made within 50 ft and against any target.

### UNSCRAMBLE NERVES – OP 2

**Preq:** 20+ APT, 22+ MA, Trd Noetics, Trd Anatomy [Know]  
**PSI:** 6    **C:** 99    **F:** 12  
**Range:** touch    **M:** No    **Area:** see below  
**TD:** 75<sup>Note1</sup> (see below)    **Duration:** 1 minute

Undo or negate any nerve attacks or affects on a single living creature. OP 2 or less mental power (or their equivalents) are automatically negated. A successful Mind check versus TD 100 for OP 3 is required, TD 125 for OP 4, TD 150 for OP 5, and then +50 more TD for each OP beyond. Thus, an OP 8 nerve attack would require a TD 300 to dismiss with this mental power. The PSI is expended regardless.



### OP 3

#### CLAIRSENTIENCE – OP 3

**Preq:** 24+ APT, 24+ MA, Exp Channel, Trd Noetics  
**PSI:** 5 (see below)    **C:** 100    **F:** 7  
**Range:** LOS    **M:** No    **Area:** see below  
**TD:** 125<sup>Note2</sup>    **Duration:** see below

Ability to reach out with a sense (sight, sound, smell, etc.) to areas outside of normal sensory input. In this way you can utilize other senses such as taste, touch or smell to perceive areas up to one-quarter mile away. This mental power costs 5 PSI per minute and may be extended for an additional minute or quarter mile distant increment for the same cost. This in no way confers ability with a sense you do not already have. Just being able to taste the paint off a wall a mile away does not convey enhanced understanding – just a bad taste!

#### E.S.P. – OP 3

**Preq:** 26+ APT, 24+ MA, Medium [Channel], Trd Noetics  
**PSI:** 5 (see below)    **C:** 99    **F:** 9  
**Range:** LOS    **M:** No    **Area:** see below  
**TD:** 125<sup>Note2</sup>    **Duration:** see below

Skim the surface thoughts of a single target's mind. You can only read active thoughts and cannot dive into the target's mind to retrieve memories. Language is a barrier, in some cases but since most intelligent creatures think in pictures, most active thoughts are easily accessible. Make an opposed Mind skill check versus each person's PD. Failure does not entail understand or awareness of the attack, only slight unease. Unintelligent creatures are unaffected by this ability. You can maintain the E.S.P. for as long as desired but past the first melee round, it takes 1 PSI per melee round to maintain.

#### EYES OF THE MIND – OP 3

**Preq:** 24+ APT, 26+ MA, Exp Noetics, Trd Channel  
**PSI:** 8 (see below)    **C:** 100    **F:** 7  
**Range:** LOS    **M:** No    **Area:** see below  
**TD:** 100<sup>Note2</sup>    **Duration:** see below

Use the mental waves created by all living creatures as a form of radar to illuminate the area around you. You can make PER checks out to 100 ft distance without regard to obstacles and perceive (with the same precision as hearing) objects, people and movement for 15 ft around you without making a PER check.

### HEART STOPPER – OP 3

**Preq:** 26+ APT, 26+ MA, Exp Channel, Trd Anatomy [Know]  
**PSI:** 9 (see below)    **C:** 100    **F:** 13  
**Range:** LOS    **M:** No    **Area:** see below  
**Duration:** see below

Uses a mixture of telekinetic strikes and molecular disruption to damage your body in an attempt to force it to stop functioning properly. Heart Stopper inflicts a hidden wound one potentially fatal if a TD 100 Shock Save is failed. Those who succeed suffer 2d4 HP damage every melee round for 2d4 melee rounds. Those that fail immediately go into a stunned state as their internal organs cease function one after another in succession over a 2 melee round period. Unless countered by Medical skill or healing equal to one-quarter their BODY score, the living being attacked dies (see normal rules on death for ESS loss, etc. in the *Adventuring* section).

#### MIND PROBE – OP 3

**Preq:** 22+ APT, 24+ MA, Exp Channel  
**PSI:** see below    **C:** 98    **F:** 10  
**Range:** LOS    **M:** No    **Area:** see below  
**Duration:** see below

Form of mental inquiry, more adept and directed than E.S.P. Mind Probe digs through a sentient creature's mind to learn the answer to a single question (one line, clearly stated) and takes d20 melee rounds and 2 PSI per melee round. Language is not a barrier however; all memories are presented from the creature's point of view, and can form an obstacle to communication. This act requires all your concentration. If the psychic maintains touch with the creature probed, the cost is lessened to 1 PSI per melee round. This is a form of mental attack and you must make a successful Mind skill.

#### MY WILL IS UNDENIABLE – OP 3

**Preq:** 22+ APT, 26+ MA, Exp Channel, OP 1 Psychic Lure [mental power]  
**PSI:** see below    **C:** 98    **F:** 11  
**Range:** LOS    **M:** No    **Area:** see below  
**Duration:** see below

A more powerful version of Psychic Lure, this mental power conveys your location to a single target and compels them to try its utmost to get to you. The target must be a sentient being (living or unloving) and this creature take whatever path is needed to get to you though it will not take automatically suicidal roads; still it will take great risks if necessary. If attacked or obstructed, the target defends itself, but will continue to move towards you if at all possible. When the target reaches you, it will remain within 5 ft



but is otherwise free to act as long as it doesn't attempt something aggressive or violent. If counter with some violent action the attraction is broken.

### PSYCHIC INUNDATION – OP 3

**Preq:** 26+ APT, 26+ MA, Exp Channel, OP 1 Mind Flood (mental power)

**PSI:** 9                      **C:** 98                      **F:** 12  
**Range:** LOS                      **M:** No                      **Area:** see below  
**Duration:** 1 m/r

Simply a greater version of Mind Flood that attacks an area 30 ft cubed, attempting to overwhelm and confuse their nervous systems, flooding them with contradicting and confusing signals. Make an opposed Mind skill check versus the PD of all within. Against those you succeed, you reduce their CF by -2 immediately. The effect lasts d3 melee rounds and can be stacked.

### PSYCHIC TRAP – OP 3

**Preq:** 26+ APT, 24+ MA, Exp Noetics, Trd Channel, OP 1 Psychic Alarm [mental power]

**PSI:** 15 (see below)                      **C:** 99                      **F:** 12  
**Range:** touch                      **M:** No                      **Area:** see below  
**TD:** 125<sup>Note1</sup>                      **Duration:** see below

Define a condition, similar to what is outlined in the OP 1 mental power Psychic Alarm except you attach to it another mental power that is triggered when the condition is met. You must pay the PSI cost for the Psychic Trap and for the embedded mental power.

### PSYCHOMETRY – OP 3

**Preq:** 26+ APT, 24+ MA, Exp Noetics, Trd Channel

**PSI:** see below                      **C:** 100                      **F:** 8  
**Range:** touch                      **M:** No                      **Area:** see below  
**TD:** see below                      **Duration:** see below

This mental power allows the psychic to either touch a person or have a physical link to a person or object, such as a personal possession like a favored weapon, scrap of clothing, or lock of hair. Information can be gleaned only by asking "yes" or "no" type questions. This ability only allows the psychic to learn things about the object or the object's past owners. Each subsequent question gets more difficult. The first question is TD 50 and costs PSI 11. Questions thereafter add +25 to the TD and +3 PSI. This TD is maintained after being set but every day that the object or person is not subject to Psychometry the TD slowly decreases by -25 TD and PSI cost by -3.

*Example – Khimbr uses Psychometry on a magik blade he acquired. He tries three questions on day one, raising the TD to TD 150 and the cost to 17 PSI. The next day he tackles it again, paying 20 PSI to attempt a TD 175. He fails and*

*chooses to wait a few days to try again. Since he waited 3 days, the TD drops back to TD 100 and the PSI cost to 11.*

### SPEED UP – OP 3

**Preq:** 26+ APT, 26+ MA, Exp Channel, Trd Noetics

**PSI:** see below                      **C:** 99                      **F:** 13  
**Range:** touch                      **M:** No                      **Area:** see below  
**TD:** 100<sup>Note1</sup>                      **Duration:** see below

Manipulate the metabolism of a target, accelerating its processes and effectively accelerating physical speed. Add a normal and quickened action to what you typically take in a melee round and add +5 to CF. When a person comes down from this accelerated state they are Staggered for 50 – CON in minutes and must make a Moderate TD 100 Shock save or take d10 HP damage as well.

### TEAM FORTRESS – OP 3

**Preq:** 26+ APT, 24+ MA, Exp Noetics, OP 1 Mind Link [mental power]

**PSI:** 12                      **C:** 99                      **F:** 10  
**Range:** LOS                      **M:** No                      **Area:** see below  
**TD:** 125<sup>Note1</sup>                      **Duration:** see below

Bind a group of minds defensively so they resist all psychic attacks equally. The psychic can place one mind into the fortress for every 5 skill ranks. Average the PD of all minds in the Team Fortress and add them to a base 50. Any attacks against the Team Fortress use this PD. This mental power requires the expenditure of 12 PSI every melee round its maintained.

### TRICK THE MIND – OP 3

**Preq:** 26+ APT, 24+ MA, Exp Noetics, Trd Channel, OP 1 Psychic Alarm [mental power]

**PSI:** 14 (see below)                      **C:** 97                      **F:** 8  
**Range:** LOS                      **M:** No                      **Area:** see below  
**Duration:** 5 melee rounds

Makes one or more beings think the psychic is doing one thing while doing something totally different, though the psychic determines what the "other" action actually is. The base mental power affects only a single target though the psychic can affect one additional target by expending +3 PSI and overcoming their PD. The base duration of the mental power can be extended for one melee round by adding +3 PSI to the initial use of the mental power.



### VOID OF THE MIND – OP 3

**Preq:** 26+ APT, 24+ MA, Exp Noetics  
**PSI:** 10                    **C:** 96                    **F:** 7  
**Range:** self                    **M:** No                    **Area:** self  
**TD:** 100                    **Duration:** see below

Form a vast, featureless fog in which to hide in, making it difficult for enemies to target you mentally. You gain your MA as a Dodge against any psychic effect. Every melee round you can psychically dodge once for every 10 skill ranks.

### OP 4

#### BODY IMAGE CORRECTION – OP 4

**Preq:** 20+ APT, 20+ MA, Trd Channel, OP 2 Body Image Adjustment [mental power]  
**PSI:** see below                    **C:** 100                    **F:** 9  
**Range:** touch                    **M:** No                    **Area:** see below  
**TD:** 75<sup>Note 1</sup>                    **Duration:** see below

A form of external healing, similar to the OP 2 Body Image Adjustment mental power, where the psychic prompts the body to adjust back to how it was prior to being damaged. The process is much more advanced than Body Image Adjustment in that it heals 1 HP for every 1 PSI expended and heals damage inflicted by critical hits, including attribute or characteristic damage at a rate of 10 PSI per point of damage and 5 PSI per point of impairment. It takes one melee round per HP healed and one minute per attribute or characteristic point healed but once started continues until finished. To start the healing process requires the target to make a Shock Save equal to TD 75 + the damage to be healed. Add +15 TD for every point of impairment and +25 TD for every point of damage. Only one body image alignment can be in effect at any given time or they disrupt one another. If the OP 1 mental power, Intuit Body Image is used prior to attempting Body Image Correction, the Shock Save is not required.

#### DARKEN THE MIND – OP 4

**Preq:** 28+ APT, 28+ MA, Exp Noetics, Exp Channel  
**PSI:** 13                    **C:** 97                    **F:** 9  
**Range:** LOS                    **M:** No                    **Area:** see below  
**TD:** 125                    **Duration:** 2 minutes

Victimizes one target, depriving the target of a single sense chosen by the psychic. Each sense deprived from the target lowers it's PER by an equivalent percent as well as the sense. So if deprived of vision,

the target would be blinded and the PER reduced by -20%. Each additional 5 PSI used during the initial call on the mental power can extend the duration by one minute.

#### DOMINATE – OP 4

**Preq:** 28+ APT, 24+ MA, Exp Noetics, Exp Channel  
**PSI:** 14                    **C:** 96                    **F:** 14  
**Range:** LOS                    **M:** No                    **Area:** see below  
**TD:** 125<sup>Note 1</sup>                    **Duration:** 1 minute

Take control of the actions of any sentient creature. The psychic establishes a telepathic link with the target's mind. If the psychic and the victim share a common language, the psychic can generally force the victim to perform as desired, within the limits of the victim's abilities. If no common language is shared, the psychic can only communicate basic commands. The psychic knows what the victim is experiencing but does not receive direct sensory input from them. The victim resists this control, and if forced to take an action that goes against their nature, victim forces the psychic to re-roll their Mind skill check against the victim's PD, but +25 TD harder. Obviously self-destructive orders are ignored, but once control is established, the range at which it can be exercised is unlimited. The psychic need not see the target to control them but does need to when targeting them. Each additional 3 PSI used during the initial call on the mental power can extend the duration by one minute.

#### MIND AND BODY IN HARMONY – OP 4

**Preq:** 28+ APT, 24+ MA, Exp Noetics, Exp Channel  
**PSI:** 13 (see below)                    **C:** 99                    **F:** 7  
**Range:** self                    **M:** No                    **Area:** self  
**TD:** 125                    **Duration:** 2 melee rounds

Uses a combination of mental power and biofeedback to adjust his physical and mental attributes to gain a bonus equal to his APT on all actions for a short time. Each additional 7 PSI used during the initial call on the mental power can extend the duration by one melee round.

#### MIND SEAL – OP 4

**Preq:** 28+ APT, 28+ MA, Spec Noetics, Trd Channel  
**PSI:** 15 (see below)                    **C:** 100                    **F:** 9  
**Range:** LOS                    **M:** No                    **Area:** see below  
**TD:** 125<sup>Note 1</sup>                    **Duration:** 5 minutes

Weave a protective mesh over your or another's nervous system, brain and body, hardening it against penetration or attack. When specifically attacked by powers that target your nervous system, brain and body, add half your Mind skill ranks to your PD.



### PSYCHIC SCREAM – OP 4

**Preq:** 28+ APT, 24+ MA, Exp Noetics, Exp Channel  
**PSI:** 13            **C:** 99            **F:** 12  
**Range:** see below    **M:** No            **Area:** see below  
**Duration:** immediate

Explodes from you in a cone shaped wave of force extending 10 ft outward by 5 ft wide for every 5 skill ranks. Each person whose PD you overcome suffers 2d20+20 HP damage.

### REDIRECT MOMENTUM – OP 4

**Preq:** 26+ APT, 28+ MA, Exp Noetics, Medium [Channel]  
**PSI:** see below    **C:** 97            **F:** 9  
**Range:** LOS            **M:** No            **Area:** see below  
**Duration:** immediate

A more powerful version of Momentum Theft, allowing you to hold stolen momentum and release it against a target of choice either immediately or at a later point (read on). Any target, such as a single arrow, catapult missile, and even a flying creature can be halted in mid-air and caused to fall. Make a successful Mind skill check against your target's PD. You can affect 40 BODY for 5 PSI plus an additional +5 BODY/+1 PSI cost per skill rank. If the amount of BODY you can affect is equal to or greater than your target then they stop completely, whatever their momentum was and make a TD 200 Acrobatics check or fall. Aerial creatures will hang and then plummet one full melee round of distance. If partially affected (you cannot meet or exceed their BODY), you throw them off balance, requiring a TD 100 Acrobatics check or they fall. If they make the Acrobatics check you slow them down for d4 CF Counts, forcing them to move at a speed of 1 ft for those CF Counts. If in either case the target was running, charging, stooping, diving, etc. step the Acrobatic TD up 1 step (TD 125 for partial momentum theft and TD 250 for full momentum theft).

Each CF Action Count you store the momentum costs 1 PSI per 50 BODY increment (or portion thereof) until you release it. All momentum you absorb goes to the same store of momentum. You can only release this stored capacity of momentum against a single target. To immediately release momentum you stored within the same CF Action Count, designate a target and make a successful Mind skill check against your target's PD. To release stored momentum after the fact requires a quickened action and the same successful Mind skill check against your target's PD.

To figure the power of the stored momentum sum the total BODY affected. Use the

figure to determine damage like you would if you were a creature of equivalent BODY. For instance, a 70 BODY being would inflict 2d8+2 damage. In addition to damage, the momentum applies a Throw maneuver (see *Battle and Melee*) of equal BODY against the target of your redirected momentum (no additional rolls made beyond the mind skill check versus their PD already made above)

### SLIDE BETWEEN THE BONDS OF THE WORLD – OP 4

**Preq:** 28+ APT, 28+ MA, Exp Noetics, Exp Channel  
**PSI:** 18            **C:** 100            **F:** 13  
**Range:** see below    **M:** No            **Area:** see below  
**TD:** 125<sup>Note1</sup>            **Duration:** 5 minutes

Merge into any solid, inanimate material. While merged, the recipient cannot move or perceive their surroundings. When the recipient emerges, he can emerge from any side or face of the material. This mental power does not convey any ability to move through the material so he cannot emerge from a side or face any farther than his SIZE in feet. If the psychic uses this mental power then they can exit the inanimate material at any time before 5 minutes elapses. Others only emerge after a time preset by the psychic (set when the power is used). Each additional 5 PSI used during the initial call on the mental power can extend the duration by 5 minutes.

### TAILOR MEMORY – OP 4

**Preq:** 28+ APT, 28+ MA, Exp Noetics, Exp Channel  
**PSI:** 13 (see below)    **C:** 98            **F:** 14  
**Range:** LOS            **M:** No            **Area:** see below  
**TD:** 125<sup>Note1</sup>            **Duration:** see below

Insert a memory of their choosing in the target's mind. The psychic can insert a memory up to one minute in length. The psychic chooses when the fake memory occurred but the psychic can't read the target's memory with this power. Tailoring a memory is tricky, because if it is not done right the target's mind recognizes it as false. Such a conflict especially occurs if a psychic inserts a memory that is out of context with the target's past experience. The TD rises from +10 to +50 depending on the magnitude of conflict create by an out-of-context memory, as determined by the GM. Likewise, inserting a memory of the target taking an action against their nature raises the TD another +10 to +50 as well, depending on the type of memory inserted. Inserting a memory that couldn't possibly be true causes the mental power to fail without regard to the psychic's skill roll. If accepted (i.e. the victim's mind doesn't reject the memory) then the memory becomes permanent.



### WRENCH PSYCHE – OP 4

**Preq:** 24+ APT, 26+ MA, Exp Noetics, Medium [Channel]

**PSI:** 11      **C:** 98      **F:** 12  
**Range:** see below      **M:** No      **Area:** see below  
**Duration:** one minute

Focuses on attacking the target's mind in several ways, some overt and others subtle. The effect, if the mental power succeeds, halves the target's PD and quarters their PR. If either happens to be zero, the mental power has no effect.

### OP 5

#### AVOIDANCE – OP 5

**Preq:** 30+ APT, 28+ MA, Spec Channel, Spec Noetics, Synaptic Synchronicity [Noetics], OP 2 Anticipate [mental power]

**PSI:** see below      **C:** 100      **F:** 7  
**Range:** self      **M:** Yes      **Area:** self  
**TD:** 100 (see below)      **Duration:** 3 minutes

Avoidance is a tangible, kinetic manifestation of your measure of self and desire to survive. This is an ablative barrier of psychokinetic energy that can deflect physical blows otherwise inflicted to the psychic. The chance to deflect blows is applied to any and all physical attacks that you can perceive and allows you to use your Mind skill as a Parry. Anything you can normally Parry you can use Avoidance against and you can apply it as many times as you have MA in a melee round. Avoidance requires 12 PSI per melee round and a quickened action per CF Action Count to maintain.

#### CARDIAC ARREST – OP 5

**Preq:** 30+ APT, 32+ MA, Spec Channel, Spec Noetics, Exp Anatomy [Know]

**PSI:** 20      **C:** 99      **F:** 11  
**Range:** LOS      **M:** No      **Area:** see below  
**TD:** see below      **Duration:** see below

Ignores the nervous system and brain, driving straight to the tissue of the heart, molecularly adjustment and small kinetic movements to inflict great pain and injury. The psychic rolls a normal Mind skill check, requiring a minimum TD 125 to succeed even if this is higher than the target's PD. The skill check actually made becomes the Shock Save the target living creature must make or they begin to suffer heart failure and suffer from internal bleeding. While in heart failure, the victim is Flattened and takes -d6 CON impairment per melee round. Double this

amount if they are active or strenuous during this time frame. They also lose d4 HP per melee round too. Once they reach zero, they truly go into cardiac arrest, quit breathing and pumping blood, beginning to lose ESS until true death. If at any point healing is applied that can heal 3 CON impairment then the heart failure and/or cardiac arrest is stopped. At least half the HP damage taken must be healed before the internal bleeding stops or it continues, regardless of the healing applied.

*Example – Gaston and Cuiplui eye a rather plump mark and decide to jump him when he turns down an alley often used as a shortcut to Rogd's Pasteries. The mark turns out to be more than just a well-to-do citizen and hammers Cuiplui with a mental attack that flattens them into the alley stones. Gaston, eyes wide at the sight, screams and throws his back alley brew at him. As it pops and its fumes and liquid spew over the mark, Gaston runs. His heart seems to explode and he ducks around the alley corner and into another, skipping down a few streets before stopping. He can't seem to breath or concentrate and he stares almost uncomprehendingly as he coughs up blood. Scared, Gaston reaches into his coat and quaffs a potion he keeps for emergencies, feeling its icy-hot power rush through his body (which heals the HP damage inflicted but doesn't stop the cardiac arrest about to happen). Not too long later, Gaston is dead from cardiac arrest.*

#### DECOY – OP 5

**Preq:** 30+ APT, 30+ MA, Spec Channel, Spec Noetics, Synaptic Synchronicity [Noetics]

**PSI:** see below      **C:** 100      **F:** 7  
**Range:** self      **M:** No      **Area:** self  
**TD:** 125      **Duration:** see below

Creates an illusionary mind and nervous system that will overlay the psychic's own mind and nervous system detecting in all ways like a "true" mental fingerprint. The base use of the mental power creates a construct that lasts 15 minutes and detects as if it was a similar mind as the psychic. The decoy provides one-half the psychic's skill ranks as a bonus to PD and one-eighth the psychic's skill ranks as PR against psychic damage. Psychic attacks that normally inflict status ailments are reduced one step for such conditions as Shaken, Staggered, or Flattened and conditions that inflict penalties, such as CF, APT, REAS, PD or other penalties have their effectiveness reduced by one-quarter.

#### MIND AND BODY ARE ONE – OP 5

**Preq:** 28+ APT, 32+ MA, Spec Channel, Spec Noetics, Harness Power [Channel]

**PSI:** 17      **C:** 98      **F:** 12  
**Range:** self      **M:** No      **Area:** self



TD: 125

Duration: 3 minutes

Use PSI to boost their STR, CON, REF, and ADROIT attributes to higher levels. Any single attribute can be boosted by +1 for every 10 Mind skill ranks and multiple attributes can be boosted simultaneously with the same mental power. It costs a 6 PSI for every +1 bonus applied to an attribute, so 6 PSI for a +1 bonus, 18 PSI for a +3 bonus or three +1 bonuses. You can extend the duration in one minute increments if you add +2 PSI per attribute boosted to the initial call on the mental power.

*Example – Challenged to a wrestling match while carousing, Sharadqn accepts the challenge but not before he boosts his STR and REF by +6 each, paying 72 PSI for the two +3 boosts and another 12 PSI to add +3 minutes to the duration. He might not look as strong or fast as the other but he's about to give them a nasty surprise!*

### MIND WORM – OP 5

Preq: 32+ APT, 32+ MA, Spec Channel, Spec Noetics, Exp Anatomy [Know]

PSI: 22

C: 99

F: 13

Range: LOS

M: No

Area: see below

Duration: see below

Create a mental construct that will infiltrate another being's mind (living or not, as long as they are sentient) and begin consuming their mental abilities. Every minute this thing will randomly consume d6 of REAS, EGO, WITS, or CHAR until it reaches a value of 1. Once an attribute has dropped to this value the mind worm will not longer consume it until it gets another three attributes to an equal level. At that point it will attack each one right after another in the span of a minute, bringing them to zero. A being with zero or less attributes immediately goes comatose and begins to die, loosing ESS like normal until true death is reached. The feeling as the mind worm eats at their mind is excruciating and maddening, requiring a TD 100 MA check to perform any action and a TD 150 Shock Save not to be Flattened if they can act.

The mental construct will last for one minute with the base PSI expended. You can extend the duration in one minute increments if you add +8 PSI to the initial call on the mental power.

Healing will not expunge this mind construct though it can be attacked psychically as if it had a mind/intellect. The mind worm is PD 115 and can withstand 18 HP of psychic damage before destruction. If destroyed or it doesn't succeed in slaying its host, the attribute loss will return rapidly, at the rate of one point each for every minute passed.

### REALITY PROBE – OP 5

Preq: 28+ APT, 28+ MA, Expert Channel

PSI: 10

C: 100

F: 7

Range: see below

M: No

Area: see below

TD: 125

Duration: immediate

Tells the psychic whether he/she is in a real world and not in the dream world, spirit lands, ether, astral or the faerie lands and in what world or reality he/she is in at the moment.

### THOUGHT FETTER – OP 5

Preq: 32+ APT, 32+ MA, Spec Channel, Spec Noetics

PSI: 17

C: 97

F: 7

Range: LOS

M: No

Area: see below

Duration: 2 minutes

Bar someone from doing a specifically designated thing for a short time. You must be able to define the fettered activity with one sentence and it must apply to the target and to any action it can take. For example, you could say, "You cannot approach me" and the target could not approach you. You could say, "you cannot attack me in any way" and the target could not attack you thus. You can extend the duration in one minute increments if you add +4 PSI to the initial call on the mental power.

### OP 6

#### ASPHYXIATE – OP 6

Preq: 34+ APT, 32+ MA, Expert Channel, Spec Noetics, Thought Razor [Mind]

PSI: 26

C: 100

F: 15

Range: LOS

M: No

Area: see below

Duration: see below

Dives into the body and nervous system, stunning and killing the nerves and muscles that control breathing. If the attack is successful, roll a 2d20 and add one-tenth the value of your Mind skill check to the result. If this value is greater than or equal to your victim's BODY the damage done is permanent and they lose the capability to breathe. Otherwise it lasts for 2 minutes though you can extend the duration in one minute increments if you add +7 PSI to the initial call on the mental power (i.e. prior to determining the success of failure of the attack). Each minute a being cannot breath lowers its CON by d10+5. At zero CON a living being dies and begins losing ESS like normal until true death. If this effect is countered or survived, the CON returns at a rate of one per minute.



### CEREBRAL HEMORRHAGE – OP 6

**Preq:** 34+ APT, 34+ MA, Expert Channel, Expert Noetics, Spec Anatomy [Know]

**PSI:** 30                    **C:** 100                    **F:** 14  
**Range:** see below      **M:** No                    **Area:** see below  
**Duration:** see below

Directly assaults the victim's mind, using molecular agitation and tiny psychokinetic strikes to cause bleeding and intense pressure in the brain. The psychic rolls a normal Mind skill check, requiring a minimum TD 150 to succeed even if this is higher than the target's PD. If it succeeds, the victim is stunned, overwhelmed with the vast pain and pressure in their brain. An immediate flat 30% chance exists they will die in 2d10 CF Counts. Otherwise, they will suffer intensely for the next 2d4 minutes, incapacitated by the damage. Those who survive suffer 2d4 attribute damage to d6 random attributes (excluding SIZE/MASS).

### CLEAN PSYCHIC TRAIL – OP 6

**Preq:** 30+ APT, 34+ MA, Expert Channel, Expert Noetics, Energy Depletion [Channel]

**PSI:** 15                    **C:** 100                    **F:** 15  
**Range:** see below      **M:** No                    **Area:** see below  
**Duration:** 5 minutes

Wipe out traces of the psychic (or another target) from the minds and the environment, like the psychic residue on items handled, mental powers used, etc. The effect occurs in a cube 90 ft around the psychic and removes mind key, face and other linger "mental fingerprint" power. This can quite effectively stymie mental tracking or psychic trailing and make the psychic appear invisible to creatures, beings or constructs that use mental targeting or psychic power to "see". The effect is mobile around the psychic and permanent.

### MIND BURST – OP 6

**Preq:** 34+ APT, 34+ MA, Expert Channel, Expert Noetics, Energy Surge [Channel]

**PSI:** 25                    **C:** 100                    **F:** 16  
**Range:** LOS            **M:** No                    **Area:** see below  
**Duration:** see below

This mental power target's a single living being with surges of power, searing the nerves and scarring the brain in attempt to rid them of all reasoning function and potentially induce death. The psychic rolls a normal Mind skill check, requiring a minimum TD 150 to succeed even if this is higher than the target's PD. If this succeeds, the victim suffers d4 REAS impairment each CF count for 2d6 CF Counts. If brought to zero or lower REAS, the victim goes catatonic and then begins the process of losing ESS

until true death. Those not brought to zero REAS slowly recover the lost REAS at a rate of one per minute.

### PRESCIENCE – OP 6

**Preq:** 34+ APT, 32+ MA, Expert Channel, Expert Noetics

**PSI:** 35                    **C:** 99                    **F:** 8  
**Range:** see below      **M:** No                    **Area:** see below  
**Duration:** see below

Provides the psychic with an unclear and potentially confusing glimpse of the future. This glimpse is usually given in out of sequence, distorted or unrelated images, sounds and other sensory input. The GM controls how far or what information is given though a psychic can guide the process slightly, asking for information expressed along a specific theme or subject.

*Example – Kalin Tohr has just been presented with an opportunity to join a group journeying to the Tower of the Beast. Intrigued but worried, he uses Prescience to try to gain some idea of the future if he does (the theme). The GM tells him he feels intense tiredness, a heavy feeling in his bones, joined by a thick scent of cloying honey, followed by a flash display of images, one depicting a flying wolf rending a struggling form, a spider speaking in a strange and ponderous voice, columns of fire exploding in the air, and an image of a single, pale ice colored rose in a rotting garden.*

### TELEPORTING – OP 6

**Preq:** 34+ APT, 34+ MA, Expert Channel, Expert Noetics, Harness Power [Channel]

**PSI:** see below            **C:** 99                    **F:** 12  
**Range:** see below      **M:** No                    **Area:** see below  
**TD:** see below            **Duration:** see below

Teleport psychic or any single target to any known chosen destination in the same world, taking with him anything on his immediate person. Items can be carried but must be within the psychic's own ability to do so. The distance traveled sets the TD: every mile desired adds +5 to a base TD 50. If the Mind skill check is failed, a 50% chance to have teleported anyway exists but to a location undesired (and potentially fatal if the GM allows). It costs 1 PSI per BODY point (or its equivalent) teleported. Count every 10 lbs of gear or items as one BODY point to determine PSI costs.



## OP 7

### AERIE OF THE ETHEREAL – OP 7

**Preq:** 38+ APT, 34+ MA, Expert Channel, Expert Noetics, Thought Not Sight [Noetics]

**PSI:** 24                      **C:** 100                      **F:** 11

**Range:** see below                      **M:** No                      **Area:** see below

**TD:** 150                      **Duration:** 1 minute

Wrap your physical form into a fold of pure mental power, stepping out of the world for the duration. For you, no time elapses but in the real world a minute slips by. You can apply this power to another at double the PSI cost but they must be willing or unable to resist mentally (such as a fallen comrade).

### EQUIPOLLENIC EMPATHIC SURPRISE{AEFAR'S}– OP 7

**Preq:** 38+ APT, 36+ MA, Expert Channel, Expert Noetics, Thought Not Sight [Noetics]

**PSI:** 29                      **C:** 100                      **F:** 11

**Range:** see below                      **M:** No                      **Area:** see below

**TD:** 150<sup>Note1</sup>                      **Duration:** 1 minute

Seeks to build a strange synergy with a single being, living or unliving, so that when they attempt to inflict damage upon the psychic the attack receives one-half the damage inflicted as molecular dissociation. PR doesn't apply during this effect but DR applies like normal. The psychic need only overcome the target's PD to create the empathic association, afterwards, any damage. The psychic can make as many associations as desired with targets, up to a max of one per 5 skill ranks, but each one beyond the first requires another 15 PSI. The reflection applies to HP damage inflicted by the attacker, regardless of the source but otherwise doesn't apply to such things as attribute or characteristic damage or impairment.

### FOCUSED PSYCHIC SCREAM – OP 7

**Preq:** 38+ APT, 34+ MA, Expert Noetics, Expert Channel, Thought Razor [Mind]

**PSI:** 28                      **C:** 99                      **F:** 15

**Range:** see below                      **M:** No                      **Area:** see below

**Duration:** immediate

Explodes from you in a cone shaped wave of force extending 10 ft outward by 5 ft wide for every 5 skill ranks. Each person whose PD you overcome suffers 3d20+40 HP damage. You can also focus the psychic scream, picking a single person out of a crowd if desired, inflicting the same damage.

### STONEBROW – OP 7

**Preq:** 40+ APT, 34+ MA, Gen Noetics, Discipline [Self Control], Dynamic Mind [Noetics]

**PSI:** 25                      **C:** 96                      **F:** 8

**Range:** see below                      **M:** No                      **Area:** see below

**TD:** 125                      **Duration:** 3 minutes

Erect a solid barrier of mental thought, encircling yourself and up to 1 being per 10 skill ranks in a 30 ft radius in an adamant mental construction. Those protected gain +200 PD and +50 PR while so protected. Also, even if ordinarily denied a PD against psychic actions, mental powers or secrets, those within Stonebrow gain a flat PD 200 against the effect but lose the bonus PR usually gained.

## OP 8

### BONE BREAKER {AEFAR'S} – OP 8

**Preq:** 40+ APT, 38+ MA, Gen Channel, OP 2 Psychokinesis [mental power], OP 4 Slide Betwixt the Bonds of the World [mental power]

**PSI:** 36                      **C:** 97                      **F:** 15

**Range:** LOS                      **M:** No                      **Area:** see below

**Duration:** immediate

Ignores the nerves and brain of a target and targets the muscles, cartilage and sinews instead, forcing them to expand and contract, using them to attempt to shatter the bones of a single target! The target's very own muscles break their bones! The amount of damage inflicted depends on the STR of the target. Each point of STR equals d4 HP damage and a one-for-one amount of BODY damage. The damage this mental power inflicts bypasses DR.

### INCINERATE – OP 8

**Preq:** 42+ APT, 42+ MA, Gen Channel, Expert Noetics, Thought Razor [Mind], Mind Brew [Noetics]

**PSI:** 54                      **C:** 98                      **F:** 19

**Range:** LOS                      **M:** No                      **Area:** see below

**Duration:** see below

Form a centrifugal effect on the molecules of a specific inorganic or organic material target, agitating and exciting the molecules. The effect is only limited in nature, lasting only the nanosecond yet causes damage to the internal structure of the target, inflicting 4d10 + 30 HP (heat) damage! Organic or inorganic objects taken to zero HP by a single application of this power spontaneously ignite and incinerate into dust. There is no requirement outside of an uninterrupted view of the target but you must make a successful Mind skill check against your target's PD to succeed.



### PRECOGNITION – OP 8

**Preq:** 44+ APT, 42+ MA, Gen Channel, Gen Noetics, OP 6 Prescience [mental power], Subliminal Concordance [Noetics]

**PSI:** 54                      **C:** 99                      **F:** 19  
**Range:** see below      **M:** No                      **Area:** see below  
**TD:** 175                      **Duration:** see below

This mental power provides the psychic with a very clear but incomplete look into the future. This look always deals with large events and can be for the psychic or another individual within line of sight. The GM controls how far or what information is given though a psychic can guide the process slightly, asking for information expressed along a specific theme or subject. The GM provides the insight, which provides major hints on upcoming events. Subliminal Concordance must be taken with the WITS attribute.

### OP 9

#### PSYCHIC ADJUSTMENT – OP 9

**Preq:** 44+ APT, 44+ MA, Gen Channel, Gen Noetics, Spec Meditation, OP 4 Body Image Correction [mental power]

**PSI:** 55                      **C:** 96                      **F:** 20  
**Range:** touch              **M:** No                      **Area:** see below  
**Duration:** see below

The psychic enters a trance to drive supernatural influences from his or another being's mind and soul. This allows him to repair altered memories, remove psychic taps, psychic lures, curses, or other lingering effects. While within the trance, the psychic will confront representations of each of these influences. These confrontations may involve intricate challenges, psychic battles, or whatever else the GM chooses. Regardless, it takes 3 successes per issue to remove it. Each confrontation can take any amount of time, though the norm is 2d4 hours each.

#### PSYCHIC PROGRAM – OP 9

**Preq:** 42+ APT, 46+ MA, Gen Channel, Gen Noetics, Seal Source [Channel], Back Brain [Noetics]

**PSI:** see below              **C:** 100                      **F:** 12  
**Range:** see below      **M:** No                      **Area:** see below  
**Duration:** see below

Set up a near self-perpetuating mental construct that acts as a psychic battery to power another mental power of the psychic's choosing. The mental power chosen to maintain in this manner cannot have a

duration of immediate and must be one appropriate to its use (consult your GM). Psychic Program requires you pay an amount of PSI equal to 10 times the cost of the mental power and an equal amount of APT impairment to set up the psychic battery. It costs one-fifth its normal PSI cost and one-tenth as APT impairment (round up and keep a minimum of 1 APT regardless) every day you wish the mental power to stay into effect (paid at the beginning of day). As long as this amount of PSI and APT impairment is paid per day (at the beginning of the day) the mental power stays in effect. You can maintain one of these psychic programs for every 15 personal APT of the psychic (Artificial APT gained from items and like sources does not count). If your current APT drops below the amount required the psychic batter fails for that sustained mental power. The initial APT impairment can be taken from an item, ritual or like method but the maintenance must be paid out of the psychic's personal APT.

#### UNASSAILABLE TEMPLE OF THE MIND – OP 9

**Preq:** 44+ APT, 46+ MA, Gen Channel, Gen Noetics, Channel Dexterity [Channel], Flux [Psychic]

**PSI:** 39                      **C:** 100                      **F:** 9  
**Range:** self                      **M:** Yes                      **Area:** see below  
**TD:** 175                      **Duration:** see below

Armor your mind with impassable mental walls. The Unassailable Temple of the Mind requires you to use a quickened action every CF Action Count to maintain but as long as you maintain it you are immune to all mental or psychic attacks, maneuvers or damage, including the application of emotional or mental states or conditions not purely physical. Of course, you cannot use any of your own mental powers or psychic affects either while you maintain this power.

### OP 10

#### EXPLODE HEART – OP 10

**Preq:** 48+ APT, 46+ MA, Leg Channel, Leg Noetics, Expert Anatomy [Know], OP 4 Body Image Correction [mental power]

**PSI:** 52                      **C:** 99                      **F:** 20  
**Range:** LOS                      **M:** No                      **Area:** see below  
**Duration:** see below

Grip a single living being's heart (or equivalent organ) in a kinetic fist, turning it to pulp! If the being in question has multiple organs you explode them all simultaneously!



## PSYCHIC HOLOGRAPHY – OP 10

**Preq:** 48+ APT, 46+ MA, Leg Channel, Leg Noetics, Expert Meditation, OP 9 Precognition [mental power]

**PSI:** see below      **C:** 98      **F:** 12

**Range:** see below      **M:** Yes      **Area:** see below

**TD:** 200      **Duration:** see below

Requires the expenditure of 75 PSI and 3-APT impairment. To maintain it, the psychic must expend 5 PSI every melee round and use a normal action every CF Action Count to sustain it. Psychic Holography looks at the infrastructure of the Multiverse like a hologram, a three-dimensional image formed out of the movement of energy and its patterns. Psychics who use this power sense the multiverse around them in this manner, gaining awareness of worlds, planes and nexus, with an intuitive sense of direction, distance, dimensions and time. This means the psychic can evaluate an object or area and know its exact spatial dimensions with a simple TD 25 PER check, as well as understand the exact distance between any points, the speed of which something is moving relative to their position with the same TD 25 PER check. The same goes TD 25 PER applies to knowing how much time has elapsed between events the psychic has experienced. This means the psychic can time things with utmost accuracy. The cardinal directions, magnetic polarities, and the path to and from any place the psychic is familiar with can be found and retraced with a TD 50 PER check, even if the psychic's sense are denied to them. Please note this mental power only provide this kind of awareness for things the psychic senses or has sensed in the past.

A psychic may know how fast another being is moving but it doesn't necessarily convey the ability to do something about it. However, anytime that the psychic can demonstrate to the GM that the abilities described above can make a difference to an outcome, they can use their APT as a bonus to the roll or effect of the outcome.

*Example – Aefar uses Psychic Holography during melee with two Death Ogres. As they move in to "squash" the puny human, Aefar reads their movements, timing their steps exactly before unleashing Redirect Momentum on one of the Death Ogres. Since knowing the exact time, speed and vector of the Death Ogre has direct correlation to Redirect Momentum. The GM agrees and Aefar chooses to add his APT (49) as a bonus to the amount of BODY it will output. Aefar smiles at the Death Ogre's approach then uses Redirect Momentum to suck the momentum from one right into the other!*



### ARDUIN LEGEND: TOMB OF GOLD AND SHADOWS

A legend so old little is known of it beyond that its time dates back to before the Interstellar Wars. According to myth, it lies somewhere, perhaps in Arduin or in the steaming jungles of the Green Hell. Its darkness is supposedly hidden the gold of the mind and the its gold hidden in the darkness of the world, whatever that means!

According to the journal of Mounavernor duLesmque, it is somewhere north east of Helios Mountain, south west of farthest section of the Muck Woods, near the Fens of Fear. Of course, whether he ever found it with these directions is unknown, especially since his death in far off Moon Mind.



PRAYERS - CHAPTER TWENTY THREE



PRAYERS

PRAYERS



Prayers are the manifestation of the power of the ten thousand gods. What follows is the core of prayers used by the various gods.

### PRAYER GUIDELINES

The understanding of prayers is a straightforward process and follows a simple format, regardless of their power. A simple outline of the format follows:

**Name:** Name of the prayer

**OP:** Stands for Order of Power and represents the power level of the prayer.

**Req:** The prerequisites needed to learn and use the prayer. A person's Faith Pool is how much faith they have currently.

**Mana:** The amount of Mana you need to have available to use the prayer. If you do not have the entire amount of Mana in your power pool when you begin, you fail (without consequence) immediately. Faith and other resources will be noted here too.

**Range:** How far you can reach with the prayer, given in feet. Also, unless otherwise constrained, you can make the effect occur at any point in the range given.

**Critical:** Chance to gain a critical success with your Entreaty skill.

**Fumble:** Chance to fumble with your Entreaty skill.

**Maintenance:** Notes whether the prayer defines a requirement, such as an action or a stream of Mana, to sustain its effect.

**TD:** Some prayers do not require the user to apply their Entreaty skill against the target's MD, but require a specific TD be met to succeed at the prayer. If this TD is not met, the prayer fizzles and is lost. The check for the TD is made after all Mana is first channeled.

**Duration:** A listed time frame that the prayer lasts without maintenance.

**Area:** The area the prayer affects or the dimensions it can reach.

**Description/Effect:** What the prayer actually does.

**[P-OP 2] :** [P] shows that the description refers to a Prayer.

**[P-OP 2] :** [-OP 2] shows that the Prayer is an Order of Power level two.

**NOTE 1:** If the target of this prayer is not willing or hostile, you make a normal roll against their MD to succeed.

**NOTE 2:** You only need to make the TD required to use the prayer to affect the target area, regardless of the MD of creatures or individuals within it.

### OP 1

Balm of Faith [P-OP 1]  
Bitterness of the Mountain Stones [P-OP 1]  
Bounding Gate [P-OP 1]  
Bow Before the Gods [P-OP 1]  
Bramble [P-OP 1]  
Clinging Mist [P-OP 1]  
Dignity of Grace [P-OP 1]  
Divine Weapon [P-OP 1]  
Doom Sign [P-OP 1]  
Earth's Grasp [P-OP 1]  
Faith Binds Element [P-OP 1]  
Firm Seat [P-OP 1]  
Flames of Fear {Diana's} [P-OP 1]  
Glory Glow [P-OP 1]  
Harvest Scythe [P-OP 1]  
Heavy Hand of Faith [P-OP 1]  
It Was Fated [P-OP 1]  
Link of the Sun [P-OP 1]  
Match Height [P-OP 1]  
Missile Attractor [P-OP 1]  
Nettle [P-OP 1]  
Pious Influence [P-OP 1]  
Pollen Spray [P-OP 1]  
Rip the Eyes [P-OP 1]  
Shield of Many [P-OP 1]  
Slowly Slowly {Sarshal's} [P-OP 1]  
Spring's Wind [P-OP 1]  
Spydron's Nick [P-OP 1]  
Stop Bleeding [P-OP 1]  
Strength of the Righteous [P-OP 1]  
Sun Wreath [P-OP 1]  
To My Hand [P-OP 1]  
Touch of the Gods [P-OP 1]  
Warding Faith [P-OP 1]  
Wind Gust [P-OP 1]  
Wooden Skin [P-OP 1]

### OP 2

Accept Fate [P-OP 2]  
Accinge [P-OP 2]  
Arrow of Divine Will [P-OP 2]  
Battle Bellow [P-OP 2]  
Beacon of the Sun [P-OP 2]  
Binding Earth [P-OP 2]  
Blade Blessing {Megalon's} [P-OP 2]  
Blades of the Moon [P-OP 2]  
Censure [P-OP 2]  
Charge of the Boruu [P-OP 2]  
Child of the Forge [P-OP 2]  
Cloud of Kindness {Korgen's} [P-OP 2]  
Commanding Radiance [P-OP 2]  
Crow Feeds the Pyre [P-OP 2]  
Dance of Spring [P-OP 2]



Decaim the Wicked [P-OP 2]  
Divine Eminence [P-OP 2]  
Eyes of the Sun [P-OP 2]  
Fate's Eyes [P-OP 2]  
Favor [P-OP 2]  
Fiery Fingers of Light {Doroman's} [P-OP 2]  
Glory [P-OP 2]  
Haven [P-OP 2]  
Healing Radiance [P-OP 2]  
Nature's Wrath [P-OP 2]  
Oppressive Hand of Faith [P-OP 2]  
Punish the Unrighteous [P-OP 2]  
Red Moon's Ire [P-OP 2]  
Violent Staff {Vorvode's} [P-OP 2]  
Vise of Coronont [P-OP 2]  
Weeping Skin [P-OP 2]

### OP 3

Arm of Borsala [P-OP 3]  
Assisting Shields [P-OP 3]  
Bastion of Faith [P-OP 3]  
Bedlam [P-OP 3]  
Call Upon Glory's Illumination [P-OP 3]  
Faith's Healing Caress [P-OP 3]  
Hand of Thorns {Thyllson's} [P-OP 3]  
Inscribe with Divine Prowess [P-OP 3]  
Lesser Mystik Moons {Yalnwyn's} [P-OP 3]  
Mighty Eyes of Light {Thanalar's} [P-OP 3]  
Neutralization {Khemal's} [P-OP 3]  
Ordain with Faith's Trappings [P-OP 3]  
Penitence of the Unfaithful [P-OP 3]  
Poisonous Convictions [P-OP 3]  
Purpose of Faith [P-OP 3]  
Reproach [P-OP 3]  
Shadow of the Winds [P-OP 3]  
Skywalking {Korgen's} [P-OP 3]  
Sockdolager [P-OP 3]  
Son of the Forge [P-OP 3]  
Vincible Before Faith [P-OP 3]  
Wayward Soul [P-OP 3]  
Worsen Wound [P-OP 3]  
Zeal [P-OP 3]

### OP 4

Armor of Deflection [P-OP 4]  
Cancerous Faith [P-OP 4]  
Dehort [P-OP 4]  
Discord's Price [P-OP 4]  
Drown [P-OP 4]  
Earth Glom [P-OP 4]  
Endurance of the Faithful [P-OP 4]  
Expunge [P-OP 4]  
Eyes of Glory {Sarur's} [P-OP 4]  
Faith's Palliative [P-OP 4]

Healing Aura [P-OP 4]  
Instantaneous Butte {Sarbarin's} [P-OP 4]  
Master of the Forge [P-OP 4]  
Mighty Leap {Gharnor's} [P-OP 4]  
Nature's Seething Ire [P-OP 4]  
Pillar of Fire [P-OP 4]  
Question of Purity [P-OP 4]  
Radiant Ring of Flame {Pheldoe's} [P-OP 4]  
Spear of Fire {Arabuhl's} [P-OP 4]  
Sunlight Serenade {Starbucks} [P-OP 4]  
Stinging Conviction {Maelrln's} [P-OP 4]  
Unleash the Four Winds [P-OP 4]

### OP 5

Anger of the Sun [P-OP 5]  
Dirge of the Fallen [P-OP 5]  
Enfolding Hands of Faith [P-OP 5]  
Faith's Soothing Hand [P-OP 5]  
Greater Mystik Moons {Ovore's} [P-OP 5]  
Heavenly Halo of Binding {Xundoman's} [P-OP 5]  
Maw of the Deep [P-OP 5]  
Putrefy Blood to Poison [P-OP 5]  
Revenant [P-OP 5]  
Stronghold of Faith [P-OP 5]  
Wall {Willamon's} [P-OP 5]  
Your Destiny Not Mine [P-OP 5]

### OP 6

Belief Suspends Reality [P-OP 6]  
Condign the Wicked [P-OP 6]  
Divine Spark [P-OP 6]  
Faith's Fourdroyant Cure [P-OP 6]  
Instant Passage {Lllohahr's} [P-OP 6]  
Swift Retribution {Mulaohu's} [P-OP 6]  
Test the Faith of Saints [P-OP 6]  
Unceasing Vigilance of the Sentinel [P-OP 6]  
Visions of Hell {Rhyton's} [P-OP 6]

### OP 7

Bright Ray of Hope {Brynton's} [P-OP 7]  
Calamitous Conviction {Maelrln's} [P-OP 7]  
Call to the Firmament [P-OP 7]  
Cradle of Restoration [P-OP 7]  
Nature's Wrath Manifest [P-OP 7]  
Stone That Weeps in Silence {Chastarade's} [P-OP 7]

### OP 8

Aura of Angelic Fire {Syranghore's} [P-OP 8]  
Holy Word of Command {Servicund's} [P-OP 8]  
Indomitable Wall of Faith [P-OP 8]  
Lament for the Lost [P-OP 8]  
Wheel of Chastisement [P-OP 8]



## OP 9

Final Service {Koraio's} [P-OP 9]  
 Hands of the Mighty Termite {Penlyn's} [P-OP 9]  
 Shattering {Skuello's} [P-OP 9]  
 Wheel of Woe [P-OP 9]

## OP 10

Burning Agony of the Red Moon [P-OP 10]  
 Burst of Life [P-OP 10]  
 Faith Spurns Power [P-OP 10]  
 Invulnerability [P-OP 10]

## OP 11

In the Presence of Faith [P-OP 11]  
 Rays of Utter Damnation [P-OP 11]

## OP 12

Oblivion [P-OP 12]

## OP 1

### BALM OF FAITH – OP 1

**Preq:** 20+ APT, 3+ Faith Pool  
**Mana:** 9 + 1 Faith    **C:** 96    **F:** 11  
**Range:** 10    **M:** No    **Area:** see below  
**TD:** 75<sup>Note1</sup>    **Duration:** see below

Converts faith and power directly into healing, curing a single living being instantly of d6+2 HP damage. This form of healing is traumatic and requires a TD 50 plus the HP healed as a Shock Save or the recipient of the prayer is stunned for d2 melee rounds. If the recipient of the prayer is not of the same religion then double the mana and Faith costs.

### BITTERNESS OF THE MOUNTAIN STONES – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**Mana:** 8    **C:** 98    **F:** 9  
**Range:** 30    **M:** no    **Area:** see below  
**Duration:** see below

Invokes a malady of faith against a single living foe. Those who succumb to the prayer are stricken with a ponderous, heavy weight that will upset, unsettle, and unnerve them while harrowing their bodies. The target suffers d6+2 HP damage and if they fail a TD 75 Fear save they are Shaken for d3 melee rounds.

### BOUNDING GAIT – OP 1

**Preq:** 14+ APT, 3+ Faith Pool  
**Mana:** 6    **C:** 95    **F:** 6  
**Range:** 20    **M:** no    **Area:** see below  
**TD:** 75    **Duration:** 1 minute/F/FP

Enchant a single creature with BODY equal to or less than your APT with a +20 bonus to movement.

## BOW BEFORE THE GODS – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**Mana:** 5 (see below)    **C:** 96    **F:** 11  
**Range:** 20    **M:** no    **Area:** see below  
**Duration:** see below

Your faith demands another being give proper reverence, knocking the feet or similar appendages out from under a single target of 25 BODY or less. You can bolster the prayer to knock down an additional 2-BODY per 1-mana you add to the initial prayer.

## BRAMBLE – OP 1

**Preq:** 12+ APT, 3+ Faith Pool  
**Mana:** 5 (see below)    **C:** 100    **F:** 6  
**Range:** 20    **M:** no    **Area:** see below  
**TD:** 50<sup>Note2</sup>    **Duration:** see below

Only works in non-urban, "wild" areas. Any flora in the area surges up to bind a single target, holding anything of 20 BODY or less until they physically break free restraining verdure. At the time of prayer, you can bolster the prayer to trap an additional 2-BODY per 1-mana you add. It requires the application of 50 BODY or more to pull a person free. Otherwise the prayer lasts your APT in minutes before releasing the trapped being or object.

## CLINGING MIST – OP 1

**Preq:** 12+ APT, 3+ Faith Pool  
**Mana:** 5 (see below)    **C:** 100    **F:** 6  
**Range:** 20    **M:** no    **Area:** see below  
**TD:** 50<sup>Note2</sup>    **Duration:** see below

Manifest a clinging bank of mist and fog that covers a 10 ft cubed area. You can increase the area this covers by adding 1-mana to the initial prayer for each additional 5 ft cubed. Inside the fog bank there is zero visibility and it provides complete concealment.

## DIGNITY OF GRACE – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**Mana:** 8 + 1 Faith    **C:** 96    **F:** 7  
**Range:** 10    **M:** no    **Area:** see below  
**TD:** 75<sup>Note1</sup>    **Duration:** 1 minute/F/FP

Wraps the recipient into a cocoon of faith, one that provides little protection against ordinary attacks or events but works to prevent the truly catastrophic ones. If the recipient rolls a fumble or critical failure is rolled, then lower the roll by the priest's Faith Pool to determine its effects. The same applies if a critical hit is suffered: lower the effects of the critical hit by the priest's Faith Pool to determine its effects. If the recipient is not of the same religion then double the mana and Faith requirements and lower the duration to 1 melee round/F/FP.



### DIVINE WEAPON – OP 1

**Preq:** 16+ APT, 3+ Faith Pool  
**Mana:** 3                    **C:** 96                    **F:** 9  
**Range:** 20                    **M:** Yes                    **Area:** see below  
**TD:** 75                    **Duration:** 1 melee round/F/FP

Convert piety into a physical weapon. This weapon hangs in the air, held up and manipulated by your will. You can direct it to attack as a quickened action but it must stay within a 20 ft radius of your person at all times. If it strays outside of this range it disappears and the prayer is broken. The weapon is a physical weapon and relies solely on the proficiency of the priest to use.

### DOOM SIGN – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**Mana:** 8                    **C:** 95                    **F:** 12  
**Range:** 20                    **M:** no                    **Area:** see below  
**Duration:** see below

One's life is scripted and an eventual fate lies in wait for us all. The prayer transforms the priest's faith in predestination and inscribes a sign of this doom upon one single living target, filling them with an oppressive overwhelming feeling. If the target is affected then they are Bone Weary and add +2 to Fumble chances for 1 melee round/F/FP. Phraints, Faerie, and all immortals are immune to this prayer.

### EARTH'S GRASP – OP 1

**Preq:** 12+ APT, 3+ Faith Pool  
**Mana:** 5 (see below)    **C:** 92                    **F:** 9  
**Range:** 15                    **M:** no                    **Area:** see below  
**Duration:** see below

You whisper to the earth and have it rear up and close around the feet or similar appendage of a single target, holding anything of 20 BODY or less until they physically break free of the restraining earth. At the time of prayer, you can bolster the prayer to trap an additional 2-BODY per 1-mana you add. It requires the application of 80 BODY or more to pull a person free. Otherwise the prayer lasts your APT in minutes before releasing the trapped being or object.

### FAITH BINDS ELEMENT – OP 1

**Preq:** 16+ APT, 3+ Faith Pool  
**Mana:** 4 (see below)    **C:** 98                    **F:** 8  
**Range:** 5                    **M:** no                    **Area:** see below  
**TD:** see below                    **Duration:** 1 melee round/F/FP

Your faith manifests as a form of protection against a single type of element, allowing you to accept some or all of it into you without harm, rendering it harmless. You can negate 5 HP of one element you declare and

an additional +5 HP for every 1-mana you add to the initial prayer. The TD to cast the prayer is equal to a base 25 plus the amount of HP you desire as protection.

### FIRM SEAT – OP 1

**Preq:** 16+ APT, 3+ Faith Pool  
**Mana:** 6                    **C:** 99                    **F:** 8  
**Range:** 10                    **M:** no                    **Area:** see below  
**TD:** 75<sup>Note1</sup>                    **Duration:** 1 melee round/F/FP

Ensures the recipient will not be unseated from his or her mount, no matter what happens. If the mount is slain or falls over, the recipient will be trapped beneath the mount and may take damage as appropriate.

### FLAMES OF FEAR {DIANA'S} – OP 1

**Preq:** 20+ APT, 3+ Faith Pool  
**Mana:** see below                    **C:** 96                    **F:** 12  
**Range:** 20                    **M:** No                    **Area:** see below  
**TD:** 75<sup>Note1</sup>                    **Duration:** see below

The prayer requires 5-mana and 1-Faith and creates a 13 ft x 7 ft wall of deep purple fire some 18-inches thick. The wall has a base duration of 1 melee round/F/FP but can be extended by 3 melee rounds for every 2-mana added to the initial invocation. The purple flame does only 2 HP of damage per CF Count of contact but it also causes the target to make a TD 75 Fear Save (touch only) or flee in terror for 2d4 melee rounds.

### GLORY GLOW – OP 1

**Preq:** 16+ APT, 3+ Faith Pool  
**Mana:** 3                    **C:** 99                    **F:** 6  
**Range:** 20                    **M:** no                    **Area:** see below  
**TD:** 50<sup>Note2</sup>                    **Duration:** 5 minutes/F/FP

You can cause any specific object or an area to glow with light equivalent to daylight in strength that lights an area 60 ft in diameter. The prayer can be reversed to darkness.

### HARVEST SCYTHE – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**Mana:** 3 + 1 Faith                    **C:** 96                    **F:** 9  
**Range:** 20                    **M:** Yes                    **Area:** see below  
**TD:** 75<sup>Note2</sup>                    **Duration:** see below

Your faith and piety becomes an intangible weapon of woe to your foes. This unseen weapon only lasts for 1 CF Action Count/F/FP, and is directed as you indicate, taking a normal action every CF Action Count to use. However, it attacks with your Entreaty skill ranks against any target within range and in an area 5 ft wide by 10 ft long. One roll is made against every target's MD in the area and the Harvest Scythe



is otherwise Crit 96 and F 9.

### HEAVY HAND OF FAITH – OP 1

**Preq:** 18+ APT, 3+ Faith Pool

**Mana:** 5                    **C:** 100                    **F:** 10

**Range:** 30                    **M:** no                    **Area:** see below

**Duration:** 1 minute

Convert faith, piety and energy into an oppressive religious force that weights on and slows down a single creature within sight, reducing their movement by -5 and CF by -2.

### IT WAS FATED – OP 1

**Preq:** 18+ APT, 3+ Faith Pool

**Mana:** 1 + 1 Faith                    **C:** 99                    **F:** 6

**Range:** 30                    **M:** no                    **Area:** see below

**TD:** 75<sup>Note2</sup>                    **Duration:** see below

Your faith opens the portal of predestination and displays to the target of this prayer the futility in attempting to avoid fate. If the TD is made, this prayer affects a single, living being, inflicting d8+7 HP of damage as a demonstration of one's eventual death. However, it can only be done once against any single being.

### LINK OF THE SUN – OP 1

**Preq:** 16+ APT, 3+ Faith Pool

**Mana:** 2                    **C:** 99                    **F:** 9

**Range:** 20                    **M:** no                    **Area:** see below

**TD:** 75<sup>Note1</sup>                    **Duration:** 3 minutes/F/FP

Create streamers of light that enfold around two target creatures you designate. The light will be visible to everyone for only the melee round entreated and then will fade on the next, only visible to the beings affected by the spell. As long as the two linked beings are under the light of the sun they will always see each other as surrounded by a halo of sunlight. If something would restriction normal visibility, the two still see each other by the glow emitted by the halo. This light does not provide illumination of any sort except as outlined.

### MATCH HEIGHT – OP 1

**Preq:** 16+ APT, 3+ Faith Pool

**Mana:** see below                    **C:** 100                    **F:** 11

**Range:** 40                    **M:** no                    **Area:** see below

**TD:** 75<sup>Note1</sup>                    **Duration:** 1 minute

Requires 5-mana and 1 Faith and attempts to make any two beings the same physical height, adding or taking away corresponding MASS, BODY, and SIZE to do so. The priest defines which target is matched to whom when the prayer is invoked. The prayer can only match a total of 50 BODY between the two targets but the priest can increase this amount by adding 3-mana to the initial prayer for and additional

10 BODY. Every additional 50 BODY or fraction thereof added to the prayer requires an additional Faith as well.

### MISSILE ATTRACTOR – OP 1

**Preq:** 18+ APT, 3+ Faith Pool

**Mana:** 7 + 1 Faith                    **C:** 99                    **F:** 6

**Range:** 0                    **M:** no                    **Area:** see below

**TD:** 75<sup>Note2</sup>                    **Duration:** 1 melee round/F/FP

The prayer must be used on a shield, a wall, barrier or similar obstacle. Once completed, the object attracts physical missiles (regardless of size) that come within 20 ft of the object, with double the objects normal chance to block. However the object takes double the normal amount of damage from blocking as well.

### NETTLE – OP 1

**Preq:** 18+ APT, 3+ Faith Pool

**Mana:** 3                    **C:** 98                    **F:** 8

**Range:** 50                    **M:** no                    **Area:** see below

**Duration:** see below

The intangible essence of bees, the burning nettles of the woods or the stinging pinions of the world's venomous creatures inflicted all at once. A single target is afflicted with 2d100 burning stings, every 10 or fraction thereof inflicting 1 HP damage and adding 1-for-1 to the base Shock TD 25 to save versus this prayer. Thus a netting of 75 stings would inflict 8 HP if a TD 100 Shock Save was not made.

### PIOUS INFLUENCE – OP 1

**Preq:** 20+ APT, 3+ Faith Pool

**Mana:** see below                    **C:** 97                    **F:** 10

**Range:** 10                    **M:** no                    **Area:** see below

**TD:** 75<sup>Note1</sup>                    **Duration:** 1 melee round/F/FP

Binds piety and faith into the body-language, charisma, and voice of a living target, providing a bonus equal to the priest's Faith Pool to all Interpersonal skills. If the recipient of the prayer is of the same religion, then the prayer costs 8-mana. Otherwise it requires the expenditure of 1 Faith as well. Regardless, those who interact with the recipient tend to see them as more "legit" and worthy of trust, unless complete and irrefutable proof exists that counters the effect. The prayer can be reverse to penalize a target as well.



### POLLEN SPRAY – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**Mana:** 6 (see below) **C:** 98 **F:** 7  
**Range:** 30 **M:** no **Area:** see below  
**Duration:** see below

Forms a swirling mass of airborne green pollen that will put to sleep” any number of creatures with a combined BODY amount of 30 or less as long as they breathe. Only living beings are affected and only those in a cloud 30 ft in diameter. You can extend the amount of BODY by 3 for every 2-mana points you put into the initial prayer. A sleeper can be awakened as any normal sleeper can but is Shaken after waking up for 2d6 melee rounds unless they make a TD 75 Shock save. The pollen takes 2d10 CF Counts to take effect.

### RIP THE EYES – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**Mana:** 4 **C:** 98 **F:** 8  
**Range:** 50 **M:** no **Area:** see below  
**Duration:** see below

A favorite of Skirin’s priests, the prayer converts power into the representation of a raven and sends it to attack a single target’s eyes or similar ocular cavities. If the prayer succeeds, the target is blinded for d6 melee rounds and feels like their eyes were gouged from their sockets!

### SHIELD OF MANY – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**Mana:** see below **C:** 95 **F:** 6  
**Range:** see below **M:** Yes **Area:** see below  
**TD:** 75<sup>Note2</sup> **Duration:** see below

Converts faith and power to imbue the priest’s shield (which is required for this prayer to work) to extend its protection to those around him or her, shield them instead. The priest forgoes all normal benefits for their shield and confers the benefit instead to another for 7-mana and 1-Faith. This protection can be extended to additional people but it requires the same expenditure (7-mana and 1-Faith) to do so. The prayer requires a normal action every CF Action Count to maintain and lasts for 1 melee round/F/FP. If for some reason the normal action is not maintained, the prayer will continue for another d4 melee rounds (but never beyond its max duration) before fading away. All effects, mundane, magikal or otherwise of the priest’s shield are conferred.

### SLOWLY SLOWLY {SARSHAL’S} – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**Mana:** see below **C:** 99 **F:** 11  
**Range:** 0 **M:** no **Area:** see below

**TD:** 75 **Duration:** 1 minute/F/FP  
 The prayer costs 5-mana and 1 Faith per 45 BODY in size of creature the priest desires to affect and the creature will have all of its bodily functions slowed by a factor of 4. Thus it would move at one-quarter speed and be affected by poisons or venoms at one-quarter the normal rate of toxic effect. Its CF is also reduced to 4. This prayer works by touch and *will not affect any who do not consciously wish it to do so*. The exception to this is when someone is unconscious and thus totally unresisting; however, its effects will last 10 times their normal duration if it is so done. Effects are always instantaneous after the prayer is invoked and the target is then touched by the priest: he or she has 10 melee rounds to do so before it fades away, wasted.

### SPRING’S WIND – OP 1

**Preq:** 18+ APT, 3+ Faith Pool  
**Mana:** 4 **C:** 99 **F:** 11  
**Range:** 30 **M:** no **Area:** see below  
**TD:** 75<sup>Note2</sup> **Duration:** see below

Curling wind full of spores, allergens and other things that overpowers and dazes any number or combination of beings with a combined BODY of 50 or less. Those affected are Staggered for the melee round and must a TD 75 or greater Shock save to throw off the effect starting on the next, succeeding melee round.

### SPYDRON’S NICK – OP 1

**Preq:** 16+ APT, 3+ Faith Pool  
**Mana:** 3 **C:** 99 **F:** 7  
**Range:** 10 **M:** no **Area:** see below  
**TD:** 50<sup>Note1</sup> **Duration:** see below

Victimizes a single target with a weakened version of spydron venom, inflicting d8+7 HP of damage and Staggering the target for d6 melee rounds if a TD 50 plus the castor’s Faith Pool P/V Save is failed.

### STOP BLEEDING – OP 1

**Preq:** 16+ APT, 3+ Faith Pool  
**Mana:** 6 **C:** 98 **F:** 10  
**Range:** 20 **M:** no **Area:** see below  
**TD:** 75<sup>note1</sup> **Duration:** see below

Binds a single target in the comforting hands of faith, sealing their wounds and stopping any bleeding. This prayer will also counter the effects of OP 3 magik/psychic or less as well. If the bleeding is from a critical wound then it requires the expenditure of 1 Faith. More powerful magik/psychic than OP 3 requires 1 Faith per OP. Multiple critical wounds require 1 Faith per critical wound.



## STRENGTH OF THE RIGHTEOUS – OP 1

**Preq:** 16+ APT, 3+ Faith Pool

**Mana:** 7                    **C:** 98                    **F:** 7

**Range:** 0                    **M:** no                    **Area:** see below

**TD:** 75<sup>Note1</sup>                    **Duration:** 1 melee round/F/FP

The prayer seals within a single target an increase of strength, born of our religious piety and support. To affect a non-believer the castor must also expend 1-Faith otherwise the prayer only requires mana. Each religion defines "strength" differently but the prayer will apply a +3 bonus to any single attribute. Multiples of this prayer will stack if used upon different "strengths". A religion rarely defines more than a few "strengths" and misuse of this prayer can lead to a Conflict of Faith or transgression of tenets.

## SUN WREATH – OP 1

**Preq:** 16+ APT, 3+ Faith Pool, Trd Channel

**Mana:** 7                    **C:** 97                    **F:** 9

**Range:** 0                    **M:** no                    **Area:** see below

**TD:** 75<sup>Note2</sup>                    **Duration:** 1 melee round/F/FP

Forms a wreath of scorching sunlight that will extend from the priest's body in a 1-foot burning wreath. The scorching wreath of sunlight will inflict d4+1 HP to any being that is within 10 ft. Objects, beings and terrain within 5 ft or touching, grappling, etc., with the priest suffered 2d4+4 HP instead and a 50% chance exists every melee round that they are blinded for d3 melee rounds.

## TO MY HAND – OP 1

**Preq:** 18+ APT, 3+ Faith Pool

**Mana:** 5 + 1 Faith                    **C:** 96                    **F:** 8

**Range:** see below                    **M:** no                    **Area:** see below

**TD:** 75<sup>Note2</sup>                    **Duration:** see below

A call for intervention and uses faith and power to bring any single item, no greater in BODY than the priest's Faith Pool and no heavier than the priest's Faith Pool in pounds to their hand. The object must be within the same world, the priest must know where the object is, and item cannot be farther away than the priest's Faith Pool in miles or the prayer fails.

## TOUCH OF THE GODS – OP 1

**Preq:** 12+ APT, 3+ Faith Pool, Trd Pneuma

**Mana:** 1 (see below)                    **C:** 99                    **F:** 8

**Range:** 0                    **M:** no                    **Area:** see below

**TD:** 50<sup>Note1</sup>                    **Duration:** see below

Renders one touched being unafraid and full of resolve. If the person has been previously infected by fear, even from arcane sources, this removes the fear immediately. The effect lasts for 1 hour. It costs 1 Faith to do this for non-believers of the priest's

religion.

## WARDING FAITH – OP 1

**Preq:** 20+ APT, 3+ Faith Pool

**Mana:** 5 + 1 Faith                    **C:** 96                    **F:** 9

**Range:** 20                    **M:** No                    **Area:** see below

**TD:** 75<sup>Note1</sup>                    **Duration:** 1 melee round/F/FP

Convert piety into a physical embrace that keeps you or another safe from harm. The prayer invokes tangible but weightless and invisible wards on a single target. If the target is not of your religion then the prayer costs double the mana and Faith. The prayer provides a bonus to DEF, Block and Parry equal to your Faith Pool.

## WIND GUST – OP 1

**Preq:** 12+ APT, 3+ Faith Pool

**Mana:** 5                    **C:** 97                    **F:** 7

**Range:** 10                    **M:** no                    **Area:** see below

**TD:** 75<sup>Note2</sup>                    **Duration:** see below

Form wind into a sudden concussive blast in any single direction, gusting through a 10 ft zone. Anything untethered or not weighted down is blown d6 x 10 ft in distance away; beings with 35 BODY or less within the 10 ft zone must make a TD 75 Acrobatics check to keep their balance or they are knocked down by the gust.

## WOODEN SKIN – OP 1

**Preq:** 20+ APT, 3+ Faith Pool

**Mana:** 9                    **C:** 99                    **F:** 6

**Range:** 5                    **M:** no                    **Area:** see below

**TD:** 75<sup>Note1</sup>                    **Duration:** 1 minute/F/FP

Transforms your skin into a hard, wooden exterior with properties of hard wood. This adds +3 DR and MASS but reduces your COORD by -1. By adding 2 -mana to the initial prayer you can increase the DR and MASS by +1 but the COORD penalty increases by -1 as well.

## OP 2

### ACCEPT FATE – OP 2

**Preq:** 23+ APT, 5+ Faith Pool, Exp Channel, Trd Pneuma

**Mana:** 9 + 2 Faith                    **C:** 98                    **F:** 8

**Range:** 30                    **M:** no                    **Area:** see below

**TD:** 75<sup>Note1</sup>                    **Duration:** 1 melee round/F/FP

The skein of one's life was woven long ago and aught a man can do can unweave it. This prayer opens the door of predestination and displays this to the target,



humbling them with faith. The prayer doubles the critical success chance that an act, one declared when the prayer is invoked, will occur. The act must be one that can be fulfilled within the time frame and one that can be resolved via a dice roll (regardless of how many required). Where a critical success is not defined, modify the effect by the invoker's Faith Pool instead.

*Example -- Khronin uses this prayer to declare Muulta d'Uern will successfully overcome a locked (and potentially trapped!) door that lies between them and freedom. Muulta has 9 melee rounds (Khronin's Faith Pool) in which she has double normal critical success chances. Muulta uses her Crime skill to force the door -- normally she rolls a critical success on a 99 or higher but under this prayer the chance is 97 or higher. She rolls well (85), enough to break the door in but not enough for a critical success. Unfortunately the door was trapped and she attempts to dodge the rigged spear trap. She has a 25 Dodge and since it has no defined critical success, Muulta adds +9 (Faith Pool value) to it instead, making it 34. She gets lucky and makes her dodge check (TD 100; she rolls a 77+34 = 110). Fate was indeed on her side.*

#### ACCINGE – OP 2

**Preq:** 22+ APT, Trd Channel, 3+ Faith Pool  
**Mana:** 7 + 1 Faith    **C:** 97    **F:** 6  
**Range:** 0    **M:** no    **Area:** see below  
**TD:** 75<sup>Note 1</sup>    **Duration:** see below

Prepares a single living target for a stated action. The act must be done within a minute of invocation, can be no longer in duration than 5 minutes, and must be concluded with a single roll. For this action, the prayer doubles the chance of critical success and adds the priest's Faith Pool as a bonus to the roll. This prayer must be placed on a follower of the same religion or the prayer requires 15-mana and 2-Faith.

#### ARROW OF DIVINE WILL – OP 2

**Preq:** 18+ APT, Trd Channel, Trd Pneuma, 5+ Faith Pool  
**Mana:** 10 + 1 Faith    **C:** 98    **F:** 9  
**Range:** 100    **M:** no    **Area:** see below  
**TD:** 75<sup>Note 1</sup>    **Duration:** see below

Forges piety and devoutness into an arrow of religious intent, one that compels the struck target to follow a single religious tenet or religious line of thought dictated by the castor. If used against a member of the same religion, the prayer lasts for 1 week/F/FP and invokes an immediate Crisis of Faith. Against heathens, the prayer instills an iron compliance with the tenet stated or they suffer d4 HP CON impairment and suffer a Crisis of Faith for

every transgression. On heathens the prayer only lasts for 2 minutes/F/FP.

#### BATTLE BELLOW – OP 2

**Preq:** 18+ APT, Trd Channel, 5+ Faith Pool  
**Mana:** 9    **C:** 97    **F:** 9  
**Range:** 0    **M:** no    **Area:** see below  
**TD:** 100<sup>Note 2</sup>    **Duration:** see below

Releases faith and conviction in a great shout, invigorating allies and rallying them to your cause. Those around you considered allies, who can hear your shout and are within a 100 ft radius, gain the benefits of a Tactical Assist as outlined under the Combat skill, with a bonus of +25. Unlike what is related under the Combat skill for Tactical Assist, the effects of the Battle Bellow can be applied by allies on their next CF Action Count if made within 7 CF Counts. Also, the castor can opt to dictate the effects of the tactical assistance provided. Regardless, the benefits of a Battle Bellow are applied only once.

*Example -- Khronin leads a group of Dwarven warriors across the slopes of Long Nose Mountain. His group is ambushed by Broken Bone Orcs. Khronin uses Battle Bellow, choosing to alert this companions to the ambush, hopefully bettering their chances of surviving the ambush.*

#### BEACON OF THE SUN – OP 2

**Preq:** 16+ APT, Trd Channel, 5+ Faith Pool  
**Mana:** 5 (see below)    **C:** 97    **F:** 9  
**Range:** 0    **M:** no    **Area:** see below  
**TD:** 75<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Call down harmless but brilliant columns of sunlight to encompass you and a 5 ft area around you. The light does not penetrate barriers that normally obstruct light and can only be summoned when the sun is in the sky. To summon the beacons when the sun is not in the sky requires the expenditure of 1 Faith. You can also call out the names of other creatures within your area and include them as well, to a maximum number of creatures equal to your Faith Pool. This sunlight cannot be extinguished by natural dark or magik/psychic forms of darkness/cancellation less than OP 7 in power.

#### BINDING EARTH – OP 2

**Preq:** 18+ APT, Trd Pneuma, 5+ Faith Pool  
**Mana:** 8 (see below)    **C:** 97    **F:** 8  
**Range:** 120    **M:** no    **Area:** see below  
**Duration:** 1 melee round/F/FP

Causes the land to become a sucking quagmire under any single being or object up to 120 ft distant, instantly trapping that being. The victim will sink



about 40 inches. If the target is standing on stone, the spell does not work. The prayer will hold a base 40 BODY but can this can be enhanced by 2-BODY for every 1-mana added to the initial prayer. Its area of effect will automatically vary depending upon the victim's size. It requires the application of 100 BODY or more to pull a person free. Otherwise the prayer lasts your APT in minutes before releasing the trapped being or object.

### BLADE BLESSING {MEGALON'S} – OP 2

**Preq:** 19+ APT, Trd Pneuma, 5+ Faith Pool  
**Mana:** see below    **C:** 98    **F:** 8  
**Range:** 30    **M:** no    **Area:** see below  
**TD:** 75<sup>Note1</sup>    **Duration:** 1 melee round/F/FP

Empowers a single weapon, of any type or nature, with lightness and a certain swiftness of grace. The prayer requires a base 6-mana and 1-Faith to reduce a weapon's CF hindrance penalty by +2. The invoker of the prayer can enhance this bonus by increments of +1 CF for every additionally 1-Faith they invest in the initial prayer.

### BLADES OF THE MOON – OP 2

**Preq:** 23+ APT, Trd Channel, Trd Pneuma, 5+ Faith Pool  
**Mana:** 8 + 1 Faith    **C:** 96    **F:** 9  
**Range:** 70    **M:** no    **Area:** see below  
**TD:** 75<sup>Note2</sup>    **Duration:** instantaneous

Can only be cast under the light of the white moon. Moonbeams scatter and pierce a target dictated by the invoker. The prayer calls forth 2d6 rays of moonlight that inflict d4 HP damage each, ignoring DR (native or otherwise). The rays can be dodged, blocked or parried but only singly – each one requires a separate roll.

### CENSURE – OP 2

**Preq:** 21+ APT, 5+ Faith Pool, Trd Channel, Trd Pneuma  
**Mana:** 9 + 1 Faith    **C:** 95    **F:** 11  
**Range:** 30    **M:** no    **Area:** see below  
**TD:** 75<sup>Note1</sup>    **Duration:** 1 melee round/F/FP

Invokes the manifest strength of the invoker's deity, striking a single target with its power, binding them to divine will. Those affected by the prayer are immobilized in its power and will stay that way for the listed duration as long as they are not attacked, directly or indirectly. The size of the target is immaterial and the immobilization is physical; the target is fully aware of events but is frozen from action by divine will.

### CHARGE OF THE BORUU – OP 2

**Preq:** 22+ APT, 5+ Faith Pool, Trd Channel  
**Mana:** 8    **C:** 97    **F:** 9  
**Range:** 0    **M:** no    **Area:** self  
**TD:** 75<sup>Note2</sup>    **Duration:** 1 melee round/F/FP

Instills a burst of great speed into single recipient, who must be a follower of the same religion or the prayer also requires 1 Faith. It allows the recipient to run/charge at 3 times normal movement speed when running towards a melee. While under the effects of this prayer, the recipient does not tire through running/charging, but he or she cannot retreat or run away from the melee.

### CHILD OF THE FORGE – OP 2

**Preq:** 18+ APT, Trd Pneuma, 5+ Faith Pool  
**Mana:** 5 + 1 Faith    **C:** 96    **F:** 11  
**Range:** 10    **M:** no    **Area:** see below  
**TD:** 75<sup>Note1</sup>    **Duration:** 1 melee round/F/FP

A favorite of Helderé priests, the prayer converts power and faith to imbue a single living recipient, who must be a follower of the same religion or the prayer requires double the mana and Faith, with special powers. The prayer doubles the STR of the recipient, adds +2 DR, +5 DEF, +5 MD, +5 ATK, and allows them to ignore a number of HP equal to the priest's Faith Pool in heat or fire damage before being harmed.

### CLOUD OF KINDNESS {KORGEN'S} – OP 2

**Preq:** 24+ APT, 5+ Faith Pool, Trd Channel, Trd Pneuma  
**Mana:** 10    **C:** 99    **F:** 7  
**Range:** see below    **M:** Yes    **Area:** self  
**TD:** 75<sup>Note2</sup>    **Duration:** 1 minute

Calls forth a 45 ft diameter cloud of golden mist. The mist is in all other respects is identical to the wizardly OP 1 spell, the Rosy Mist of Reason.

### COMMANDING RADIANCE – OP 2

**Preq:** 24+ APT, Trd Channel, 5+ Faith Pool  
**Mana:** 12 + 1 Faith    **C:** 98    **F:** 9  
**Range:** 0    **M:** no    **Area:** self  
**TD:** 75<sup>Note2</sup>    **Duration:** 1 minute/F/FP

Enshrouds the recipient in an aura of faith and strong radiant light that casts no illumination yet is still visible. While under the effect of the prayer, the recipient's Military and Interpersonal skills gain a bonus equal to the priest's Faith Pool. This prayer can only be used on members of the same religion.



### CROW FEEDS THE PYRE – OP 2

**Preq:** 26+ APT, 7+ Faith Pool, Trd Pneuma, Trd Channel

**Mana:** 11      **C:** 97      **F:** 11  
**Range:** 50      **M:** no      **Area:** see below  
**Duration:** see below

Coverts faith, piety and power into an unseen, salient force, similar in form to a crow and sends it to punish another. The crow-like force attacks using the priest's Entreaty skill and if it succeeds against the target's DEF, it rakes their face and eyes (or similar organs), inflicting d6+11 HP damage and has a 75% chance to blind them for d10 melee rounds.

### DANCE OF SPRING – OP 2

**Preq:** 22+ APT, Trd Pneuma, 5+ Faith Pool

**Mana:** 7      **C:** 99      **F:** 12  
**Range:** 40      **M:** no      **Area:** see below  
**TD:** 100<sup>Note 2</sup>      **Duration:** see below

Calls a wind full of spores, allergens and other things that overpower and daze any number or combination of beings with a combined BODY of 75 or less. Those affected are Flattened for the melee round, Staggered on the second melee round and must make a TD 75 Shock Save to throw off the effect starting on the next, succeeding melee round.

### DECLAIM THE WICKED – OP 2

**Preq:** 22+ APT, 7+ Faith Pool, Trd Pneuma, Trd Channel

**Mana:** 11 + 1 Faith      **C:** 99      **F:** 9  
**Range:** 30      **M:** no      **Area:** see below  
**Duration:** 1 melee round/F/FP

Combines piety and conviction into a physical impediment to a single living enemy, laying upon them a special faith-born curse. This curse shakes up the target and makes them weak when confronted by symbols, magik or faith of the castor's religion. The victim is Shaken and has a -20 penalty to all Saves and MD against the religion's magik and faith.

### DIVINE EMINENCE – OP 2

**Preq:** 18+ APT, 5+ Faith Pool

**Mana:** 11 + 1 Faith      **C:** 94      **F:** 7  
**Range:** 0      **M:** Yes      **Area:** self  
**TD:** 75<sup>Note 2</sup>      **Duration:** 1 melee round/F/FP

Enshrouds the priest in a powerful blanket of faith that enervates and weakens the resolve of foes, forcing them to make a TD 75 EGO check in order to attack the caster. The prayer requires the priest maintain this blanket of faith every CF Action Count with a quickened action or the prayer ends. If the

castor engages in hostile action of any nature this prayer is sundered and immediately negated.

### EYES OF THE SUN – OP 2

**Preq:** 18+ APT, Trd Channel, 5+ Faith Pool

**Mana:** 6      **C:** 97      **F:** 10  
**Range:** 0      **M:** no      **Area:** self  
**Duration:** 1 melee round/F/FP

Turns the priest's eyes into burning orbs that burn like the sun. Anyone who meets the priest's eyes (100% chance if within 5 ft and not try to avoid doing so; 50% otherwise or beyond 5 ft to 15 ft away) are affected as outlined under OP 1 spell, Fafinghar's Fiery Flash.

### FATE'S EYES – OP 2

**Preq:** 24+ APT, 5+ Faith Pool, Trd Pneuma, Trd Channel

**Mana:** 8      **C:** 100      **F:** 7  
**Range:** 0      **M:** no      **Area:** see below  
**TD:** 75<sup>Note 2</sup>      **Duration:** 1 melee round/F/FP

Allows the castor to look at the weave of the Xuanth's will, enough to be forewarned of some impending doom and to read their fate. Any single instance of an adverse event that occurs to the castor during the duration that relies on a dice roll can be modified one-time by a bonus or penalty of 20.

### FAVOR – OP 2

**Preq:** 16+ APT, Trd Pneuma, 5+ Faith Pool

**Mana:** 7 (see below)      **C:** 95      **F:** 7  
**Range:** 0      **M:** Yes      **Area:** see below  
**TD:** 100<sup>Note 2</sup>      **Duration:** 1 melee round/F/FP

You throw a glorious aura around all those of your religion within a 20 ft radius, providing them with +30 against Fear, +10 to ATK, DEF and +1 to CF. To include allies not of your Faith requires the expenditure of 1 Faith as well. You must maintain this prayer with a quickened action every CF Action Count or the prayer ends.

### FIERY FINGERS OF LIGHT {DOROMAN'S} – OP 2

**Preq:** 23+ APT, Trd Channel, Trd Pneuma, 5+ Faith Pool

**Mana:** 7      **C:** 97      **F:** 7  
**Range:** 0      **M:** no      **Area:** see below  
**TD:** 75<sup>Note 2</sup>      **Duration:** 1 minute/F/FP

Causes the fingers of the invoker to glow with an inner core of light and cast 60 ft beams of pure white light of double normal daylight intensity 1-inch in diameter.



### GLORY— OP 2

**Preq:** 16+ APT, Trd Channel, 5+ Faith Pool  
**Mana:** 6                    **C:** 100            **F:** 9  
**Range:** 20                **M:** no            **Area:** see below  
**TD:** 100<sup>Note 2</sup>            **Duration:** see below

You bathe a 20 ft radius area in the glory and presence of your deity, instilling confidence and power in allies and unease and weakness in your foes. Allies of your religion gain +10 versus Fear, +5 ATK and +5 DEF while foes take -10 versus Fear.

### HAVEN — OP 2

**Preq:** 16+ APT, Trd Pneuma, 5+ Faith Pool  
**Mana:** 6 + 1 Faith        **C:** 98            **F:** 8  
**Range:** 30                **M:** no            **Area:** see below  
**TD:** 100<sup>Note 1</sup>            **Duration:** 1 melee round/F/FP

You designate one being that you enfold in a guarding hand of pure faith, using your deific power to keep them from harm. Haven adds a bonus equal to your Faith Pool to the target person's DEF, MD, PD, and Shock, and Fear saves.

### HEALING RADIANCE — OP 2

**Preq:** 20+ APT, Trd Pneuma, Trd Channel, 7+ Faith Pool  
**Mana:** see below        **C:** 96            **F:** 11  
**Range:** 50                **M:** Yes           **Area:** see below  
**TD:** 100<sup>Note 2</sup>            **Duration:** 1 melee round/F/FP

Illuminates a 30 ft radius area while the priest converts faith and power directly into healing. The prayer requires a base expenditure of 12-mana and 1 Faith to heal a single being in the radius of the illumination at a rate of 1 HP per melee round. Additional beings may be healed as well but each extra being requires the expenditure of 4-mana and 1-Faith. The prayer will heal the more badly injured/life-threatening areas first until the prayer ends or all HP are restored. The prayer can affect all normal damage and that from fire, acid or poison as well but has no effect on critical wounds. If the recipient of the prayer is not of the same religion then double the mana and Faith costs. The illumination is representative of the religion/god in question so a Shagrath priest might cloak the area in the glow of the red moon while Megalon priest illuminates in blue light.

### NATURE'S WRATH — OP 2

**Preq:** 22+ APT, 7+ Faith Pool, Trd Pneuma, Trd Channel  
**Mana:** 10 + 1 Faith        **C:** 97            **F:** 11  
**Range:** 0                 **M:** no            **Area:** self  
**Duration:** 1 melee round/F/FP

Punishes a living being by causing painful thorns and spiny vines tear through their flesh from the inside out! Inflicts a base 15 HP of damage every melee round but this amount is reduced 1-for-1 by every point of the target's native DR. Heavy coverings, such as armor or thick clothing worsen the effect, raising the base damage to 20 HP. While under the effect of the prayer, the target being is in great pain, suffering a penalty of -15 to all rolls. Vigorous actions, such as fighting, running, climbing and so on worsen the effect, adding +3 HP to the base damage inflicted every melee round.

### OPPRESSIVE HAND OF FAITH — OP 2

**Preq:** 24+ APT, 5+ Faith Pool, Trd Channel  
**Mana:** 8                    **C:** 99            **F:** 11  
**Range:** 30                **M:** no            **Area:** see below  
**Duration:** 1 minute

You convert faith, piety and energy into an oppressive religious force that weighs on and slows down a single creature within sight, reducing their movement by -10 and CF by -4.

### PUNISH THE UNRIGHTEOUS — OP 2

**Preq:** 26+ APT, 7+ Faith Pool, Trd Pneuma, Trd Channel  
**Mana:** see below        **C:** 97            **F:** 13  
**Range:** 20                **M:** no            **Area:** see below  
**Duration:** see below

Forms faith and piety into a weapon, one to punish those unrighteous in the eyes of god. The prayer only works on a single target, living or not and requires a minimum of 12-mana and 1-Faith. The priest may elect to expend more Faith to wreak greater punishment. The GM determines secretly how unrighteous the target has been by considering how far away the beast, being, or person is from the ideals and tenets of the god/religion on a scale of 1 to 10. This number is multiplied by the amount of Faith expended by the priest and the target is then punished accordingly, such as with heat for Saren, crushing for Helderé, chill for the Moon Goddess, poison for Shagrath and so on. If the target survives, then all "sins" are forgiven and this prayer will not work on them again until more "sins" are accumulated.



### RED MOON'S IRE – OP 2

**Preq:** 16+ APT, Trd Pneuma, Trd Channel, 5+ Faith Pool

**Mana:** 9 + 1 Faith    **C:** 96    **F:** 10

**Range:** 35    **M:** no    **Area:** see below

**Duration:** see below

Summons forth the obscene emanation of the red moon, bathing a single target in a bloody, insalubrious light. Those who fall under the prayer's influence burn with a sickly light from within, one that seeps out of every orifice and pore for 1 melee round/F/FP. Those so affected suffer d6 HP damage from the divine malady every melee round as they rot from within. The rot heals slowly; 1 HP a day and only if a TD 50 Shock Save is made for that day.

### VIOLENT STAFF {VORVODE'S} – OP 2

**Preq:** 16+ APT, Trd Pneuma, Trd Channel, 7+ Faith Pool

**Mana:** 12 + 1 Faith    **C:** 98    **F:** 10

**Range:** 0    **M:** no    **Area:** see below

**TD:** 75<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Invests a single staff, stave or piece of wood at least 48 inches long with presence and power, allowing it to dance and battle as if it were a quarterstaff, with a bonus to ATK equal to 35 plus the priest's Faith Pool, d8+8 HP, Crit 91, Fumble 3, wielded by invisible hands. Said staff will stay within 10 ft of the priest wherever he may go (so long as it is on the ground - it can't fly). It will act either defensively or offensively at the bequest of the priest. Defensively it will Parry once per CF Count. Offensively it will attack as if it had a CF 28, striking twice (!) per CF Action Count against opponents.

### WISE OF CORONONT – OP 2

**Preq:** 25+ APT, 7+ Faith Pool, Exp Pneuma

**Mana:** 12 + 1 Faith    **C:** 98    **F:** 14

**Range:** 50    **M:** Yes    **Area:** see below

**TD:** 75<sup>Note 1</sup>    **Duration:** 1 melee round/F/FP

Creates a physical manifestation of faith to oppose a single target, binding it in physical barriers made out of the religion's symbols, such as wind for Boreas, dark feathers for Skirin and rays of sunlight for Saren. The prayer affects a base 30 BODY but can be increased in 2-BODY increments for 1-mana. Those clasped by faith in this manner are held tightly, crushed by its grip, taking 2d4 HP damage every melee round. They are also highly distracted by the crushing religious symbols (Shaken status) and their senses reduced (-20 PER and half normal sight).

### WEEPING SKIN – OP 2

**Preq:** 24+ APT, 5+ Faith Pool, Trd Channel, Trd Pneuma

**Mana:** 7 + 1 Faith    **C:** 98    **F:** 11

**Range:** 0    **M:** no    **Area:** see below

**TD:** 75<sup>Note 1</sup>    **Duration:** 1 melee round/F/FP

Transforms the skin or outer covering of a single living being, making it become bark-like and rough, while constantly exuding a tacky sap. This sticky substance adheres easily and quickly collects debris that comes in contact with the person's skin. While it does little to protect you (it bestows a +1 DR bonus only) it does adhere to objects that are used against you, requiring a TD 50 or better STR check to pull an object away from the sticky morass. Edged and piercing weapons, such as swords or spears, have an easier time with this, requiring only a TD 35 STR check to break free. It also makes grappling easier, adding +50 bonus to grappling checks in such situations and an equal penalty for attempts on the your part to break free from grapples or grabs.

### OP 3

#### ARM OF BORSALA – OP 3

**Preq:** 25+ APT, Exp Channel, Exp Pneuma, 5+ Faith Pool

**Mana:** 11 + 1 Faith    **C:** 97    **F:** 10

**Range:** 50    **M:** see below    **Area:** see below

**TD:** 100<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Calls forth a mass of churning or still water, as the castor desires. Water is drawn from the local area or condensed out the air, though the water will have a salt water taint and scent of the ocean, regardless of source. The shape of the water is determined when the prayer is invoked and can be anything, even 3-dimensional objects though not ability to sculpt anything fine or especially detailed is provided by the prayer. The mass is equivalent to an opaque 10 ft cube though its dimension are mutable depending on what shape was set when invoked. Churning water must always be at least 3 ft thick while still water can be as thin as 1 ft thick. The mass is immobile and must be attached to something solid, such as the ground, a wall, or even water equivalent to its dimensions or greater.

The mass of water will cause any thrown or projected missile weapon cast into it to miss 100% of



the time if at least 1 ft thick. Magikal effects with some physical element to them also go awry 70% of the time. It takes a creature with an equivalent 10-BODY per foot thickness of the wall to push through it if still water or 15-BODY per foot thickness if churning.

### ASSISTING SHIELDS – OP 3

**Preq:** 30+ APT, Exp Channel, Exp Pneuma, 7+ Faith Pool, Personification Divine [Entreaty]  
**Mana:** see below    **C:** 100    **F:** 15  
**Range:** 0    **M:** no    **Area:** see below  
**TD:** 125<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Manifests the castor's conviction of faith as a number of shields emblazoned with symbols of the castor's religion. The castor is required to have a real shield but the each shield called is faith-born; requiring 11-mana and 1 Faith per shield called upon. The shields cannot be used to attack but can otherwise be used for any normal purpose as if they were physically wielded by the castor of the prayer. Each shield called will instantaneously, one per designated person or object, to protect and give the same bonus that the castor's shield would convey though without any further attention required on the part of the castor. The shields have a BODY/DUR equal to 5 times the Faith Pool of the castor and cannot be disarmed or taken away from their recipient. Should the castor lose or have their shield destroyed, however, each of the faith called shields disappears immediately.

### BASTION OF FAITH – OP 3

**Preq:** 30+ APT, Exp Channel, Trd Pneuma, 7+ Faith Pool, Divine Eminence [Prayer]  
**Mana:** see below    **C:** 100    **F:** 14  
**Range:** 0    **M:** Yes    **Area:** self  
**TD:** 100<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Invocation of protection, where you convert faith and devotion into a barrier that seals away hostile magik or psyche of OP 2 or less. The prayer requires 15-mana and 2-Faith and the reach of your piety covers a 10 ft radius around you. However, the prayer dictates that you must stand rooted, unmoving, and use a normal action every CF Action Count to maintain the prayer. When you invoke the prayer you can modify this behavior to allow you to use a quickened action to move but it costs you 25-mana and 4-Faith instead.

### BEDLAM – OP 3

**Preq:** 26+ APT, 7+ Faith Pool, Exp Pneuma, Exp Channel, Nimbus of the Touched [Entreaty]  
**Mana:** 14 + 1 Faith    **C:** 99    **F:** 15  
**Range:** 40    **M:** no    **Area:** see below  
**TD:** 100<sup>Note 1</sup>    **Duration:** 1 melee round/F/FP

The prayer is one of confusion and mischief and affects a 40 ft square area. Beings in this area that are affected by the prayer will speak in strange and incomprehensible languages, even their body language and signals will be confused and chaotic, preventing any communication (including telepath and like powers) until it wears off. The prayer is instantaneous but its effect lasts the duration.

### CALL UPON GLORY'S ILLUMINATION – OP 3

**Preq:** 29+ APT, Exp Channel, Exp Pneuma, 9+ Faith Pool  
**Mana:** see below    **C:** 97    **F:** 14  
**Range:** see below    **M:** Yes    **Area:** see below  
**TD:** 125<sup>Note 2</sup>    **Duration:** 1 minute/F/FP

Cloaks an area in the illumination of one's god, be it brilliant light or sinking darkness. The prayer casts this cloak of glory over a base 150 ft cubic area and requires 16-man and 1-Faith. This area can be expended in 50 ft cubes by adding 5-mana and 1-Faith to the initial prayer. This illumination can be invoked out to a range equal to 10 times the castor's Faith Pool. Allies and followers of the same religion gain a +10 bonus to Fear Saves under this illumination. The illumination requires a normal action every CF Action Count to maintain of the effect fades at the end of the melee round.

### FAITH'S HEALING CARESS – OP 3

**Preq:** 26+ APT, Exp Pneuma, Trd Channel, 7+ Faith Pool  
**Mana:** see below    **C:** 98    **F:** 13  
**Range:** 50    **M:** no    **Area:** see below  
**TD:** 100<sup>Note 2</sup>    **Duration:** see below

Reaches towards a single living being pouring faith and power directly into healing and restoration. The prayer requires a base expenditure of 18-mana and 2-Faith to heal a single being an amount of HP equal to the castor's Faith Pool. This faith-born healing is hard on a person's body and the recipient of the prayer must succeed at a TD 50 + HP healed Shock Save or they are stunned for d3 melee rounds afterward. The prayer will heal the more badly injured/life-threatening areas first until the prayer ends or all HP are restored. The prayer can affect all normal damage and that from fire, acid or poison as well but has no effect on critical wounds. If the



recipient of the prayer is not of the same religion then double the mana and Faith costs. The act of faith is very visible, taking a form aligned with the castor's religion, such as moonbeams for the Moon Goddess, a spray of feathers for Skirin or a storm of spiders for Shagrath.

### HAND OF THORNS {THYLLSON'S} – OP 3

**Preq:** 27+ APT, Exp Pneuma, Trd Pneuma, 7+ Faith Pool, In the Shadow of Faith [Entreaty]

**Mana:** 8 + 1 Faith    **C:** 96    **F:** 9  
**Range:** 0    **M:** no    **Area:** self  
**TD:** 100    **Duration:** 1 melee round/F/FP

The prayer covers the castor's hand (choice - left or right) with a veritable sphere of needle/razor sharp thorns from 3-inches to 5-inches long! These mystik thorns can strike such creatures as Undead and/or Were-beings as if the opponents were normal flesh and blood and totally ignore DR. The hand of thorns does d8+3 HP of damage per strike, plus the wielder's own BODY damage (if any). The thorns are as hard as petrified wood (so they can be broken, but not easily) and can be used to block and parry as if they were a weapon. The thorns are unusually resistant to fire and flame - so much so that any heat of less than 18 HP potency will not harm them in the least and all above this will do but 1/4 damage to them. For battle purposes consider the Hand of Thorns to have 32 HP and 19 DR of its own (in no way is the HP or DR conferred to the castor). Note that any non-druid attempting to use this magik runs a 5% risk of the thorns beginning to "grow wild" and the castor's entire body and then piercing internally, killing them at the end of a d6+4 day period.

### INSCRIBE WITH DIVINE PROWESS – OP 3

**Preq:** 28+ APT, 7+ Faith Pool, Exp Pneuma, Exp Channel, In Glory Called [Entreaty]

**Mana:** see below    **C:** 98    **F:** 17  
**Range:** 0    **M:** no    **Area:** see below  
**TD:** 125<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Invokes the symbols and power of one's deity while temporarily consecrating an item, usually a weapon, with divine power. This prayer is a powerful blessing, one rarely granted unless the invoker is Paladin. The prayer requires 16-mana and 2-Faith to use but the invoker can choose to expend 28-mana and 5-Faith instead to extend the duration to 1 minute/F/FP. Only one blessing can be given when the prayer is invoked.

**Anguish** – the blessed item causes those touched/struck to convulse in agony as they are burned with

divine malaise, making them Outmaneuvered for d6 CF Counts afterward if they fail a TD 100 plus the Faith Pool of the castor Shock Save.

**Enduring** – the blessed item doubles its DUR or BODY, as applicable.

**Fate's Kiss** – adds a +5 bonus to the critical success of the affected item.

**Guarding** – if the blessed item adds a bonus equal the castor's Faith Pool to Dodge, Parry, Block and DEF when grasp.

**Life Leech** – the blessed item drains the equivalent of the one-third the Faith Pool of the castor in HP from an opponent when touched or struck if they fail a TD 75 plus the Faith Pool of the castor CON check.

**Lift Upon Wings** – the blessed item gains a +3 CF bonus or is lightens the load it places upon the bearer by 30%, whichever is applicable.

**Virulent** – the blessed item causes those touched/struck to suffer from a venomous divine malaise, inflicting 2d8 HP damage immediately if they fail a TD 100 plus the Faith Pool of the castor P/V Save and blinding them the next melee round if they fail a TD 50 plus the Faith Pool of the castor P/V Save.

### LESSER MYSTIK MOONS {YALNWN'S} – OP 3

**Preq:** 27+ APT, Exp Pneuma, Trd Pneuma, 7+ Faith Pool, In Glory Called [Entreaty]

**Mana:** 7 + 2 Faith    **C:** 98    **F:** 11  
**Range:** 60    **M:** Yes    **Area:** see below  
**TD:** 100<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Calls forth d4 semi-solid balls of mystik light, each moon 18-inches in diameter, will form around any single target. They feel as dense as hardwood; if struck they will bounce away d20 ft away and then almost instantaneously zip right back. These totally fireproof moons will circle the target, moving along with it, bumping into it deliberately, blocking its vision and generally harassing it. Each ball requires a minimum magikal force of 30 HP in damage to destroy. The target is Flattened due to the interference of the moons but also gains partial cover as well. The prayer requires a quickened action to maintain or the moons will simply fade away.

### MIGHTY EYES OF LIGHT {THALANAR'S} – OP 3

**Preq:** 26+ APT, 7+ Faith Pool, Exp Pneuma, Trd Channel, Nimbus of the Touched [Entreaty]

**Mana:** 13    **C:** 98    **F:** 11  
**Range:** 0    **M:** no    **Area:** see below  
**TD:** 100    **Duration:** 1 hour/F/FP

The prayer instills the essence of sunlight within the eyes of the recipient, who must be a follower of the



same religion. The recipient's eyes are instilled with reddish-orange burning fires and cast 60 ft long and 30 ft wide cones of light 50% brighter than normal sunlight. The recipient's vision is in no way impaired by this light.

Anyone caught in the cones of light that is looking at the recipient are flash blinded as outlined under the OP 1 spell, Fafinghar's Fiery Flash. This effect is 50% if in the cones and those within are trying to avoid looking towards the recipient; 75% if within 30 ft of the recipient; and lastly, 100% if within 5 ft of the recipient and in the light of the illuminating cones, even if a being's ocular organs are closed off in some manner.

### NEUTRALIZATION {KHERMAL'S} – OP 3

**Preq:** 26+ APT, Trd Channel, Exp Pneuma, 5+ Faith Pool

**Mana:** see below    **C:** 96    **F:** 11  
**Range:** 10    **M:** no    **Area:** see below  
**TD:** 100<sup>Note 1</sup>    **Duration:** immediate

The prayer will 100% neutralize up to 20 HP of poison or venom in a person, monster, winecup, etc., for 7-mana. The prayer can conversely be used to cause poison this way, though if it is to an opponent, the castor must pierce their MD and the prayer requires 1-Faith as well. Caused poison requires 3 melee rounds to come to full potency and lasts but one minute, then fades to impotency. For each additional five points of poison to be neutralized, etc., the prayer requires another 2-mana added to the initial prayer.

### ORDAIN WITH FAITH'S TRAPPINGS – OP 3

**Preq:** 29+ APT, 7+ Faith Pool, Exp Pneuma, Exp Channel, Nimbus of the Touched [Entreaty]

**Mana:** 18 + 3 Faith    **C:** 99    **F:** 12  
**Range:** 20    **M:** no    **Area:** see below  
**TD:** 100<sup>Note 1</sup>    **Duration:** 1 melee round/F/FP

Anoints the target with the trappings of the caster's religion, openly proclaiming them as a champion of their faith. The recipient gains intangible but visible symbols and trappings of the religion, granted by faith-born power. They also gain a +10 bonus to two attributes aligned with the religion's tenets.

Borsala	WITS, EGO
Eru	REAS, EGO
Heldoré	STR, CON
Lady of the Silver Moon	ESS, EGO
Megalon	STR, SIZE
Saren	ESS, REAS
Shagrath	WITS, CHAR

Skirin    REF, ADROIT  
Xuanth    EGO, ESS

If this prayer is used on a target that does not share the same religion as the castor, the prayer requires twice the mana and Faith.

### PENITENCE OF THE UNFAITHFUL – OP 3

**Preq:** 26+ APT, 7+ Faith Pool, Exp Pneuma, Trd Channel, Nimbus of the Touched [Entreaty]

**Mana:** 10 + 1 Faith    **C:** 98    **F:** 13  
**Range:** 50    **M:** no    **Area:** see below  
**TD:** 100<sup>Note 1</sup>    **Duration:** 1 melee round/F/FP

You manifest the divine will of your deity, raining down judgment upon a selected being. Those who cannot live up to an instant measurement of the dogma of your religion as if they were a Saint are inflicted with a deep, soul shrivng contrition empowered by your piety (not theirs or lack thereof), laying upon them the burden of guilt and the wracking pain of conscience. The afflicted being's movement is slowed by 30% and they take 30% MORE damage from any damage dealt to them while afflicted by Penitence of the Unfaithful.

### POISONOUS CONVICTIONS – OP 3

**Preq:** 26+ APT, Exp Pneuma, Exp Channel, 7+ Faith Pool

**Mana:** 17 + 3 Faith    **C:** 98    **F:** 11  
**Range:** see below    **M:** no    **Area:** see below  
**TD:** 100<sup>Note 1</sup>    **Duration:** see below

The substance of one's principles is poisonous, & this prayer calls upon the firmament to infect those around you with calamitous potency. The noxious power of the castor's convictions is equal to 1d10 HP/F/FP. This equates to the total amount of HP damage the castor can inflict to beings around them in a 20 ft radius every melee round (on the same CF Count). The total dice of HP damage, however, must be split up among all targets chosen, with a minimum of 1d10 done each melee round. The caster can split the increments of damage across any number of melee rounds. However, regardless of how the damage is split, a successful TD 100 plus the caster's Faith Pool P/V Save reduces the HP damage inflicted by half.

*Example – Khronin is engaged in a duel of power with a priest of Shagrath and is getting the best of him. Infuriated, the Shagrath priest calls forth Poisonous Convictions, spewing his vile spleen into the air. With a 16 Faith Pool, the Shagrath priest has 16d10 HP damage to split up. He chooses to strike Khronin with 5d10 HP damage the first melee round, 5d10 the second and 6d10 the third melee round. Khronin survives the first attack but suffered 32 HP of damage, which puts him in dire straits!*



### PURPOSE OF FAITH – OP 3

**Preq:** 30+ APT, 9+ Faith Pool, Exp Pneuma, Trd Channel, In the Shadow of Faith [Entreaty]

**Mana:** see below      **C:** 99      **F:** 14

**Range:** 0      **M:** no      **Area:** see below

**TD:** 100      **Duration:** see below

Calls upon faith to take its purest form and consecrates it into a single act, one definable in a single dice roll. The prayer turns one's fervent belief into a tangible catalyst of reality, influencing the outcome of the spoken event. The prayer requires a base 14-mana and 1-Faith and influences the success chance of the event by 10%. The invoker can invest more Faith to increase the effect, though instilling more Faith into the prayer. Regardless, no more than 10-Faith can be invested into this prayer when invoked. After declaring the act to be accomplished, the GM secretly determines aligned the action is with the ideals, beliefs and tenets of the invoker's religion on a scale of 1 to 10. This value (hidden from the castor) is the most effect that can be gained from the prayer, regardless of the amount of faith used. The castor must consummate the action declared within an amount of time equal to 1 minute/F/FP or they suffer a Conflict of Faith using the amount of Faith invested in this prayer as a penalty to the roll!

*Example – Khronin is in a bad way and his companions are not better. Sunken Arduyr had claimed half their number and more were falling left and right before the Spiritual Maelstrom that was claiming their very souls! He invokes the prayer, Purpose of Faith, investing 9-Faith towards attempting to channel the Spiritual Maelstrom. The Spiritual Maelstrom has 250 APT, which means Khronin needs a TD 500 to channel it. The GM secretly determines Helderé views the situation with some favor (6 out of 10) but not greatly so. Of the 9-Faith invested, 3 will not be applied (capped by the scale of divine) but Khronin gains a bonus equal to 60% of the TD required, a massive +300! Khronin's total Channel bonuses are high, high skill and complimenting magik making a formidable +132. His chances in the realm of possibility: d100+432 means he needs to roll a 68 or higher to succeed!*

### REPROACH – OP 3

**Preq:** 28+ APT, 7+ Faith Pool, Exp Channel, Trd Pneuma

**Mana:** 16 + 2 Faith      **C:** 98      **F:** 12

**Range:** 20      **M:** no      **Area:** see below

**TD:** 100<sup>Note1</sup>      **Duration:** see below

Invokes the manifest strength of the invoker's deity, striking a single target with its power, binding them to divine will. Those affected by the prayer are squeezed in a vise of divine will, completely stunned by its power. The victim will stay that way for 5 CF

Counts/F/FP, effectively unable to take any action, regardless of what is going on around them. The size of the target is immaterial and the immobilization is physical; the target is fully aware of events but is petrified by divine will.

### SHADOW OF THE WINDS – OP 3

**Preq:** 26+ APT, Exp Pneuma, Trd Channel, 7+ Faith Pool

**Mana:** 13 + 1 Faith      **C:** 98      **F:** 9

**Range:** 0      **M:** Yes      **Area:** self

**TD:** 100<sup>Note 2</sup>      **Duration:** 1 melee round/F/FP

Wraps the priest in the grip of the powerful four winds, keeping him or her in a calm and placid lull while around the area 10 ft around the priest is lashed and whipped with powerful winds that buffet, confuse and damage foes. Weapons, objects or items thrust into this zone require the wielder to make a TD 150 Athletics check or they are ripped from their grip. Missile weapons cast into this windy vortex go astray, effectively adding +200 DEF against physical missiles. Beings with 25 BODY or less cannot enter the area and larger ones must make TD 125 Athletics checks to stay in the area or they are thrown free. A TD 125 Athletics check is needed to move 5 ft as well. Beings in the area take 2d4+6 HP of damage every melee round in the vortex. The prayer requires the priest maintain this blanket of faith every CF Action Count with a quickened action or the prayer ends. The vortex of winds is stationary once invoked and does not move if the priest moves.

### SKYWALKING {KORGEN'S} – OP 3

**Preq:** 27+ APT, Exp Channel, Exp Pneuma, 7+ Faith Pool, Personification Divine [Entreaty]

**Mana:** 12 + 1 Faith      **C:** 99      **F:** 12

**Range:** 0      **M:** Yes      **Area:** self

**TD:** 100      **Duration:** 1 minute/F/FP

Lifts up the castor, allowing them to walk, run or move through the air like they were on the ground.

### SOCKDOLAGER – OP 3

**Preq:** 27+ APT, 7+ Faith Pool, Exp Pneuma, Nimbus of the Touched [Entreaty]

**Mana:** 16 + 2 Faith      **C:** 99      **F:** 10

**Range:** 0      **M:** no      **Area:** see below

**TD:** 100<sup>Note1</sup>      **Duration:** see below

A favorite prayer of Megalon priests to demonstrate the strength of his right arm, which is said to fell the mightiest of beasts and lesser demigods with but a light clap. The prayer instills a powerful strength in a single blow, tripling any damage that penetrates the DR. The prayer can only be cast upon members of the same religion.



### SON OF THE FORGE – OP 3

**Preq:** 18+ APT, Exp Pneuma, Trd Channel, 7+ Faith Pool

**Mana:** 9 + 3 Faith    **C:** 97    **F:** 12

**Range:** 10    **M:** no    **Area:** see below

**TD:** 100<sup>Note 1</sup>    **Duration:** 1 melee round/F/FP

A favorite of Helderé priests, the prayer forms a blessing from faith-born conviction, imbuing a single living recipient, who must be a follower of the same religion with special powers. The prayer doubles the STR of the recipient and adds one-third the castor's Faith Pool as a bonus, adds +4 DR, +15 DEF, +15 MD, and allows them to ignore a number of HP equal to double the priest's Faith Pool in heat or fire damage before being harmed. This prayer does not stack with any other "... of the Forge" prayers and replaces a lower OP one if cast upon the same recipient.

*Example – Faced with a duel over supposedly taking advantage of a beautiful dwarven woman, Khronin uses some of his 15 Faith to invoke Son of the Forge. His normal 10 STR goes to 25 (2 x 10 + 5), he gains +4 DR, +15 DEF, +15 MD and ignores the first 30 HP of fire or heat damage.*

### VINCIBLE BEFORE FAITH – OP 3

**Preq:** 26+ APT, 7+ Faith Pool, Exp Pneuma, Trd Channel, Nimbus of the Touched [Entreaty]

**Mana:** see below    **C:** 99    **F:** 12

**Range:** 20    **M:** no    **Area:** see below

**Duration:** see below

Combines piety and conviction into a physical impediment to a single living enemy, laying upon them a special faith-born curse. This curse makes the target more vulnerable in a way chosen by the castor when the prayer is invoked. The prayer can lower one of the following as noted below:

**Ability** – The prayer requires 22-mana and 4-Faith and applies a penalty to one ability equal to the castor's Faith Pool for 1 day/F/FP. The ability must be named by the castor at the time of invocation and includes things like skills, dodge, secrets and class abilities. This effect lasts for 1 minute/F/FP.

**Defense** – Prayer requires 10-mana and 2-Faith but lowers one of DEF, MD or PD by the castor's Faith Pool for 1 day/F/FP.

**Resistance** – Prayer requires 16-mana and 3-Faith but lowers one of DR, MR or PR by the one-third of the castor's Faith Pool for 1 hour/F/FP.

**Save** – Prayer requires 14-mana and 2-Faith but lowers any single Save by the castor's Faith Pool for 1 day/F/FP.

### WAYWARD SOUL – OP 3

**Preq:** 27+ APT, 7+ Faith Pool, Exp Pneuma, Exp Channel, Nimbus of the Touched [Entreaty]

**Mana:** 12 + 2 Faith    **C:** 99    **F:** 7

**Range:** 30    **M:** no    **Area:** see below

**TD:** 100<sup>Note 1</sup>    **Duration:** 1 minute/F/FP

A form of blessing and instills a capricious and whimsical attitude into a single living being, preventing command, domination, or control powers of OP 5 or less from working on you. This includes the effects of Interpersonal skills below Genius skill. The prayer also prevents coordination type skills, secrets, magik and so forth from working either. This prayer is a favorite of the gods Puck and Skirin.

### WORSEN WOUND – OP 3

**Preq:** 24+ APT, 7+ Faith Pool, Trd Channel, Trd Pneuma

**Mana:** see below    **C:** 98    **F:** 12

**Range:** see below    **M:** none    **Area:** see below

**TD:** 75<sup>Note 1</sup>    **Duration:** see below

Invocation to cause existing wounds to spontaneously worsen, fester, and become infected. The base version of the prayer requires 14-mana and 2-Faith and the prayer only works on living, organic beings who have already suffered some sort of physical damage. The target must be touched by the castor and their MD overcome for the prayer to work. The castor has 1 melee round to touch the target (stated when the prayer was invoked) or the prayer's power dissipates. Once touched, any HP damage suffered by the target immediately worsens by a percentage equal to the castor's Faith Pool. At the time of invocation, the castor has the option to invest an extra +6-mana and +3-Faith (total 20-mana and 5-Faith) to have the wounds of the victim expand and spread, inflicting one-half the castor's Faith Pool in HP damage every minute for d4+2 minutes.

### ZEAL – OP 3

**Preq:** 28+ APT, 11+ Faith Pool, Exp Pneuma

**Mana:** 10 + 1 Faith    **C:** 100    **F:** 7

**Range:** 0    **M:** none    **Area:** see below

**TD:** 100<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Imbued with vast religious and spiritual authority that permeates your entire being. All followers of the same religion within a 50 ft square add +20 to ATK and skill checks. If placed upon a being that is not of the same religion, Zeal costs 3 Faith.



## OP 4

### ARMOR OF DEFLECTION – OP 4

**Preq:** 28+ APT, 9+ Faith Pool, Exp Channel, Exp Pneuma

**Mana:** 13 + 3-Faith    **C:** 100    **F:** 14

**Range:** 0    **M:** none    **Area:** see below

**TD:** 100    **Duration:** 1 minute/F/FP

Your piety manifests as a religious shroud of audible sound, extolling the virtues and power of your religion around you. It deflects hostile magik, mental attacks and physical ones as well, providing a +30 to Dodge, +20 Eldritch Dodge against magic and +20 Mental Dodge against psychic.

### CANCEROUS FAITH – OP 4

**Preq:** 30+ APT, 11+ Faith Pool, Spec Channel, Exp Pneuma, Medium [Channel]

**Mana:** 18 + 6 Faith    **C:** 100    **F:** 18

**Range:** 10    **M:** no    **Area:** see below

**TD:** 125<sup>Note 1</sup>    **Duration:** see below

You vent the vile spleen of your toxic faith into one single living being, inflicting upon them an onerous burden of malignancy. The polluted faith you spill into them becomes a cancerous growth, slowly and then quickly strangling the life out of them. The cancerous growth can be external or internal but nevertheless is present to all sense as loathsome odors, unpleasant bodily changes and repellent tactical sensations. Those afflicted suffer the loss of 1 CON and 1 CHAR immediately. The first month thereafter they must make a TD 175 plus the castor's Faith Pool Disease Save or lose another one. Thereafter the time interval is shortened by 1 week for every failed Disease Save and the Save TD grows by +10. After the TD for the last week in the month is failed, the time interval reduces to days followed by hours and then minutes. If either attributes reaches zero, death ensues. Only a cure disease or remove curse ritual or equivalent power will stop this curse.



## DEHORT – OP 4

**Preq:** 29+ APT, 9+ Faith Pool, Exp Channel, Exp Pneuma, Medium [Channel]

**Mana:** 17 + 4 Faith    **C:** 99    **F:** 14

**Range:** 50    **M:** Yes    **Area:** see below

**TD:** 100<sup>Note 1</sup>    **Duration:** see below

Invokes the manifest strength of the invoker's deity, blasting an area 30 ft square with its power, binding all beings in the area as dictated by the invoker, striking them motionless by divine will. Those affected by the prayer are immobilized in its power and will stay that way for the listed duration as long as they are not attacked, directly or indirectly. No more than 20 times the invoker's Faith Pool in BODY of creatures can be stricken in this manner and the immobilization is physical; the targets are fully aware of events but frozen from action by divine will. The invoker must maintain this immobilization with a quickened action every CF Action Count or it ends.

### DISCORD'S PRICE – OP 4

**Preq:** 30+ APT, 11+ Faith Pool, Spec Pneuma, Exp Channel, Vestments of Faith [Entreaty]

**Mana:** see below    **C:** 99    **F:** 15

**Range:** 0    **M:** Yes    **Area:** see below

**TD:** 125<sup>Note 2</sup>    **Duration:** 1 minute/F/FP

Lays a square area 5 ft times the Faith Pool of the castor in size a heady, but calm atmosphere full of signs and portents of your deity. The heady but still air is pregnant with divine will and in no uncertain terms communicates to every being within it that this area has been affixed with a bond of peace and calmness. Any being, living or not, that violates this peace by attacking or through any act, covert or not [to divine eyes; i.e., the GM not the player] suffers for this hostile transgression, loosing 3d4 ESS immediately! The ESS loss is tangibly seen in some way poignant with symbols of the castor's religion. Those beings without ESS, like spirits and some undead, lose double this amount in APT instead. The punishment happens for every act of hostility or aggression to each being that initiates or retaliates against the peace. The base prayer requires 25-mana and 5-Faith but any amount of additional Faith can be added to the prayer is initially invoked. This is useful because each punishment inflicted reduces the amount of Faith in the prayer by one; when it reaches zero the prayer ends even if its duration has not expired (i.e. its drained of strength).

*Example – Khronin is jumped in the street by some Red Echo Gang brawlers. The ambush was very well done and he is knocked to the ground and beaten soundly. The thugs move to finish him off but pause suddenly as the area is filled with a soft*



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*gentle mist and the soft sounds of singing: a velvet glove of faith hiding an iron fist that menaces them with peace. They draw back slowly, stifling their anger as a veiled priestess of Fahde pulls Khronin to his feet, brushing him off while looking knowingly at the thugs. They fade away into the crowd and Khronin drops to his knees to thank her. One of the thugs, however, blessed with stupidity, hurls a knife from the crowd towards her. Sound seems to stop: and in the silence the sounds of singing fade into a quiet sobbing while the thug clutches his chest and dies [ESS drain].*

#### DROWN – OP 4

**Preq:** 30+ APT, 9+ Faith Pool, Exp Channel, Exp Pneuma, Medium [Channel], Vestments of Faith [Entreaty]

**Mana:** 20 + 5 Faith    **C:** 99    **F:** 16  
**Range:** 10    **M:** no    **Area:** see below  
**TD:** 100<sup>Note 1</sup>    **Duration:** 1 melee round/F/FP

Invokes Borsala's vengeance upon a single being, filling its breathing apparatus and body full of salt water. If the being breathes, they must make a TD 75 Shock Save immediately. If they fail, they fall unconscious and die from asphyxiation and from the destruction of their internal organs by intense pressure in d4 melee rounds. Otherwise, the next melee round they add +25 to the TD and check again until the duration ends. Each melee round the target is drowning they are considered Flattened. Creatures without breathing apparatus find their body tissues filled to explosive levels with salt water and are only Staggered. The prayer takes longer to affect them starting at TD 25 and growing by +15 TD until the duration ends or they succumb, dying d8 melee rounds later. Non-breathing beings who succumb to this effect burst from the inside, the pressure pulping their internal organs. If the prayer ends before a being perishes they recover within d10 melee rounds but are still Flattened/Staggered until they do. Note that the use of this prayer is a function of divine power and if used out of concordance with religious dogma it counts as a transgression against one's deity, invoking a Crisis of Faith.

#### EARTH GLOM – OP 4

**Preq:** 27+ APT, Exp Pneuma, Exp Channel, 7+ Faith Pool

**Mana:** 15 + 2-Faith    **C:** 98    **F:** 9  
**Range:** 120    **M:** no    **Area:** see below  
**Duration:** 1 melee round/F/FP

FP  
 Duplicates the effects of the OP 2 prayer Binding Earth except it covers a 30 ft square area with quagmire, instantly trapping all objects or beings in

that area, sinking them 40-inches into the earth. The prayer will only affect a base total of 80-BODY in creature but this can be enhanced by 2-BODY for every 1-mana added to the initial prayer.

#### ENDURANCE OF THE FAITHFUL – OP 4

**Preq:** 31+ APT, Spec Pneuma, Spec Channel, 11+ Faith Pool, Unearthly Wisdom [Pneuma]

**Mana:** 17 + 5 Faith    **C:** 100    **F:** 8  
**Range:** 10    **M:** no    **Area:** see below  
**TD:** 150<sup>Note 1</sup>    **Duration:** 1 melee round/F/FP

Allows the recipient to ignore any status ailment or emotional condition and continue on. This includes any form of Fear, allowing the recipient to rise above the effects laid upon them by a failed Fear Save. It also includes magik or psyche effects of OP 8 or less as well. However the prayer is constrained to a point: if the physical state of the recipient disallows any other course of action, such as they are immobilized by a mound of wet sand and just cannot move, they are still stuck. Magik or emotional trauma that causes immobilization or paralysis without physical cause can be voided. The recipient cannot functionally become unconscious, sleep, become enraged or even suffer fatigue. Until the prayer ends, that is. Then, whatever effects were put off is felt in full force, if they are still in effect. Death is not a status ailment or emotional condition – it's a physical state of being dead. This prayer can only be used on a follower of the same religion and when the prayer ends the recipient suffers an immediate Crisis of Faith. Note: If the prayer ends but the same prayer was invoked upon the recipient beforehand the Crisis of Faith is put off until the last prayer ends.

#### EXPUNGE – OP 4

**Preq:** 21+ APT, 11+ Faith Pool, Exp Channel, Exp Pneuma, Personification Divine [Entreaty]

**Mana:** 14 + 2 Faith    **C:** 99    **F:** 13  
**Range:** 20    **M:** none    **Area:** see below  
**Duration:** see below

Invoke divine authority to rebuke a single living being, punishing it with horrible, mind and body wracking power. The target takes 2d10+10 HP damage and 2d8 BODY damage. The prayer can only be done to an individual being once per day. Note that the use of this prayer is a function of divine power and if used out of concordance with religious dogma it counts as a transgression against one's deity, invoking a Crisis of Faith.



### EYES OF GLORY {SARUR'S} – OP 4

**Preq:** 27+ APT, Spec Pneuma, Spec Channel, 9+ Faith Pool, Nimbus of the Touched [Entreaty]  
**Mana:** 14 + 3 Faith    **C:** 98    **F:** 12  
**Range:** 0    **M:** no    **Area:** see below  
**TD:** 100<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Calls for the priest's eyes to glow and radiate golden light. The glow is a 30 ft by 15 ft cone and all in its light must save versus a TD 150 plus the Faith Pool of the castor Fear Save. Those who fail drop anything at hand and Cringe (see Adventuring Section) where they stand. Undead and spirits caught in this illumination suffer d4 APT damage as well every 10 CF Counts.

### FAITH'S PALLIATIVE – OP 4

**Preq:** 28+ APT, Exp Pneuma, Exp Channel, 9+ Faith Pool, Nimbus of the Touched [Entreaty]  
**Mana:** see below    **C:** 98    **F:** 15  
**Range:** 50    **M:** no    **Area:** see below  
**TD:** 125<sup>Note 2</sup>    **Duration:** see below

Explosively converts piety and power into an extreme cascade of faith, pouring it directly into living beings of the castor's choosing within a 40 ft cubed area. The prayer requires a base expenditure of 22-mana and 5-Faith but will heal and restore a single being an amount of HP equal to the castor's Faith Pool. Additional beings can be healed as well, but each added living being requires 6-mana and 1-Faith added to the initial prayer. This faith-born healing is hard on a person's body and the recipients of the prayer must succeed at a TD 50 + HP healed Shock Save or they are stunned for d3 melee rounds afterward. The prayer will heal the more badly injured/life-threatening areas first until the prayer ends or all HP are restored. The prayer can affect all normal damage and that from fire, acid or poison as well but has no effect on critical wounds. If the recipient of the prayer is not of the same religion then double the mana and Faith costs. The act of faith is very visible, taking a form aligned with the castor's religion, such as sunrays or sunlight for Saren, a spray of salt water for Borsala or quiet but powerful chorus of chanting for Eru.

### HEALING AURA – OP 4

**Preq:** 20+ APT, Exp Pneuma, Exp Channel, 9+ Faith Pool, Faith Kissed [Entreaty]  
**Mana:** see below    **C:** 97    **F:** 13  
**Range:** 10    **M:** Yes    **Area:** see below  
**TD:** 125<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Fills a 30 ft radius area with a divine aura while the priest converts faith and power directly into regenerative healing. The prayer requires a base expenditure of 18-mana and 4-Faith to instill regenerative healing into a single being in the radius of the aura at a rate of 1 HP per melee round. Additional beings may be healed as well but each extra being requires the expenditure of 8-mana and 2-Faith. The prayer will heal the more badly injured/life-threatening areas first until the prayer ends or all HP are restored. The prayer can affect all normal damage and that from fire, acid or poison as well as those inflicted by critical wounds. If the being dies at any point the effect of the prayer ends for them. If the recipient of the prayer is not of the same religion then double the mana and Faith costs. The aura is representative of the religion/god in question so a Helderé priest might light the area with heat and sound of a forge while an aura of Xuanth's priests might be solemn and heavy, a thick cloying atmosphere.

### INSTANTANEOUS BUTTE {SARBARIN'S} – OP 4

**Preq:** 29+ APT, Spec Pneuma, Spec Channel, 9+ Faith Pool, Power Ward [Channel]  
**Mana:** 16 + 5 Faith    **C:** 98    **F:** 16  
**Range:** 100    **M:** no    **Area:** see below  
**TD:** 125<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Invokes the arm of the gods, forming a butte of earth and stone to rise from the ground. The butte is generally rectangular and 10 ft plus the castor's Faith Pool in width while rising 5 times the castor's Faith Pool in height. The bottom of the butte will always be firmly fixed to the ground and if the top meets stone or some other material of the earth it will merge and affix to it. Other materials it will merely butt up against with a relatively flat top. The butte literally springs into existence instantaneously and is roughly flat on top. If a person is targeted with the butte no roll is necessary (see TD) against their MD but they do get a Dodge action against a TD 150 or Acrobatics check against a TD equal to your Entreaty skill check plus +50. Anything pinned by the butte against a solid surface suffers BODY/DUR damage equal to double the castor's Faith Pool and is considered restrained (see Battle and Melee). The restraint is equal in BODY to half the height of the butte.

*Example – While prospecting in the Mickleback Mountains, Khronin feels the pull of divine will to the south. Following its call he stumbles across a small horde of Urukks and Orcs infiltrating northward into the lesser hills of the mountain range near Bone Wood. Pulled by divine will, Khronin pours out*



*pure Faith, taking on the mantle of divine authority while invoking this prayer to raise him high into the sky on a pillar of earth. Cloaked in divine authority, his body trembling with power, high above them on a fist of earth, Khronin calls upon the land to shake, striking fear into their hearts and sending them running.*

#### MASTER OF THE FORGE – OP 4

**Preq:** 31+ APT, Spec Pneuma, Spec Channel, 13+ Faith Pool, Sanctuary of the Divine [Entreaty]  
**Mana:** 22 + 7 Faith C: 99 F: 17  
**Range:** 10 M: no Area: see below  
**TD:** 150<sup>Note 1</sup> **Duration:** 1 melee round/F/FP

A favorite of Helderé priests, the prayer forms a blessing from faith-born conviction, imbuing a single living recipient, who must be a follower of the same religion, with special powers. The prayer instills a tremendous strength in the recipient. The recipient is as strong as they need to be for a STR check as long as the STR TD is equal to or under the Entreaty skill check made when the prayer is cast. For the purposes of applied strength and damage, add the castor's Faith Pool as a bonus to BODY. Lastly, the prayer adds +6 DR, +30 DEF, +30 MD, and allows them to ignore a number of HP equal to the Entreaty skill check mentioned above in heat or fire damage before being harmed. This prayer does not stack with any other "... of the Forge" prayers and replaces a lower OP one if cast upon the same recipient.

*Example – A religious missive reaches Khronin that a Ghandamabli Fire spirit left the small hamlet of Pelgrane's Perch as smoldering pile of ashes and is loose in the Prism Oak Wood in southern Falohyr. Compelled to lay it rest by direct order of his temple, Khronin seeks it out among the shattered hulks and molten fragments of the petrified multicolored trees. Sensing it is near, he girds himself with the prayer Master of the Forge [skill check 131]. None too soon as its surges from the ground, throwing cracking husks of petrified trees on top of him with a wave of fire! Khronin is unhurt except for some minor bruising but immediately surges up against the trees pinning him down as the flame spirit washes the whole area in fire. It inflicts 88 HP damage to the area but Khronin's Entreaty skill check allows him to ignore the fire. The GM rules a TD 200 STR check is required to get free, which is more than Khronin's skill check [131]. Seeing no exit that way and feeling the dripping of liquefied stone on his skin, Khronin attempts to wiggle free instead, winning successfully against the TD 150 Acrobatics check needed [GM note: had he used the Crime skill, he would have only needed a TD 100 skill check]. Free but worried, Khronin faces off to what might be a challenge tougher than he can face.*

#### MIGHTY LEAP {GHARNOR'S} – OP 4

**Preq:** 31+ APT, Spec Channel, Exp Pneuma, 7+ Faith Pool, Medium [Channel]  
**Mana:** 7 + 2 Faith C: 95 F: 18  
**Range:** 0 M: no Area: self  
**TD:** 100 **Duration:** immediate

This prayer is a blind leap of faith. The castor automatically leaps a distance equal to 1 mile per STR point! Gone! Note that in order to land safely, the leaper must manage (on his own) to land on his feet. Anything else and he'll splatter himself all over the countryside! Also note that for every three miles of lateral distance leaped, the leaper will rise one mile in height! Thus that 15 mile jump would carry the priest to a 5 mile altitude at its apex! As you know, there's definitely not much air at that height! It's cold, too! So leapers must be prepared for such hazards (as well as the hazards of a blind jump into the gods only know what!). Dangerous, certainly, but a potential life saver. Remember, only the full distance can be leaped, no partial distance jumps! To land safely requires an Acrobatics TD equal to 10 times the height jumped and to suffer through the chill and lack of air requires a TD 100 CON check. Those who fail perish in the attempt.

#### NATURE'S SEETHING IRE – OP 4

**Preq:** 22+ APT, 11+ Faith Pool, Exp Pneuma, Exp Channel, Sanctuary of the Faith [Entreaty]  
**Mana:** 15 + 3 Faith C: 99 F: 13  
**Range:** 30 M: no Area: see below  
**TD:** 100<sup>Note 1</sup> **Duration:** 1 melee round/F/FP

Duplicates the OP 2 Nature's Wrath prayer except as noted hereafter. The vines bind any being 35-BODY or less in place, immobilizing them. Larger beings are not immobilized but any movement adds +8 HP to the base damage inflicted every melee round. The prayer inflicts a base 25 HP of damage every melee round but this amount is reduced 1-for-1 by every point of the target's native DR. Heavy coverings, such as armor or thick clothing worsen the effect, raising the base damage to 35 HP. While under the effect of the prayer, the target being is in great pain, suffering a penalty of -20 to all rolls. Physical attempts to free the victim worsen the effect, adding +4 HP to the base damage inflicted every melee round. After the prayer ends, still living beings suffer still, bleeding and in intense pain, losing 2d6 HP of damage and suffering a Shaken status for d4 melee rounds.



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#### PILLAR OF FIRE {RYTON'S} – OP 4

**Preq:** 28+ APT, Spec Channel, Exp Pneuma, 9+ Faith Pool, Harness Power [Channel]

**Mana:** 19 + 3 Faith    **C:** 98    **F:** 16

**Range:** 60    **M:** no    **Area:** see below

**TD:** 100<sup>Note 2</sup>    **Duration:** 1 minute

Transforms piety into a 30 ft tall, 5 ft diameter column of roaring, swirling flame. The column cannot be targeted on top of another being but can be placed within 5 ft of them. This red and gold flame will cause 26 HP of damage to all who touch or enter it but otherwise has no effect on the environment around it. In cases where a being or object maintains contact with the column, the HP damage is inflicted again every 10 CF Counts. When it goes out the area is not even warm.

#### QUESTION OF PURITY – OP 4

**Preq:** 31+ APT, Spec Pneuma, Spec Channel, 13+ Faith Pool, Sanctuary of the Divine [Entreaty]

**Mana:** 11 + 1 Faith    **C:** 97    **F:** 14

**Range:** 30    **M:** no    **Area:** see below

**TD:** 100<sup>Note 1</sup>    **Duration:** immediate

Allows the castor to designate one being, living or otherwise, that you castigate with holy power, expressing your divinely powered doubt in their purity and devotion according to the tenets of your religion.

1. Target is not of your religion. If you overwhelm their MD, they take d4+1 ESS damage and 3d10+10 HP damage from spiritual, mental and physical pain.
2. Target is of your religion and has transgressed tenets without expiation. As above.
3. Target is of your religion and is pure (no transgressions). You take 2d4 ESS impairment and suffer a Crisis of Faith with a -10 penalty on the check.

#### RADIANT RING OF FLAME {PHELDOE'S} – OP 4

**Preq:** 31+ APT, Spec Channel, Spec Pneuma, 7+ Faith Pool, Medium [Channel], Touch of Grace [Pneuma]

**Mana:** 14 + 4 Faith    **C:** 99    **F:** 15

**Range:** 0    **M:** no    **Area:** self

**TD:** 125<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Instills the flames of zealotry into a ring of red flame some 10 ft in diameter around the castor. These 13 ft tall flames burn all Undead, corporeal or incorporeal, they touch for 3d10+6 HP damage. Corporeal Undead catch fire on a 75% chance, burning at a rate of d8+2 HP per melee round for d10+10 melee rounds. Other corporeal types and all other physical beings suffer only 2d10 HP of damage on the initial

contact, and will continue to burn on a 5% chance, again for d8+2 HP damage.

#### SPEAR OF FIRE {ARABUHL'S} – OP 4

**Preq:** 28+ APT, Spec Channel, Spec Pneuma, 9+ Faith Pool, Symbology [Pneuma]

**Mana:** 15 + 1 Faith    **C:** 98    **F:** 14

**Range:** 0    **M:** no    **Area:** see below

**TD:** 100<sup>Note 2</sup>    **Duration:** see below

When done, a 7 ft long oak-hafted spear with a 13-inch silvery blade wreathed in emerald green fire appears in the right hand of the castor, which must be held aloft the entire time. When thrown this spear acts in all ways like a Short Spear but with a +50 ATK bonus and +3 bonus to CRIT chances. The flames on the spear also inflict 2d10+3 HP damage to all it strikes. Corporeal Undead it strikes suffer must make a TD 125 Shock Save or they disintegrate! Finally, on a 50% chance roll, all being hit may catch fire and burn for an additional d3 melee rounds, wreathed in green flames, suffering d6 HP damage each melee round. After one throw the spear fades away; it will also vanish if not used within one melee round.

#### SUNLIGHT SERENADE {STARBUCK'S} – OP 4

**Preq:** 31+ APT, Spec Pneuma, Spec Channel, 11+ Faith Pool, Exp Wood Elf Culture [Know], Uncommon Faith [Pneuma]

**Mana:** 20 + 7 Faith    **C:** 100    **F:** 7

**Range:** 60    **M:** no    **Area:** see below

**TD:** 150<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

An ancient Elven prayer, originally limited to the Elven gods but one which other gods have chosen fulfill time to time. Bathes an area 30 ft in diameter in golden sunlight, sweet smelling wildflowers, and with a faint but distinct sound of Elven singing. All corporeal Undead up to 50 BODY in size must make a TD 150 plus the castors's Faith Pool as a Shock Save or disintegrate completely! Incorporeal Undead and nameless spirits disincorporate [but are not destroyed] and are forced to flee if they fail a TD 200 APT check. Regardless, any corporeal Undead being burns in this light as if bathed in acid at a rate of d10+6 HP per melee round and incorporeal Undead and spirits suffer 2d8 APT damage as well. Finally, most light sensitive types, like Orcs and such, will simply refuse to enter the brightly lit area 75% of the time. When called upon in the name of non-Elven deities, this prayer causes a Crisis of Faith.



### STINGING CONVICTION {MAELRLN'S} – OP 4

**Preq:** 31+ APT, Spec Pneuma, Spec Channel, 11+ Faith Pool, Vestments of Faith [Entreaty]

**Mana:** 18 + 4 Faith    **C:** 100    **F:** 18

**Range:** 0    **M:** Yes    **Area:** self

**TD:** 175<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Converts the castor's pious convictions into a searing aura of divine power, harming the flesh of any being, living or not, friend or foe, around the castor. So powerfully callous and harsh is this aura that it affects all beings of any nature, from the green grass to spiritual beings. This stinging, cruel power is element-less and ignores all resistances such as MR, DR, or PR while inflicting 2d4 HP of damage in a radius equal to the castor's Faith Pool. The prayer requires the castor to expend a normal action every CF Action Count or the prayer fails immediately.

### UNLEASH THE FOUR WINDS – OP 4

**Preq:** 25+ APT, 11+ Faith Pool, Exp Pneuma, Invocation [Pneuma]

**Mana:** see below    **C:** 98    **F:** 11

**Range:** 200    **M:** none    **Area:** see below

**Duration:** 1 CF Count/F/FP

Invoke the great four winds from the corners of the world and unleash them in vortex on a single foe. The prayer costs 15-mana and 3-Faith to use and affects a single being of 55 BODY or less. This can be increased in 10-BODY increments by adding 5-mana and 1-Faith to the initial prayer. The target of the prayer is raised d100+100 ft in the air and spun, tumbled, and wrenched in all directions as they are buffeted and torn by the winds. Each CF Count this horrible vortex inflicts d4+2 BODY damage as it dislocates limbs, shattered bones, and abrades flesh. If the target cannot be raised to full height due to some overhead obstacle, they are bounced off the obstacle every CF Count, adding +1 to the BODY damage inflicted.



### OP 5

### ANGER OF THE SUN – OP 5

**Preq:** 38+ APT, Expert Channel, Spec Pneuma, 11+ Faith Pool, Sanctuary of the Divine [Entreaty], Energy Surge [Channel]

**Mana:** 22 + 9 Faith    **C:** 100    **F:** 18

**Range:** 0    **M:** Yes    **Area:** see below

**TD:** 150<sup>Note 1</sup>    **Duration:** 1 CF Count/F/FP

Divine anger that manifests as a cyclic explosion of faith, showering an area 15 ft in radius with drops of liquid sunlight, setting afire upon contact anything solid it damages. All creatures caught in the radius of effect take d10+10 fire damage and suffer extreme heat stroke (use the stats for Bone Weary). The effect is cyclic, so it detonates every CF Count and forms a blinding white, flashbulb effect in a 30-ft radius. All within the area looking towards the source have a 50% chance of being flash blinded for d10 melee rounds with an additional d4 melee rounds afterward with watering and burning eyes, taking a -10 to all skills, DEF and saves. Those not looking directly at the source are not affected.

### DIRGE OF THE FALLEN – OP 5

**Preq:** 36+ APT, Spec Channel, Spec Pneuma, 11+ Faith Pool, Sanctuary of the Divine [Entreaty]

**Mana:** 18 + 5 Faith    **C:** 99    **F:** 17

**Range:** 50    **M:** no    **Area:** see below

**TD:** 125<sup>Note 1</sup>    **Duration:** 1 melee round/F/FP

Summons forth the anguish and heartbreak about those who have fallen for your religion's cause but were prevented from entering their earned afterlife. The dirge can target a single being, singing its deadly passion or all beings in an area 40 ft by 40 ft. Whether targeted at one or many, this passionate paean reverberates through their bones and flesh, filling their mind with screaming intensity. If is targeted at a single target, they must make an immediate base TD 75 plus castor's Faith Pool Shock Save or be reduced to zero HP and begin dying immediately! If across an area then the Shock Save required is base TD 25 plus the castor's Faith Pool. However, should a member of the castor's religion have been reduced to zero HP, killed, or otherwise destroyed in the last hour before his or her eyes, this prayer is instilled with even greater power, adding +50 to the Shock Save TDs required. This prayer has no effect on members of the same religion and its very use causes an immediate Crisis of Faith. Should this prayer be used wrongly, for any reason, the castor suffers a -30 penalty on the Crisis of Faith check.



### ENFOLDING HANDS OF FAITH – OP 5

**Preq:** 35+ APT, 15+ Faith Pool, Spec Pneuma, Spec Channel, Sanctuary of the Divine [Entreaty]  
**Mana:** 22 + 7 Faith    **C:** 96    **F:** 11  
**Range:** 0    **M:** Yes    **Area:** self  
**TD:** 150<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Folds layers of conviction around the priest, enervating and weakening the resolve of foes that target him. Foes that target him must make a TD 125 EGO check in order to attack or act hostilely towards the caster. Even those that succeed at the EGO check only do so halfheartedly, even with acts of subtlety, suffering a -40 penalty on all rolls made against the castor. The prayer requires the priest maintain this blanket of faith every CF Action Count with a quickened action or the prayer ends. If the castor engages in hostile action of any nature this prayer is sundered and immediately negated.

### FAITH'S SOOTHING HAND – OP 5

**Preq:** 35+ APT, Spec Pneuma, Spec Channel, 11+ Faith Pool, Sanctuary of the Faith [Entreaty]  
**Mana:** see below    **C:** 99    **F:** 16  
**Range:** 70    **M:** no    **Area:** see below  
**TD:** 150<sup>Note 2</sup>    **Duration:** see below

A form of divine intervention, the prayer transforms conviction and power into a torrent of faith-born healing, implanting this healing power into a living being of the castor's choosing. The prayer requires a base expenditure of 25-mana and 7-Faith but will heal a single being an amount of HP equal to double the castor's Faith Pool. Additionally, the prayer will dismiss temporary or induced physical maladies, natural or otherwise, such as blindness, Flattened/Staggered/Shaken statuses, berserker rage, temporary madness, and poison effects [non-permanent ones] up to but not including stoning or cursed-based maladies. Each removed physical status costs an additional 5-mana and 1-Faith. This faith-born healing is hard on a person's body and the recipients of the prayer must succeed at a TD 75 + HP healed Shock Save or they are stunned for d6 melee rounds afterward. Removed statuses add +25 to the Shock Save TD as well. The prayer will heal the more physical maladies first and then badly injured/life-threatening areas. The prayer can affect all normal damage and that from fire, acid or poison and includes damage from critical wounds. If the recipient of the prayer is not of the same religion then double the mana and Faith costs. The act of faith is very visible, taking a form aligned with the castor's religion, such as a whirling gust of chilled wind for Boreas and the musical sound of singing for deities of the Emerald Star Cult.

### GREATER MYSTIK MOONS {OVORE'S} – OP 5

**Preq:** 32+ APT, Spec Channel, Spec Pneuma, 11+ Faith Pool, Conviction of Power [Entreaty], Invocation [Entreaty], Yalnwyn's Lesser Mystik Moons [Prayer]  
**Mana:** 15 + 5 Faith    **C:** 99    **F:** 14  
**Range:** 60    **M:** Yes    **Area:** see below  
**TD:** 125<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

A more powerful version of the OP 3 prayer Yalnwyn's Lesser Mystik Moons, the moons thus conjured have the density of stone and their bumping and banging about causes d6+2 HP of damage to the surrounded victim every melee round. All creatures of 30 BODY or less are automatically bowled over. Otherwise, all other aspects of this prayer are as for the lesser version outside of that 60 HP or more of magikal force are required to destroy each moon.

### HEAVENLY HALO OF BINDING {XUNDOMAN'S} – OP 5

**Preq:** 36+ APT, Spec Channel, Spec Pneuma, 11+ Faith Pool, Conviction of Power [Entreaty], Medium [Channel]  
**Mana:** 16 + 4 Faith    **C:** 97    **F:** 15  
**Range:** 90    **M:** no    **Area:** see below  
**TD:** 125<sup>Note 1</sup>    **Duration:** 1 melee round/F/FP

Calls forth a symbol of faith, a variable-sized golden halo of energy, up to 20 ft in diameter. Once formed over an intended target, it will instantly drop down around it and then shrink to an imprisoning band capable of pinioning all up to a 90 BODY (Entreaty skill check versus MD still required). Beings with 91 or greater BODY cannot be confined by this spell if they try to break free. Remember, it only pinions the arms and upper torso, not the legs, of a victim.

### MAW OF THE DEEP – OP 5

**Preq:** 34+ APT, Spec Channel, Spec Pneuma, 11+ Faith Pool, Overchannel [Channel], Convey Power [Ceremony]  
**Mana:** 31 + 4 Faith    **C:** 99    **F:** 18  
**Range:** 60    **M:** Yes    **Area:** see below  
**TD:** 125<sup>Note 1</sup>    **Duration:** 1 melee round/F/FP

Molds faith, giving it form and substance as an approximate 10 ft nebulous mass of salt water that hangs in the air (or settles upon the ground at the castor's choice) trailing tendrils of wet, clinging mist another 10 ft radius around it. The mist is heavy with moisture but doesn't affect visibility. This effect takes 5 CF Counts to coalesce (considered part of the duration). Afterwards the castor can use a quickened action to designate a single target for it to attack.



From the watery mass will erupt an eel like creature with one part anchored in the mist and a length equal to a maximum of 5 ft times the Faith Pool of the castor. The being is constructed from faith and is not real outside of its temporary existence; its semblance as a creature of the ocean is merely cosmetic. The being is roughly 8 ft in barrel width and uses the same sense that the castor's has to detect targets. It has a triangular shaped maw with rows full of shark like teeth and makes a single attack on CF 23, using the castor's Entreaty skill ranks as an ATK bonus, CRIT 87, F 10. If it strikes successfully it will inflict 2d20+10 HP (slashing damage) and automatically slam (see Battle and Melee, Grapple & Slam) any being with 25 BODY or less (no roll required). Optionally the castor can have it bowl over opponents, either with its head towards a single opponent (uses the castor's Entreaty skill ranks as a bonus) or the length of its body across a through a 15 ft wide area for as far as it can reach (uses half the castor's Entreaty skill ranks as a bonus). As an article of faith given form, the beast is vulnerable to magikal or psyche damage but ignores physical damage. It can sustain an amount of HP equal to 50 plus the castor's Faith Pool from sources as noted previously. More damage than this ends the beast's existence and the prayer.

#### PUTREFY BLOOD TO POISON – OP 5

**Preq:** 36+ APT, Spec Channel, Spec Pneuma, 13+ Faith Pool, Sanctuary of the Divine [Entreaty], Power Efficiency [Channel]

**Mana:** 22 + 4 Faith    **C:** 99    **F:** 17  
**Range:** 10    **M:** no    **Area:** see below  
**TD:** 125<sup>Note 1</sup>    **Duration:** 1 melee round/F/FP

The prayer symbolizes the bite of Chimera Spydron, sung about in the tales of Khalim and Baylnor and their semi-legendary trek to sunken bones of Trindlekairn on the coast of the Bloody Sea. The castor of the prayer emulates the triple headed bite attack of the spydron during its invocation and those bitten are immediately Flattened and lose d3 CON per melee round. If brought to zero or less CON, the victim dies immediately, melting into vermillion goo!

#### REVENANT – OP 5

**Preq:** 36+ APT, 13+ Faith Pool, Spec Pneuma, Spec Channel, Uncommon Faith [Pneuma]

**Mana:** 26 + 3 Faith    **C:** 100    **F:** 7  
**Range:** see below    **M:** no    **Area:** see below  
**TD:** 150<sup>Note 2</sup>    **Duration:** see below

Call upon fallen allies, pouring spiritual energy and divine power into their physical bodies, while

summoning their spirits temporarily back to cloth in flesh for a short time. For 1 melee round/F/FP, all allies of your religion within a 50 ft square will rise up from the dead to fight on your behalf as long as they were not physically destroyed, which is the only way to stop them while under the effect of this magik. The duration can be extended in 7-melee round increments by adding 8-mana and 2-Faith to the initial prayer.

#### STRONGHOLD OF FAITH – OP 5

**Preq:** 40+ APT, Spec Channel, Spec Pneuma, 11+ Faith Pool, Bastion of Faith [Prayer]

**Mana:** see below    **C:** 99    **F:** 15  
**Range:** 0    **M:** Yes    **Area:** self  
**TD:** 125<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Duplicates the OP 3 prayer, Bastion of Faith except it seals away hostile magik or psyche of OP 4 or less and costs 24-mana and 4-Faith. It can be made mobile as explained in the previous prayer by paying 36-mana and 6-Faith instead.

#### WALL {WILAMON'S} – OP 5

**Preq:** 32+ APT, Spec Channel, Spec Pneuma, 11+ Faith Pool, Harness Power [Channel], Touch of Grace [Entreaty]

**Mana:** 11 + 5 Faith    **C:** 96    **F:** 18  
**Range:** 60    **M:** no    **Area:** see below  
**TD:** 125<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Summons forth a symbol of faith, one taken form as a 10 ft long by 3 ft high silver shining wall. The wall will appear 5 ft in front of any single target and will remain in exactly that position for the duration regardless of how hard the target physically tries to get past, over, around or by it. The wall will move just fast enough to stay out of physical reach of the target, but may be destroyed by a magikal attack of 55 HP potency or greater.

#### YOUR DESTINY, NOT MINE – OP 5

**Preq:** 39+ APT, Spec Channel, Spec Pneuma, 13+ Faith Pool, Sanctuary of the Divine [Entreaty], Touch of Grace [Pneuma]

**Mana:** 18 + 5 Faith    **C:** 99    **F:** 12  
**Range:** see below    **M:** no    **Area:** see below  
**TD:** 150<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Unveils the tapestry of Xuanth's work to the castor, allowing them to understand their predetermined fate. As such, when an adversarial or adverse action occurs, such as an attack, a harmful spell, a rockslide or a trap being triggered, another person within 100 ft is given this destiny, suffering the adversarial or adverse



instead. The prayer only works on followers of Xuanth though the destiny they would have suffered can be levied upon anyone. If the recipient has at least 1 melee round to see the adversarial or adverse action, they can send the destined outcome to any single being of their choice within 100 ft. Otherwise, the destined outcome is laid upon a random being within a 100 ft range (friend or foe). If no being is within range, the fate suffered is doubled (if possible) and the castor can never invoke this prayer again (it was their destiny to fail and they cannot ever escape the fact).

### OP 6

#### **BELIEF SUSPENDS REALITY – OP 6**

**Preq:** 44+ APT, Spec Pneuma, Expert Channel, 13+ Faith Pool, Conviction of Power [Entreaty], Medium [Channel]

**Mana:** see below      **C:** 100      **F:** 17  
**Range:** 30      **M:** no      **Area:** see below  
**TD:** 150<sup>Note1</sup>      **Duration:** see below

Call for divine intercession and suspends reality by halting a single target, be it a living being or single object, suspending it by pure faith, stilling it to nothingness. The prayer requires a base 24-mana and 5-Faith and will affect anything no larger than 45 BODY or equivalent in size. This can be increased by increments of 10-BODY by adding +2-mana and +2-Faith to the initial invocation. A suspended object/person is literally frozen in the exact position they/it was in when the prayer was invoked and do not move/act unless acted upon by some outside force. Living beings placed into this suspension are conscious, fully aware and mentally capable. The castor can use this on anything but must generally be aware of the object/person to succeed. Thus, thrown or projected objects could be stopped, such as arrows or stones from a catapult but not instantaneous or high-velocity missiles. Intangible beings, magik and other such affects, can be affected as well as long as the castor can perceive it. For such things, convert the amount of BODY you can affect to APT for spirits and other intangible beings/effects without BODY. Other examples. The spell Sarachander's Sun Burst could not be stopped due to its immediate effect but Caliban's Crimson Claws of Doom could be. When attempting to suspend such effects, as long as the castor's Faith Pool is equivalent or higher, an amount of Faith equal to the OP of the spell or relative effect is required to succeed. Thus to suspend the above mentioned OP 15 spell Caliban's Crimson Claws of Doom would require 15-Faith.

#### **CONDIGN THE WICKED – OP 6**

**Preq:** 42+ APT, 13+ Faith Pool, Expert Channel, Expert Pneuma, Sanctuary of the Divine [Entreaty]  
**Mana:** 21 + 6 Faith      **C:** 98      **F:** 17  
**Range:** 30      **M:** none      **Area:** see below  
**TD:** 100<sup>Note1</sup>      **Duration:** see below

Invoke divine authority to rebuke a single living being, punishing any being not aligned with your religion's tenets. Those found wanting is suffer horribly in the grip of religious judgment. Roll 3d10 and add your Faith Pool as a bonus. If this amount is equal to or greater than the BODY of the target, the being dies in some manner corresponding to your faith instantly: Saren would scorch a target with sun beams, Megalon with weapons wielded by invisible warriors, Xuanth by killing them indiscernibly – they would just die, and so on. Those who survive will be paralyzed for d3 hours if they fail a Shock Save equal to TD 100 + castor's Faith Pool. The prayer can only be done to an individual being once per day. Use of this prayer is a function of divine power and if used out of concordance with religious dogma it counts as a transgression against one's deity.

#### **DIVINE SPARK – OP 6**

**Preq:** 43+ APT, 18+ Faith Pool, Expert Channel, Expert Pneuma, Faith Thrift [Entreaty], Energy Surge [Channel]  
**Mana:** see below      **C:** 97      **F:** 19  
**Range:** 0      **M:** none      **Area:** see below  
**TD:** 125<sup>Note1</sup>      **Duration:** see below

A form of divine intervention and allows you to change Faith into ESS, bolstering your life force. Any amount of Faith can be converted at a rate of 4-mana and 1-Faith to 1 ESS. The prayer can only be used upon a living person of the same religion and lasts for 1 complete day then fades at a rate of 1-ESS per hour until the recipient returns its normal ESS total.

#### **FAITH'S FOUDROYANT CURE – OP 6**

**Preq:** 44+ APT, Expert Pneuma, Spec Channel, 13+ Faith Pool, Conviction of Power [Entreaty]  
**Mana:** see below      **C:** 100      **F:** 19  
**Range:** 50      **M:** Yes      **Area:** see below  
**TD:** 175<sup>Note2</sup>      **Duration:** see below

Rreplicates the OP 5 Faith's Soothing Hand except as above and herein. The base cost of the prayer is 32-mana and 9-Faith and the prayer can affect any number of selected beings in a 40 ft square. Each being past the first requires an additional 8-mana and 2-Faith added to the initial prayer. Living beings not sharing the castor's religion require double the mana and Faith to cure.



### INSTANT PASSAGE {LLOLOHAHR'S} – OP 6

**Preq:** 44+ APT, Expert Pneuma, Expert Channel, 13+ Faith Pool, Conviction of Power [Entreaty], Overchannel [Channel]

**Mana:** 10 + 7 Faith    **C:** 100    **F:** 19  
**Range:** 0    **M:** no    **Area:** self  
**TD:** 175    **Duration:** 1 melee round/FP

Causes the castor to become a translucent blue-white (sort of ghostly) and able to pass through all solid objects (and vice versa), save for silver. At normal movement rates, the castor can walk or run through stone walls, iron doors, etc. However, those things are still solid, so the castor cannot see where he's going. Note as well that if still inside (even partially) a solid object when the spell finishes its duration, then the castor will die horribly and instantly and in such a manner as to never be resurrectable by any known means.

### SWIFT RETRIBUTION {MULAOHU'S} – OP 6

**Preq:** 44+ APT, Expert Pneuma, Expert Channel, 15+ Faith Pool, Reprimand [Entreaty], Power Trap [Channel]

**Mana:** 15 + 11 Faith    **C:** 98 **F:** 23  
**Range:** see below    **M:** no    **Area:** see below  
**TD:** 175<sup>Note 2</sup>    **Duration:** see below

Forms a symbolic representation of the castor's religion: a giant boulder, a mass of water, a swollen red moon, etc. the castor's Faith Pool in distance and in height in the air. This religious symbol has a minimum size of 3 ft times the castor's Faith Pool in diameter and 250 pounds weight times the castor's Faith Pool. The castor can let the symbolic representation of their religion drop or hold it for a max of one melee round, after which it falls automatically. Regardless, anything in the area it drops upon will take d20 plus the castor's Faith Pool in BODY damage. Beings in the area will also be stunned for 2d20 minutes if they fail a TD 175 Shock Save. After it drops, the representation of the castor's religion disappears. Victims can physically dodge the symbol if they succeed in a TD 125 Dodge check.

### TEST THE FAITH OF SAINTS – OP 6

**Preq:** 46+ APT, Expert Pneuma, Expert Channel, 15+ Faith Pool, Convicted Resolve [Entreaty], Uncommon Faith [Pneuma]

**Mana:** see below    **C:** 100    **F:** 19  
**Range:** 10    **M:** no    **Area:** see below  
**TD:** 200<sup>Note 1</sup>    **Duration:** immediate

You test the faith of a single being, immediately baring them to the judgment of your divinity, measuring them by the dogma of your religion. As

you do so you also suffer a Crisis of Faith. If you they pass, they are imbued with an instant regenerating power that heals them as if they were born anew, casting aside all ailments and damage, even critical damage. This prayer heals everything short of death but still requires a TD 150 Shock Save or the target is healed but stunned by act for 2d4 melee rounds. If the target person fails, they are reprimanded by the divine judge and take 3d20 HP damage and are Flattened for 2d4 minutes. The prayer requires 1-mana for every BODY of the target and a base 5-Faith plus 1-Faith for every 10 BODY of the target.

### UNCEASING VIGILANCE OF THE SENTINEL – OP 6

**Preq:** 42+ APT, 13+ Faith Pool, Expert Channel, Expert Pneuma, Sanctuary of the Divine [Entreaty], Uncommon Faith [Pneuma]

**Mana:** 17 + 9 Faith    **C:** 98    **F:** 16  
**Range:** 0    **M:** none    **Area:** see below  
**TD:** 150<sup>Note 1</sup>    **Duration:** 1 melee round/FP

Surrounds the recipient with an overwhelming aura of strength, determination and alertness. It can only be placed upon a member of the same religion. Under the prayers aegis, the recipient is immune to all sensory deprivation short of physical destruction of said senses. They also a bonus to PER equal to a base 25 plus the castor's Faith Pool and a bonus to Recon checks equal to the castor's Faith Pool. The recipient of this prayer always, without exception, gains an opposed check against any form of subterfuge. The GM may adjudicate the chance is small, subject to massive penalties but a chance to detect clandestine or covert action will always exist, with a minimum percent equal to the critical success chance of this prayer. The aura is comforting to those of the same religion or those allied to the recipient and unsettling to those who are not. The inspired presence of the aura will make all not of the same religion and allied to the recipient to pause and think again in their actions to attack or otherwise molest the recipient directly or indirectly, or any in his charge (actively guarding). This presence can be overcome but it requires a TD 125 EGO to do so. Foes who succeed at this EGO check are Unsettled and are required to make the check again every CF Action Count as long as they can perceive the recipient. Even blindness or other sensory deprivation will not defeat the effects of the sentinel's aura and attackers are subject to its effect as long as they oppose the recipient of the prayer.



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## VISIONS OF HELL {RHYTON'S} – OP 6

**Preq:** 46+ APT, Expert Pneuma, Expert Channel, Spec Noetics, 13+ Faith Pool, Reprimand [Entreaty], Overchannel [Channel]

**Mana:** 21 + 6 Faith    **C:** 100    **F:** 22

**Range:** 50    **M:** no    **Area:** see below

**TD:** 150<sup>Note 1</sup>    **Duration:** 1 minute/F/FP

Effective against any target, regardless of size, so long as the castor can actually see him, by whatever means. The prayer will assail the mind's eye of a single intelligent target (REAS 1 or higher) with every hidden terror of their own subconscious id! All their fears - all their nightmares - are coming to get them! They can see, hear, and smell these horrors just as if they were real. Those who are so affected will, according to their individual characters, either flee in mad terror or flail about wildly in battle with their imagination. Each melee round they are affected by these visions there is a 5% chance they will die, believing themselves devoured, crushed, or otherwise killed by their own hellish visions. Their hearts simply burst from fright. Those who survive this mental onslaught have a 60% chance less 3% per MA point they have of going totally insane. If they do go mad, it will last for 1D20 hours, with a 5% chance of permanence! This prayer has no effect on Phraints.

## OP 7

### BRIGHT RAY OF HOPE {BRYNTON'S} – OP 7

**Preq:** 41+ APT, Expert Pneuma, Expert Channel, 19+ Faith Pool, Energy Surge [Channel], Convicted Resolve [Entreaty], Vow [Mercy]

**Mana:** 21 + 15 Faith    **C:** 97 **F:** 15

**Range:** 0    **M:** no    **Area:** see below

**TD:** 200<sup>Note 2</sup>    **Duration:** see below

Generates a brilliant white beam or ray of "pure faith made light" from the caster's out-stretched hand/palm or forehead. This ray is 50 ft long plus 3 ft/F/FP. The ray is always 30-inches wide by 20-inches high. This light blazes forth for 1 CF Count times the castor's Faith Pool. All those of the same religion of the caster, bathed in this light, have the equivalent to the OP 3 prayer, Faith's Healing Caress performed upon them (recipients get a +30 bonus on the resultant Shock Save); they are doubly "blessed", gaining the benefits of the OP 2 prayers Accinge and Favor; and are made "totally unafraid in heart and mind" regardless of their previous state, present foes or future happenings for d10+10 melee rounds. Those cowering in fear find the strength to go on;

those not afraid find a new feeling of purpose and "will to win" and so on! Anyone friendly to the caster but not of the same religion only receives the equivalent to the OP 3 prayer, Faith's Healing Caress and nothing else. All not friendly (i.e. enemies, foes, etc.) suffer an immediate damage equivalent to the OP 3 prayer, Faith's Healing Caress, point for point. They also must make a TD 100 plus the castor's Faith Pool as a Fear Save or cringe in fear for 2d10 melee rounds. Regardless, those who fail or succeed in the Fear save are stunned into confused inactivity for d10 CF Counts. Note the fact that the ray affects all hit by its bright light regardless of size and/or number! It is because it is the "light of his god" and thus a "true power". Note also that those whose souls are "evil" or "ruthless" simply cannot get this awesome prayer to work for them but suffer a Crisis of Faith instead!

### CALAMITOUS CONVICTION {MAELRLN'S} – OP 7

**Preq:** 41+ APT, Expert Pneuma, Expert Channel, 17+ Faith Pool, Convicted Resolve [Entreaty], Vow [Anarchy]

**Mana:** 33 + 11 Faith    **C:** 100    **F:** 18

**Range:** 0    **M:** Yes    **Area:** self

**TD:** 225<sup>Note 2</sup>    **Duration:** see below

Converts the castor's pious convictions into a searing aura of divine power, haming the flesh of any being, living or not, friend or foe, around the castor. So powerfully callous and harsh is this aura that is affects all beings of any nature, from the green grass to spiritual beings. The region around the castor in a radius equal to the castor's Faith Pool is cast into disrupted: any loose objects and chunks of the land below falling upwards, the air curdled, thick and malignant, the boundaries of reality wavering and wearing thin, showing, for brief moments, windows into other dimensions. This stinging, cruel power is element-less and ignores all resistances to characteristic damage, such as FORT while inflicting d4+1 ESS of damage. Beings without ESS or who are immune to ESS damage suffer triple the amount of APT damage instead. The prayer requires the castor to expend a normal action every CF Action Count or the prayer fails immediately. The prayer can be maintained for 1 melee round/F/FP but every melee round it is in existence a 11% chance exists the thinning of dimensional barriers will cause a nexus to form on top of the castor! If this occurs, everything within a d100 radius space is sucked into the nexus. GM adjudicates what occurs at this point but the physical body of the castor is disintegrated regardless.



## CALL TO THE FIRMAMENT – OP 7

**Preq:** 47+ APT, Gen Pneuma, Expert Channel, 21+ Faith Pool, Invincible spirit [Pneuma]

**Mana:** see below    **C:** 97    **F:** 24

**Range:** 100    **M:** Yes    **Area:** see below

**TD:** 225<sup>Note 2</sup>    **Duration:** see below

Gives form and substance to faith, clothing it in flesh that takes the form of beings aligned with the castor's religion. The prayer requires 22-mana and 18-Faith to use and creates one being that will stay for 5 minutes unless dismissed or destroyed earlier. The castor can form more beings by adding 14-mana and 7-Faith to the initial prayer for each additional being. Also, the duration can be extended in 3-minute intervals by adding 9-mana and 1-Faith to the initial prayer.

The beings are born from faith and as such have only a nebulous physical existence. They are immune to physical damage but are vulnerable otherwise. Spectral in form they ignore the physical as well and can reach through armor, walk through walls, slip into the ground, etc. without bother. Not truly beings with intelligence and thought, these faith constructions can follow simple directions but are otherwise not bound in their actions or abilities. They can pursue a target out of sight of the castor, defend them against attackers, wrestle ibathene, and so forth. Their MD is equivalent to 5 times the castor's Faith Pool and they have no PD (no true mind or physical body) or need for Saves (no physical body). They have a MR equal to the castor's Faith Pool and HP equal to double the castor's Faith Pool. Their APT is equal to double the castor's Faith Pool and they can be grappled or attacked by spirits equally or channeled like one (see Channel skill for details). They make attacks using the same bonuses as the castor for their Entreaty skill and can Parry or Block if desired (or commanded). The damage they inflict is equal to the castor's Faith Pool divided by 10 in d10s with a bonus equal to one-half the castor's Faith Pool.

If more than one being is called they can act in perfect coordination, as if they were the same being or pursue different agendas as dictated by the castor. Lastly, these manifestations are true symbols of the castor's faith and if destroyed cause the castor to suffer a Crisis of Faith. This occurs for each one destroyed.

## CRADLE OF RESTORATION – OP 7

**Preq:** 46+ APT, Expert Pneuma, Expert Channel, 17+ Faith Pool, Convicted Resolve [Entreaty], Seal Source [Channel]

**Mana:** see below    **C:** 99    **F:** 19

**Range:** 90    **M:** Yes    **Area:** see below

**TD:** 175<sup>Note 2</sup>    **Duration:** see below

Call for direct divine intervention as the castor casts faith forth to cradle one being in its power. This act of faith is very visible, taking a form aligned with the castor's religion, such as the earth swallowing the target for Amarydion or the target rimmed in a cocoon of light for Saren. Inside the guarding cradle, the target is gripped in religious ecstasy while their corporeal form is healed. The prayer starts with the more injured/life-threatened areas first, healing critical wounds at a rate of one-half the castor's Faith Pool every melee round. This occurs first and is followed by attribute/characteristic healing equal to one-fifth the castor's Faith Pool every melee round. The prayer will then heal normal damage in amounts of HP equal to the castor's Faith Pool every melee round. Next the prayer will dismiss temporary or induced physical maladies, natural or otherwise, such as blindness, Flattened/Staggered/Shaken statuses, berserker rage, temporary madness, and poison effects [non-permanent ones], including stoning or cursed-based maladies if gained only recently (the castor's APT in minutes). Each removed physical status takes 1 melee round. Finally, if the target was deceased they are resurrected in a manner like the OP 4 Death Breaker ritual. At the end of the prayer the target is still held in the grip of religious ecstasy and must make a TD 75 EGO check. Those who fail never leave this state and in 2d6 minutes will themselves to die in order to join their divinity. Those who make the check will stay within the cradle for another d6 melee rounds (at no cost to the castor) before coming forth. The prayer requires a base expenditure of 35-mana and 11-Faith and lasts 3-melee rounds. Each melee round after the first 3-melee rounds requires an additional 10-mana and 2-Faith. However if a resurrection is required, that melee round requires 20-mana and 5-Faith instead. Once begun the castor maintains the prayer until it completes its course. Should the prayer be interrupted, the cradle continues until end of the melee round and then releases the target. If the prayer is interrupted or the cradle is breached in some manner (see further below), the target within must make a TD 200 Shock Save or die immediately. Those already dead or who die in this manner go directly on to their afterlife and cannot be recalled except via an Ultimate Death Breaker ritual or an act



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of equal power.

The cradle is physical and can be breached or destroyed. It has defensives (DEF, MD, PD) equal to 4 times the castor's Faith Pool, resistances (DR, MR, PR) equal to double the castor's Faith Pool, and HP equal to 10 times the castor's Faith Pool. This prayer cannot be used on any being not of the same religion as the castor.

#### NATURE'S WRATH MANIFEST – OP 7

**Preq:** 44+ APT, 21+ Faith Pool, Expert Pneuma, Expert Channel, Reprimand [Pneuma], Vestments of Faith [Entreaty]

**Mana:** 27 + 15 Faith    **C:** 100    **F:** 21  
**Range:** 50    **M:** no    **Area:** see below  
**TD:** 175<sup>Note 1</sup>    **Duration:** 1 melee round/F/FP

The anger of the land, given focus from sorrow and poignancy from pain, reaches up from the roots of the world to inflict a dire punishment on a single living being. The land ripples underneath the target, from which erupts a storm of grasping verdure. The air goes heavy and thick and masses of insects coalesce, seemingly from everywhere and nowhere, around the victim. This happens in an instant and the verdure and bugs rip and burrow into the flesh of the victim without mercy, choking off all vision and breath. Every melee round the prayer inflicts a 50 HP of damage as the verdure and bugs gain entrance to the target's flesh. Only native DR and DR from magik or psych are effective against this damage. While under the effect of the prayer, the target being is in great pain, suffering a penalty of -50 to all rolls. Physical attempts to free the victim worsen the effect, adding +10 HP to the damage inflicted every melee round and inflict a lesser form of this attack against the attempted rescuer. Said beings suffer a 20 HP version of this prayer for d3 melee rounds, after which it dies out unless they continue. After the prayer ends, still living beings suffer more, bleeding and in intense pain, losing 2d6 HP of damage and suffering a Staggered status for d4 melee rounds. Beings who succumb to this prayer have their remains physically ingested by the manifestation over 2d4 melee rounds and are no more. This prayer requires the castor to have recently witnessed some tragedy of the world, such as massive pollution or destruction or they immediately suffer a Crisis of Faith with a -10 penalty on the roll.

#### STONE THAT WEEPS

##### IN SILENCE {CHASTARADE'S} – OP 7

**Preq:** 41+ APT, Expert Pneuma, Expert Channel, 19+ Faith Pool, Reprimand [Pneuma], Sanctuary of the Divine [Entreaty]

**Mana:** see below    **C:** 100    **F:** 25  
**Range:** 60    **M:** no    **Area:** see below  
**TD:** 200<sup>Note 1</sup>    **Duration:** permanent

A form of divine curse and transforms a single victim into a boulder of his own weight. The prayer affects up to 40 BODY for every 22-mana and 10-Faith used in the initial prayer. However, the victim's mind is still lucid and conscious, imprisoned within its stony tomb for all eternity! Even if the prayer fails to pierce the victim MD, they still wither and age for d20 minus their MR in years off their normal lifespan! Use of this prayer is always forces a Crisis of Faith for the castor.



#### OP 8

##### AURA OF ANGELIC FIRE{SYRANGHORE'S}– OP 8

**Preq:** 56+ APT, Expert Channel, Gen Pneuma, 19+ Faith Pool, Power Trap [Channel], Convicted Resolve [Entreaty]

**Mana:** see below    **C:** 98    **F:** 18  
**Range:** 0    **M:** no    **Area:** see below  
**TD:** 200    **Duration:** see below

Can only be called upon once on any given day by the castor or they suffer a Crisis of Faith for doing so a second or succeeding time. The prayer given pious conviction form and wreathes the castor from head to foot in translucent flames of shimmering golden light. The prayer requires 21-mana and 12-Faith and the flames are not truly fire but faith given its appearance, lasting but for 3 melee rounds. This duration may be extended in 1 melee round increments for every 5-mana and 2-Faith put into the initial prayer. Any living being coming into contact with these flames suffers 2d10+5 HP of damage – even if he is



normally totally fireproof (as they are not truly flames)! All Undead, corporeal or incorporeal, touching these flames will be totally and instantaneously destroyed unless they succeed at a BODY/APT check with a TD equal to TD 125 plus the castor's Faith Pool. Those who do, suffer 2d20+18 HP/APT damage! For the duration of its effect, the priest is double blessed by his deity, gaining the effects of the OP 3 prayers Bastion of Faith (mobile) and Ordain with Faith's Trappings. It also protects the castor from CON and ESS drains or blasting (done by Undead kind) to a total amount equal to his Faith Pool.

#### HOLY WORD OF COMMAND{SERVICUND'S}- OP 8

**Preq:** 52+ APT, Expert Channel, Expert Pneuma, 19+ Faith Pool, Shackle Channel [Channel], Reprimand [Pneuma], Convicted Resolve [Entreaty]  
**Mana:** see below    **C:** 100    **F:** 20  
**Range:** 60    **M:** no    **Area:** see below  
**TD:** see below    **Duration:** immediate

Invokes divine authority to repeal, reverse, or stop the effects of any magik or psyche used within the last melee round. The base cost of the prayer is 19-mana and 10-Faith, which is further modified by the OP of the magik or psyche opposed. Add 6-mana and 1-Faith to these amounts for every OP or OP equivalent effect. The castor must be able to fulfill the prayer within a single melee round time period or the prayer beyond its time limit and the effort is wasted. Once the prayer is completed, the castor makes an Entreaty check equal to a base TD 100 and further modified by 10 times the OP of the magik or psyche in question. To do this awesome prayer, the castor become absolutely still, concentrating on channeling the required mana and faith, and marshal his inner strength and say in a commanding voice, "By the power of the god(s) \_\_\_\_\_, I command thee STOP!" The strain of this prayer is so powerful that successful or not, it causes a Crisis of Faith.

#### INDOMITABLE WALL OF FAITH - OP 8

**Preq:** 52+ APT, Expert Channel, Expert Pneuma, 17+ Faith Pool, Convicted Resolve [Entreaty], Power Ward [Channel], Stronghold of Faith [Prayer]  
**Mana:** see below    **C:** 99    **F:** 15  
**Range:** 0    **M:** Yes    **Area:** self  
**TD:** 200<sup>Note 2</sup>    **Duration:** 1 melee round/F/FP

Duplicates the OP 3 prayer, Bastion of Faith except it seals away hostile magik or psyche of OP 6 or less and costs 35-mana and 9-Faith. It can be made mobile as explained in the previous prayer by paying 55-mana and 12-Faith instead.

#### LAMENT FOR THE LOST - OP 8

**Preq:** 56+ APT, Expert Channel, Expert Pneuma, 19+ Faith Pool, Energy Feast [Channel], Reprimand [Pneuma], Convicted Resolve [Entreaty]  
**Mana:** 18 + 5 Faith    **C:** 99    **F:** 17  
**Range:** 50    **M:** no    **Area:** see below  
**TD:** 200<sup>Note 1</sup>    **Duration:** 1 melee round/F/FP

A form of divine anger, the prayer is a wailing cry of sadness for those who have fallen for your religion's cause. The prayer must be invoked over the body of a slain follower of the same religion though a non-believer who died for the cause before their conversion will suffice. The prayer requires 32-mana and 18-Faith but for an eligible non-believer it requires 45-mana and 25-Faith. This keening wail of grief will affect 1 being (of any size)/F/FP within a 20 ft/F/FP radius that took a hand, directly or indirectly, in the death of the fallen comrade. Those most directly responsible are affected first and thereafter victims are affected randomly but based on proximity to the fallen comrade at the time of death. A being affected by the prayer is instantly killed by divine retribution unless they make a TD 125 plus the castor's Faith Pool CON check. The castor is never affected by the Lament for the Lost but suffers a Crisis of Faith for every person they slay via this prayer, deserving or not, as the use of this prayer attracts the personal attention of high level minions or the god they serve. This prayer also has no effect on members of the same religion, unless they were responsible for the fallen comrade's death. Should this prayer be used wrongly, for any reason, the castor suffers a -30 penalty on the Crisis of Faith checks required.

#### WHEEL OF CHASTISEMENT - OP 8

**Preq:** 55+ APT, Expert Channel, Gen Pneuma, Channel Dexterity [Channel], Embodiment [Entreaty], 21+ Faith Pool  
**Mana:** 20 + 16-Faith    **C:** 100    **F:** 26  
**Range:** 50    **M:** Yes    **Area:** see below  
**TD:** 200<sup>Note 1</sup>    **Duration:** 10 melee rounds

Piety and faith can be cold and hard, especially towards the heretical and profane. The Wheel of Chastisement is a gives form to faith, bringing into existence a massive spiked wheel of divine prowess to roll over enemies and grind infidels to dust. The wheel has a diameter equal to the castor's Faith Pool in feet and width equal to 6-inches times the castor's Faith Pool, though it can be smaller, as determined at the time of its invocation. It requires a normal action to direct and can roll in a straight path at a speed of 10 ft. per CF Count, but loses 10 ft. of movement



for every 90-degree change of direction it must make. It needs no ATK roll; if it rolls over an area, it crushes those within for 4d10 HP damage, knocks them down if they fail a TD 150 Acrobatics skill check, and Staggers them for 1 melee round if they fail a TD 150 Shock Save. The wheel has no effect on anything intangible. The wheel is invulnerable to physical harm, immune to all but OP 8 or greater magik or psyche power, has HP equal to 7 times the castor's Faith Pool; an MD and PD equal to 3 times the castor's Faith Pool; and MR and PR equal to half the castor's Faith Pool. Once directed the wheel stays in motion for 7 CF Counts unless commanded otherwise by the castor. If the castor doesn't direct the wheel with a normal action on their CF Action Count it comes to a halt until they do so or the duration expires, whichever may occur first.

### OP 9

#### FINAL SERVICE {KORAIO'S} – OP 9

**Preq:** 55+ APT, Gen Channel, Gen Pneuma, Untrammled Faith [Pneuma], Channel Dexterity [Channel], Embodiment [Entreaty], 25+ Faith Pool  
**Mana:** 25-Faith      **C:** 100      **F:** 21  
**Range:** 0      **M:** none      **Area:** see below  
**TD:** 200      **Duration:** 25 melee rounds

Koraio was an unparalleled man of faith, afraid of laying his life down for friends and unafraid of staring death and hell in the face while spitting them both in the eyes. This prayer is a last act of service; it requires no mana but the sheer outpouring of faith. The prayer can only be done when the castor is at death's door – he has been killed or is below zero HP. When invoked, the castor is instantly healed of all wounds, physical or otherwise and is surrounded by an aura of divine power that acts like the OP 6 prayer Bastion of Glory. The castor is given a weapon of his god to wield and given resolve to defy any command, domination or like act [totally immune to such magiks or psyche]. Each melee round the castor heals an amount of HP equal to their Faith Pool and an amount of attribute/characteristic damage equal to one-half their Faith Pool. Lastly, at the beginning of every melee round the castor's Faith Pool grows by +10 Faith. The prayer continues until the duration ends or sooner if the service the castor states when the prayer is invoked is completed or the castor is killed again. At the end of the duration the castor immediately dies and is consumed in a way according to his religion, such as by fire, decay, water,

consumption, etc. The person who invokes this prayer cannot be brought back by the Death Breaker ritual in any of its incarnations as they have ascended to the ranks of their deity. However, if appropriate intercession was done with the deity, they may or may not allow the castor's return.

**HANDS OF THE MIGHTY TERMITE {PENLYN'S} – OP 9**  
**Preq:** 55+ APT, Gen Channel, Gen Pneuma, Untrammled Faith [Pneuma], Channel Dexterity [Channel], Embodiment [Entreaty], 23+ Faith Pool  
**Mana:** see below      **C:** 100      **F:** 21  
**Range:** 0      **M:** none      **Area:** see below  
**TD:** 200<sup>Note 1</sup>      **Duration:** see below

Instills specific and purposeful power into the hands of the castor and requires 31-mana and 21-Faith. Once done the castor's hands will glow with a faint silvery-blue luminescence for the 13 melee round duration of effect. The hands will, by touch, disintegrate wood or other similar organics (yes, flesh too!) at a rate of damage equal to 1 DUR/BODY for every 20/F/FP or fraction thereof per CF Count! All materials thus destroyed are turned to a crumbly greyish ash-like substance (effectively disintegrated)! Harder substances like stone and organic items with 10 or more native DR crumble only at one-third the rate of softer substances and metals are never affected. The castor must maintain a touch on the target organic material to sustain the effect.

*Example – Khronin is assisting Suelker, a Falohyrian Druid in his quest to overcome a Tryvern that has hunted the Great Oakendark Forest, polluting and destroying the area in its wild rampages. Khronin and Suelker find and engage it and Khronin distracts it while Suelker calls upon this might prayer. With his 54 Faith, Suelker will crumble away 3 BODY per CF Count he can maintain a touch on it. Luck and the gods is with them and Suelker makes a giant faith-inspired leap onto its back, holding on to dear life as his touch crumbles its flesh. Its takes the better part of an hour and Suelker's death but the Tryvern is slain.*

#### SHATTERING {SKUELLO'S} – OP 9

**Preq:** 53+ APT, Gen Channel, Gen Pneuma, Untrammled Faith [Pneuma], Reverse Channel [Channel], Convicted Resolve [Entreaty], 21+ Faith Pool  
**Mana:** see below      **C:** 100      **F:** 24  
**Range:** see below      **M:** none      **Area:** see below  
**TD:** 200<sup>Note 1</sup>      **Duration:** see below

The prayer is a form of divine retribution and will cause any single object (living or dead - so long as it has solid, material form) to literally "explode" like a bomb (1000 - 10000 fragments). Even if the prayer fails to pierce the MD of its target, it causes the



target's body to "convulse and wrench terribly", causing d10+14 HP of damage. On live targets this damage is internal: i.e., pulled-apart muscles, burst blood vessels, etc. Note also that all live victims that do save successfully are still unable to function in any manner for d6 CF Counts after the effect has passed. The range for this terrible prayer is 33 ft plus 3 ft times the castor's Faith Pool. The prayer will affect a single object/being of 35 BODY/ 550 pounds weight and requires 22-mana and 12-Faith to do so. This amount can be increased in 10 BODY/100 pound increments by adding 8-mana and 2-Faith to the initial prayer. Note that if "hard objects" such as stone or metal are thus blown up (and there is quite a loud "boom" involved), there will be fragmentation effects that must be GM adjudicated. The major drawback to this potent magik is that if the target manages to "bounce" or otherwise ward off the prayer, then it automatically rebounds full force upon the castor! Thus it is sometimes just as dangerous to use as it is to have it cast at you. This prayer always causes a Crisis of Faith when used unless the castor has undertaken a Vow of Murder or similar vow and/or serves a deity that endorses such actions (Shagrath, for example).

#### WHEEL OF WOE – OP 9

**Preq:** 63+ APT, Gen Channel, Gen Pneuma, Untrammled Faith [Pneuma], Channel Dexterity [Channel], Embodiment [Entreaty], 26+ Faith Pool  
**Mana:** 25 + 20-Faith **C:** 100 **F:** 29  
**Range:** 50 **M:** none **Area:** see below  
**TD:** 200<sup>Note1</sup> **Duration:** 10 melee rounds  
 Piety and faith can be cold and hard, especially towards the heretical and profane. The Wheel of Woe is a calamitous call for divine retribution directed towards a single foe, one who must be marked as a foe of your religion. This mark can be done via prayer, ritual, the power of saints and paladins, ecclesiastical decree or like means. Against such a foe this prayer assumes its ominous power, channeling hardened faith into the form of a divine wheel of chains. It takes a melee round to form once called and if the target is within the same world at the start of the next melee round they are bound to the wheel (neither of these melee rounds counts towards the duration). The next melee round starts the 10 melee round cycle, where the target is shattered, pulped and desecrated upon the wheel, their limbs broken and organs distended and ripped from their flesh at a rate of 2d20 BODY damage per melee round. For beings without physical form, the wheel manifests as well but inflicts 2d20+20 APT damage instead. The wheel is invulnerable to physical harm, immune to all but OP

15 or greater magik or psyche power, has HP equal to 10 times the castor's Faith Pool; an MD and PD equal to 5 times the castor's Faith Pool; and MR and PR equal to the castor's Faith Pool. If, for any reason, every target of the prayer should avoid its affect the prayer rebounds on the castor, striking them instead! The power of the gods is not to be trifled with!

#### OP 10

#### BURNING AGONY OF THE RED MOON – OP 10

**Preq:** 68+ APT, Leg Channel, Leg Pneuma, Unfettered [Channel], Untrammled Faith [Pneuma], 30+ Faith Pool  
**Mana:** 38 + 30-Faith **C:** 100 **F:** 29  
**Range:** 100 **M:** none **Area:** see below  
**TD:** 225<sup>Note1</sup> **Duration:** see below  
 Invokes the ancient and fell agony of the red moon, the same unleashed against Gwordinmord when he slew Broegnoh, queen of the spiders of the deep, in the fabled Giant's Edda, Gogn Dubhn. Its dire sullen vehemence casts a bloody pall across a 40 ft square area, the illumination sullyng all those within, inflicting madness, infectious touch, and an internal searing flame that seeks char the flesh from the victim's bones as they die, screaming in agony the entire time! Those afflicted with this fell prayer (whose MD is overcome) suffer an immediate equal psychic attack (versus their PD) of the same strength, which if successful, inflicts a linger madness that manifests as frothing berserker rage, but a rage that weakens the body, halving all physical capability (skills, attributes, etc.) while inspiring the sanity-bereft victims to crawl on the ground, scabble towards any living being and bite and gnaw upon them like a mad dog! The madness is contagious and all those touched suffer a half-strength version of the same prayer, with the same effects, every melee round in contact with them. Lastly is the burning agony: an internal searing heat that bypasses all DR as it strikes from within, burning away blood, bone and tissue at a rate of 2d10+10 HP every minute until the target internally combusts into ashes and even then heat rises from the ashes! The madness is permanent; it lasts until healed but infectious touch and burning agony will last no longer than 1 melee round/F/FP. If, for any reason, every target of the prayer should avoid its affect, the prayer rebounds on the castor, striking them at double power! Shagrath's power is not to be trifled with!



### BURST OF LIFE – OP 10

**Preq:** 62+ APT, Leg Channel, Leg Pneuma, 24+ Faith Pool, Incarnate Faith [Entreaty], Untrammled Faith [Pneuma]

**Mana:** see below      **C:** 100      **F:** 6  
**Range:** 0      **M:** no      **Area:** see below  
**TD:** 250<sup>Note 2</sup>      **Duration:** see below

A penultimate expression of life and sacrifice, the prayer allows the castor to pour of their life force in one mighty jubilant shout while riding on a wave of delicious divine ecstasy. The wave of life pours out in a wave the castor's Faith Pool in feet distant, infusing divinely enhanced power into every member of the castor's religion. This effect is always very visible, written in the symbolism of the castor's religion. Every point of ESS the castor chooses to explode in this manner requires 10-mana and 4-Faith. To include those the castor recognizes as allies requires the addition of 1-Faith per being to do so. Those blessed by this wave of life seem to grow slightly and take on a larger-than-life vitality. They are instantly regenerated tissue damage equal to 10 HP times the ESS expended, attribute/characteristic damage and impairment is recovered equal to 5 times the ESS expended (total, not per each); petrification, poison and other toxins or cell disruptions are cured instantly while rot, infestations, mold and other similar effects are annihilated utterly. The strain of using this prayer is vast, as all the damage regenerated and cured reflects back on the castor – who must succeed at a Shock Save equal to its total or perish, instantly. Every HP healed (for all the affected beings) counts as a 1 towards the TD. The curing of a status (poison, toxins, petrification, etc.) counts as 15 towards the TD while rot and other manifestations count as 10 each towards the TD. Each point of attribute and characteristic damage is counted as 5 toward the TD and impairment is counted as 3 towards the TD. The Shock save is immediate after the prayer is used. A person who dies as a result of this prayer requires the use of the Ultimate Death Breaker ritual or an equivalent power to return as they life force is so badly damaged. Individuals of the same religion that witness this prayer (with a positive Faith Pool) make an immediate Faith Growth check due to divine inspiration.

### FAITH SPURNS POWER– OP 10

**Preq:** 60+ APT, Leg Channel, Leg Pneuma, 27+ Faith Pool, Invincible Spirit [Entreaty], Unfettered [Channel], Indomitable Wall of Faith [Prayer]

**Mana:** see below      **C:** 100      **F:** 25  
**Range:** 0      **M:** Yes      **Area:** self  
**TD:** 250<sup>Note 2</sup>      **Duration:** 1 melee round/F/FP

Duplicates the OP 3 prayer, Bastion of Faith except it seals away hostile magik or psyche of OP 8 or less and costs 55-mana and 22-Faith. It can be made mobile as explained in the previous prayer by paying 100-mana and 35-Faith instead.

### INVULNERABILITY – OP 10

**Preq:** 56+ APT, Leg Channel, Leg Pneuma, 24+ Faith Pool, Invincible Spirit [Entreaty], Unfettered [Channel]

**Mana:** see below      **C:** 100      **F:** 16  
**Range:** 0      **M:** no      **Area:** see below  
**TD:** 250<sup>Note 1</sup>      **Duration:** 1 melee round/F/FP

You convert spiritual energy into a tangible force that keeps you from harm. For a short time you are +100 to all saves, +200 to DEF, MD, PD, and DR 100, MR 100 and PR 100 to all attacks. Invulnerability requires 32-mana and 15-Faith to use. If placed upon a being that is not of the same religion, Invulnerability requires 55-mana and 22-Faith and lasts only a single melee round.



## OP 11

### IN THE PRESENCE OF FAITH – OP 11

**Preq:** 68+ APT, Leg Channel, Leg Pneuma, Unfettered [Channel], Untrammeled Faith [Pneuma], Convicted Resolve [Entreaty], 30+ Faith Pool

**Mana:** 55 + see below **C:** 100 **F:** 29

**Range:** see below **M:** none **Area:** see below  
**TD:** 200<sup>Note 1</sup> **Duration:** see below

Outpouring of faith and piety, transforming the world around the castor with its power. The world around the castor takes on symbolic but sharp representations of the castor's religion, the air fills with scents and sounds related to it and on the skin lay the heady presence of the divine. Thus, for Borsala the land would become wet and pliant, sheen of moisture on all things and wetness on the skin, while the atmosphere smells of ocean and echoes with the sound of the sea. This region of faith-born change extends in a 5 ft/F/FP radius around the castor. Within it, followers of the same religion [including the castor] gain the following benefits:

**Divine Protection** – those in the faith-touched area gain a bonus of +5 to their DEF, MD, PD, Fear, Shock, Disease, and Poison/Venom Saves for every Faith expended.

**Religious Ecstasy** – those within the region of faith also gain a +5 bonus to ATK and all skills for every Faith expended.

**Godly Inspiration** – those moved by the presence of faith add a +1 bonus to critical success chances, a +2 bonus to attribute and characteristic checks and lower fumble chances by +1 for every Faith expended.

This prayer has absolutely no effect on beings not of the same religion. Once the prayer ends the effect it had on the world ends with it.



## RAYS OF UTTER DAMNATION – OP 11

**Preq:** 71+ APT, Leg Channel, Leg Pneuma, Unfettered [Channel], Untrammeled Faith [Pneuma], Convicted Resolve [Entreaty], 32+ Faith Pool

**Mana:** 60 + see below **C:** 100 **F:** 30

**Range:** see below **M:** none **Area:** see below  
**TD:** 200<sup>Note 1</sup> **Duration:** immediate

Forms faith and piety into a weapon, consigning any touched by the rays to the "hell" of the particular religion. It requires 15-Faith for each ray invoked. Each ray will extend to a max of 100 ft (castor chooses length when the prayer is invoked) and can be sent different directions. The rays ignore all physical, mental and magikal barriers, penetrating them completely but still must penetrate any targeted being's MD to affect them. Each ray will affect only 1 target being but if it affects them they are immediately cast into the religion's "hell".

## OP 12

### OBLIVION – OP 12

**Preq:** 75+ APT, Leg Channel, Leg Pneuma, Unfettered [Channel], Untrammeled Faith [Pneuma], Incarnate Faith [Entreaty], 35+ Faith Pool

**Mana:** 42 + 40-Faith **C:** 100 **F:** 31

**Range:** see below **M:** none **Area:** see below  
**TD:** 200 (see below) **Duration:** permanent

Converts faith and energy into a powerful force that the castor aligns against any single target that they can touch. The touch must occur within 1 CF Count/F/FP or the prayer is enacted on the castor! If you succeed in touching them, they must make a TD 200 plus the Faith Pool of the Caster as a Shock Save or be blasted into nothingness by the will of your divinity. Beings destroyed in this manner are corporeally annihilated and their spirits cast into a random hell. Note if you use this contrary to dogmatic tenets your deity acts in retribution immediately, judging you for the act, enacting the same punishment.



# PRAYERS

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# PRAYERS



GM ASSISTANCE - CHAPTER TWENTY FOUR



Game Master

Game Master

The following comprises the most common situations where a GM needs guidance or to introduce specific concepts.

### MOVE, CLIMB AND SWIM ISSUES

Depending on how a player tailors their character, it's possible for them to achieve a zero or even a negative Move, Climb or Swim value. This means they couldn't run if they tried, they sink when they try to swim and they can't climb without some form of prop to help them. What it doesn't mean is the system is broke. Its meant to allow for this possibility.

### AGE FOR BEGINNING CHARACTERS

Unless a player seeks otherwise for the back story of their character, they begin as noted below:

RACE	STARTING AGE
Gnoll, Goblin, Orc, Phraint, Desert Saurig, Swamp Saurig, Throon, Urukk, Wolfing	2d4+6
Gara-Khai, Shinda-Khai, Tara-Khai	2d4+8
Hawkman, Khai Shang, Khai Zirin	d6+10
Amazon, Human, Knoblin, Padha-Hha	d4+15
Hobbit, Kobbitt	2d4+22
Dwarf, Gnome	5d20+50
Deodanth, High Elf, Wood Elf	2d6 x 100

### LANGUAGE CHECKS

Any language you begin with at character creation, you can use with full fluency, to include any written form. Any checks required against a language will use REAS checks with the following scale:

#### Use Simple (TD 25) to:

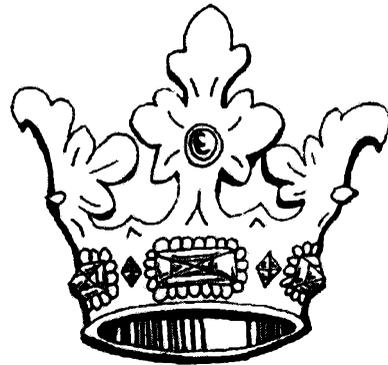
- Check for understanding of the written or spoken word when under duress or in danger.
- Translate from one language or more languages into another. Only a single check is required regardless of the number of languages involved.

#### Use Easy (TD 50) to:

- Speak or write with an accent or use a subclass of the language, such as a cant, or language terminology and use of a subdivision of society (the gutterspeak of the Undercities, for instance)
- Understand or use an archaic or high level form of the language.

#### Use Routine (TD 75) to:

- Translate given incomplete text or spoken word from a different language.



### DETAILED KNOWLEDGE EXPLANATION

In order to understand how the Knowledge works and what it provides, use the following question and the below chart and information provided to understand what information would be garnered from a basic question, such as "What's Arduin?"

KNOWLEDGE USE	
TD	Result
25	Basic recognition of a general type, such as knowing that a nation called Arduin existed but not more beyond that info.
50	Better basic knowledge on the subject but more specific, allowing 1 -3 additional broad points of knowledge, such as that Arduin exists and its location, like in the south or near Marmachand or that it's the land of the nexus.
75	As above but with sketchy info on 2- 5 major points of the subject, such as Arduin is where the Nexus Wars were centered and the wars were above the nexus gates there, and how they make it a trade center, and so on. Basic demographics, governmental type and other major points are more examples.
100	Recognition of all major points about the subject. In this case, recognition of all of Arduin's major data points given above.
125	Information on all the major points but at a detailed level. More than knowing Arduin is a trade nexus as well as a literal one, you could identify a rough approximate for the amount of trade, how it impacts the economy and other details. Break down demographics, name the major cities, largest contingents and so on.
150	You can give a detailed technical summary of the subject, such as outlining in detail any major known fact about Arduin.

175	As above but includes little know facts and a fine level of detail. You could give a technical summary of a historic battle in Arduin, down to almost a blow-by-blow description of what happened.
200	You can index, reference and infer information about the subject and cross reference and identify similar and related subjects. For example, you could map out the relationship of Arduin with Viruelandia and breakdown how border tensions impacted trade or led the way for certain political movements to arise.
250	Infer and reference, as well as build accurate summaries of the subject, down to a technical level. You could use the views of a historical noble to infer the series of conflicts and actions that led to a certain chain of events that brought a single person to Talismondé in Arduin that changed the king's mind that dictated a specific governmental policy that was concluded over lunch.
300	Highly detailed obscure knowledge pertaining to the subject, like knowing that a key point of history is false and was a dodge to hide a specific act that occurred and whose echoes still haunt the land. Or, that the lost blade, "Jinjil's Vengeange" lies in a shallow grave upon the bones of its wielder, waiting for a stalwart soul to brave the depths of Deodanth Wood to find it.
350+	Knowledge of some of the most obscure and most specific details on the subject, such as knowing the contents of a certain lady's meal on a specific date over 1000 years ago, down to the portions consumed and those left on the plate.

### HANDLING TIME BETWEEN ADVENTURES

Good role playing should strive to utilize dramatic structure to build and construct both interesting and immersive game sessions. A GM with some experience under their belt tends to be good in one or more of the pieces of dramatic structure: setting the stage, building the conflict, handling the conflict, and then dealing with its resolution. The stage setting piece tends to be done well in the beginning but suffers after adventuring begins and the characters are in motion within the game world. This idyll time, however, is very important but sadly used for little more than replenishment and healing. This time is for allowing characters to engage in activities not

normally appropriate to the "main" story arcs. This time is for the GM since it doesn't require them to generate anything resembling an adventure. Its great for the players as well since it gives the characters a chance to relax and holds the potential of creating seeds and motivations for upcoming story arcs.

This time is for giving opportunities to characters to explore the finer points of their personality. A character has, or should have, interests well beyond that of the next dungeon or pile of gold. An avid fan of Lord Jermais and his politics can't quite indulge in that passion if they are always heading off to plumb the depths of Skull Tower. Its tough to show devotion to your gods when you are always off tromping through some remote wood or death-filled hole in the ground. Not to mention enjoy your ample wine collection or your passion for exotic foods. Taking time out to engage in such mundane and "normal" activities allows the player to gain a better understanding of who their player really is beyond the skills, secrets, magik and PSI they possess.

For the social professions, this time frame is crucial. Not to mention important for those who choose to explore and build on the rich social structure built into Arduin Eternal. This time is perfect for acquiring and maturing contacts and connections. Otherwise, how do you get them? Expect the GM to throw the "right" one when you need it? This puts the steering in the hands of the player instead of GM while giving the GM a great supply of plot hooks and stubs for adventures.

Of course, it goes without saying this time can be allotted to independent activities. If your character wants to go shopping and so five others, all in different places for different stuff, this time is perfect for handling such actions. Not to mention it works well when only half of your group is available or if one player wants to do an independent run without the others. Its great for hiatus to get things, knowledge, access to resources and so on.

Perhaps the most important facet of this time is it builds realism. Its important to build in the ability for your deadly group of killers to break out the party clothes and go carousing for no other reason than to party hard. Or, buy an apartment in Talismondé (which is a pain in the ass, by the way). Or, bust out some of that hard earned loot and buy a gift for a friend or flowers for the lady down the street you have always admired. Tons of things exist that people do everyday that are entirely ignored in game. I'm not implying you should do all of them, that an entirely different game altogether, but doing some of them from time to time goes a long way towards instilling a sense of reality in your games.

The best part of this time is if its done properly you won't even notice that its there. This sounds contradictory but blending this stage with the upcoming action stage can soon get to the point where the entire cycle of build up, conflict, climax and resolution blurs into one.

### GENERATING NPCs

At some point an enterprising GM will need to craft NPCs. The three following approaches speed the normal process.

**Long version:** Determine how many years of experienced they have attained. This will tell you their general power level.

- Multiply their years of experienced times d6+4 and add 50. The result is the amount of skill ranks they have earned.
- Their max skill ranks in any individual skill is equal to 50 plus their years of experience.
- For each EPS you want them to have to buy secrets subtract 20 skill ranks from their total.

So, a trader with 210 years of experience has an average total of 1520 skill ranks at his disposal (7 x 210 + 50). When looking at EPS for secrets use the following averages for the skills:

SKILL PLATEAU ATTAINED	EPS COST
Proficient - Trained	1 EPS
Experienced	2 EPS
Specialist	4 EPS
Expert	10 EPS
Genius	20 EPS
Legendary	27 EPS

So if we wanted the trader to have a Legendary Business skill and access to its Legendary secrets then it would require 690 skill ranks out of this pool, with 150 for Legendary skill and 540 skill ranks to convert into 27 EPS to gain access to its Legendary secret.

Someone less experienced but perhaps a veteran of a few battles and caravan trails might have 7 years of experience. They would have a range of 85 to 120 skill ranks or 99 skill ranks on average.

In contrast, a player gains typically gains 1 EPS and 14 skill ranks per game session. They would catch up to our 7-year veteran in a few game sessions if you take

into account the EPS they gain as well (it counts as 20 skill ranks).

**Short Version:** Use labels to determine NPC capability. This gives an NPC access to more secrets than the long version on average.

- Determine what label best approximates the NPC's skill. Use the 7 tiers of Proficient, Trained, Experienced, Specialist, Expert, Genius or Legendary.
- In each skill they have access to a secret of the same tier level as their skill rank and a number equal to their tier-count in others below.
- If a chosen secret has prerequisites they are automatically gained as well when chosen.

So, let's say our 7-year veteran is a Specialist in Guard. He'll have access to 1 Specialist tier secret. Specialist is tier 4 he will also have access to 4 other secrets of Experienced or below.

If we were talking about our 210 year Trader, he'd be Legendary in at least Business, which would give him a legendary secret and 7 others below it.

**Super Fast Short Version:** Determine what label fits the NPC. All their skills function at this skill rank and they have access to all secrets at this skill rank and to those below it.

### (EXPERIENCE)

#### EPS

We recommend giving a player no more than one EPS (experience point) per game, although more will not destroy your game! As mentioned earlier a player gains typically one EPS and 14 skill ranks per game session through normal play and adventure.

Giving more than one EPS per game session is strongly discouraged. It can be done but only if the GM desires to accelerate characters in the game. The old equivalent of giving out experience awards based on individual action doesn't exist the same way in AE. Instead, a GM should give a skill advancement bonus, advancement bonus for the developmental aspect or save, give a benefit towards social motif (such as Famous), or other in-game benefit preferably a bonus for the skills employed etc.

COMMON ARDUIN ETERNAL LANGUAGES	
Altalan	Maelshyraen
Amazonian	Malanchian
Andinjul	Malgoreem
Arduinian	Maragoréan
Armandorian	Marmachandian
Arvalessaean	Melos
Atenveldti	Merü
Brannecián	Morvaenian
Chardosian	Old Dwarven
Chrysolian	Orc
Chundian	Orgurian
Dhorsai	Pandoori
Dwarven	Pandurian
Entraghari	Rherekk
Falohyrian	Saastaan
Ghandamahli	Sarkeshi
Gharra	Saugi
Ghorfarian	Siermelé
Gnomish	Sürén
High Elven	Taghorean
Huachara	Talafarian
Hyrkhallian	Tallassan
Ithalosian	Tharkhalan
Khandruzian	Thralian
Khorsarian	Vangi
Kintebellár	Vargallan
Kovolla	Viruelandian
Kurjian	Vorangéaen
Kyrian	Zepricki
Low Elven	

## CRITICAL TABLE DESCRIPTIONS

**Crush** – Something is smashed, indicating a permanent loss of BODY. If a limb, roll on the limb chart the number of times indicated. All limb results count as 15 BODY damage against any armor absorption.

**Trust** – A bonus to trust, where applicable. Motif is a percent change to gain a social motif related to the action you are taking with the audience. Influence is a bonus you gain with all actions or attempts, from combat to diplomacy, with the audience.

**Lodged** – A lodged item requires the listed BODY check to pull free and inflicts the weapon's dice damage dice each melee round until removed or death.

**Quality** – if applicable, is the number of quality ranks you add to the results of your skill check.

**Requirements** – The percent you can reduce the resource or time requirements if you duplicate the same action.

**Puncture** – Punches right through the target and keeps on going. The projectile continues traveling in a straight line until it reaches its medium range (whatever it is); if it hits another opponent it stops, regardless of range and inflicts damage dice (only).

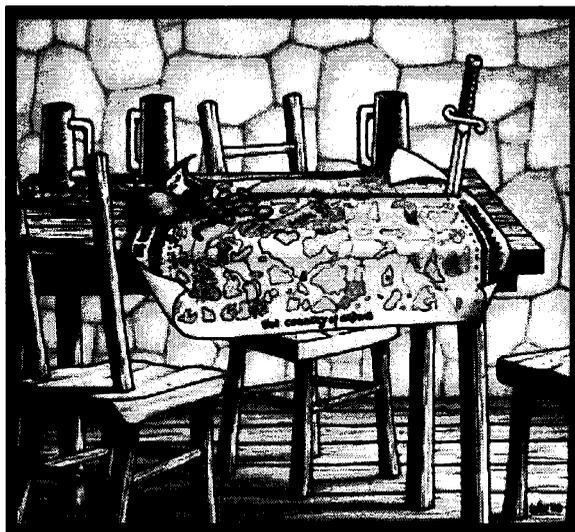
**Sever** – Something gets cut off, indicating a permanent loss of BODY. If a limb, roll on the limb chart the number of times indicated. All limb results count as 15 BODY damage against any armor absorption.

**Secondary** – Indicates the chance of additional results occurring as a result of the critical. Each secondary result is counted as an immediate free action or skill check relative to the action or subject. For instance, an Arcanalog critical to discern the powers of an item might reveal more information through secondary rolls.

**Shattered** – A shattered weapon pollutes the wound, preventing healing until cleansed and inflicts the weapon's damage dice each minute until removed or death.

**Slay** – If the foe doesn't make the listed TD Shock Save they die instantly from the blow inflicted.

**General Note:** If armor or a similar effect can absorb the BODY damage inflicted, any Sever or Crush conditions are negated.



**WEAPON CRITICAL TABLE**

	<b>Slash</b>	<b>Bash</b>	<b>Pierce</b>
1 - 5	Classic picture perfect cut. Covert d6 HP damage to BODY damage.	Flawlessly executed shot grazes foe. Foe is Shaken; convert 2d4 HP damage to BODY damage	Attack penetrates deep into foe and is <b>Lodged</b> [TD 75] in them.
6 - 10	So well done foe won't feel the effects until next melee round. Covert d8 HP to BODY damage.	Introduce foe to the laws of physics. Foe is Shaken; convert 2d6 HP to BODY damage	Skewer foe in the vitals. Weapon is <b>Lodged</b> [TD 100] in them. Convert 2d4 HP to BODY damage.
11 - 15	Masterful cut. Convert 2d4 HP to BODY damage. The cut knocks away the foe's weapon or shield, throwing it at their feet.	Indoctrinate enemy to the side effect of a heavy object meeting softer one. <b>Crush</b> (1 of shield, weapon, armor or limb)	Skillful attack deflates foe and is <b>Lodged</b> [150] in them. Convert 3d6 HP damage to BODY damage.
16 - 25	Gracefully work your foe, setting up for a perfect shot. Inflict 150% HP damage. Convert 2d8 HP to BODY damage. Foe loses d6 CF for that melee round.	Strike hammers enemy. Foe is Unsettled; convert d10+10 HP to BODY damage and <b>Crush</b> (1 of shield, weapon, armor or limb).	Stab digs deep into enemy and is <b>Lodged</b> [200] and <b>Shattered</b> inside them. Ignore all DR when determining damage and convert 20% HP to BODY damage.
26 - 45	Slice opens the foe up like a fish. Inflict 150% HP damage, Convert d10+10 HP to BODY damage and bleed d6+2 HP every melee round until treated or dead.	You flatten foe with a single mighty blow. Foe is Unsettled; ignore all DR when determining damage and then convert 50% of HP to BODY damage and <b>Crush</b> 1 of shield, weapon, armor or limb	Masterful move perforates enemy, pinning 1 of weapon, limb, or shield and <b>Punctures</b> them. Ignore all DR when determining damage and convert 50% HP to BODY damage.
46 - 65	You move like you and your blade were one. Gain a bonus attack versus the same or adjacent foe immediately, inflict 200% normal HP damage and <b>Sever</b> 2d6+2 BODY from your foe.	Series of pounding blows devastates foe. Foe is Unsettled; ignore all DR when determining damage and then convert 100% HP damage to BODY damage and <b>Crush</b> 2 of shield, weapon, armor or limb	Piercing attack unmans foe, pinning 2 of weapon, limb, or shield and <b>Punctures</b> them. Ignore all DR when determining damage and convert 75% HP to BODY damage.
66 - 75	Slash is so fast and skillful even the air doesn't feel the blade's caress. Gain a bonus attack versus the same or adjacent foe, inflict 200% normal HP damage and <b>Sever</b> a limb from your foe.	Defeat foe with a series of mortifying blows. Foe is Flattened; ignore all DR when determining damage, convert 150% HP damage to BODY damage. <b>Crush</b> 2 of shield, weapon, armor or limb and <b>Slay</b> [TD 100].	Skewering dig rips through opponent shaking them to the core. Foe is Unsettled; ignore all DR when determining damage. Convert 100% normal HP to BODY damage. <b>Puncture</b> foe and the target after them too.
76 - 90	Even the wind bleeds on your edge. Gain two bonus attacks versus the same or adjacent foe, inflict 200% normal HP damage and <b>Sever</b> two limbs from foe.	Route and humiliate foe with a series of shattering strikes. Foe is Stunned; ignore all DR when determining damage and then convert 150% HP damage to BODY damage. <b>Slay</b> [TD 150].	Mastery of your shot earns Death's grudging admiration. Ignore all DR when determining damage, inflict convert 150% normal HP damage to BODY damage. <b>Slay</b> [TD 200]
91-99	Ripping cut hacks limbs like blades of grass. <b>Sever</b> 5 limbs from your foe and gain two bonus attacks versus the same or adjacent foe immediately.	The sound of the beating you inflict echoes into the dimensions around you as well as the spirit and astral planes. <b>Slay</b> [TD 300]; <b>Crush</b> 5 of shield, weapon, armor or limb.	Beauty of your attack is only overwhelmed by the death that it causes. Foe dies; you <b>Puncture</b> foe, next target and a third target, bending attack 90% if needed to hit them. Secondary attack converts 200% HP to BODY damage and is <b>Slaying</b> [TD 200].
100	The reverberating act of your cut still echoes in death's ears. Foe dies instantly.	Single strike blasts foe, sending a rippling tremor through the surface they are standing on for d100 ft around them strong to be felt. Foe dies instantly.	The tertiary converts 150% HP to BODY damage and is <b>Slaying</b> [TD 150].

### LIMB LOSS TABLE (SEVER & CRUSH)

Roll	Limb Damage Outcome
1 - 40	Damage a portion of the body such as the ears, nose, fingers, tail, etc. If fingers, toes, talons or like multiple small appendages, roll for the number destroyed. Divide BODY by 10 to find the BODY damage inflicted (round up to 1)
41 - 80	Damage a portion of the body such as the arms, legs, tail (if a major appendage), etc. Divide BODY by 5 to find the BODY damage inflicted.
81 - 99	Damage the spine, muscularity or bone structure. Divide BODY by 2 to find the BODY damage.
100	Head or major appendage that holds the brain or center of conscious. If center mass or internal body core, you are cut in twain or otherwise mangle the region

### SKILLS CRITICAL TABLE

	Maneuver	Interpersonal	Mechanic	General
01 - 20	Classic perfect move. 100% success. You can add +20 bonus to the same move.	Empathy with audience. +10 bonus to rolls with audience for an hour.	Nicely done. +10% result.	100% success. Add +20 bonus to further actions for the next minute
21 - 45	Graceful as a Thorg. 125% success. You can add +20 bonus to rolls for a minute.	Well done. +30 bonus to checks with audience for the day. +5 <b>Trust</b>	Excellent work. +20% result; +20 bonus to checks a day.	100% success. Add +40 bonus to further actions for the next hour.
46 - 65	Shame Tigerhawks with your polish. 125% success. +40 bonus to rolls for a minute.	Superb. +10 trust, +50 bonus to attempts with audience. 5% <b>Motif</b> .	Impressive skill. -20% requirements and +30 bonus for the week.	125% success. 20% chance of +1 <b>Secondary</b> results
66 - 75	So well done and quick it looked instantaneous. 150% success. 80% for +1 <b>Secondary</b> result and +4 CF on next melee round	Soul of discretion. +15 <b>Trust</b> , 10% <b>Motif</b> and a 20% for +1 <b>Secondary</b> result.	Uncanny proficiency. +30% results, reduce requirements -20% and a 40% for +1 <b>Quality</b>	125% success. 40% chance of +1 <b>Secondary</b> results
76 - 85	Unearthly. 150% success. +1 <b>Secondary</b> results, +6 CF on next melee round & opponents are Shaken	Diplomats envy your tact. +20 <b>Trust</b> , 15% <b>Motif</b> , 40% for +1 <b>Secondary</b> result.	Consummate expertise. +40% results, -20% requirements and a 80% for +1 <b>Quality</b>	150% success. 80% chance of +1 <b>Secondary</b> results
86 - 95	Frightening. 200% success. +1 <b>Secondary</b> results, +10 CF on next melee round and opponents are Unsettled	The very epitome of decorum. +20 <b>Trust</b> , 15% <b>Motif</b> , 50% chance of +1 <b>Secondary</b> result.	Matchless in all respects. +80% results, -30% requirements. 100% chance of +1 <b>Quality</b>	150% success. 100% chance of +1 <b>Secondary</b> results
96 - 98	Unnerving. 200% success. +2 <b>Secondary</b> results, +14 CF on next Melee round and opponents are Unsettled	Talented beyond belief. +30 <b>Trust</b> , 20% <b>Motif</b> , 80% chance of +1 <b>Secondary</b> result.	Incomparable. +100% results, -40% requirements and a 100% chance of +1 <b>Quality</b>	200% success. 100% chance of +2 <b>Secondary</b> results
99	The wind weeps for the grace of your moves. 300% success. +2 <b>Secondary</b> results, gain extra quickened action, and opponents are Staggered	Heavenly. +40 <b>Trust</b> , 30% <b>Motif</b> , 100% +1 <b>Secondary</b> result, +10 <b>Influence</b> for a day	Nearly beyond measure. +100% results, -80% requirements and a 100% chance of +1 <b>Quality</b>	250% success. 100% chance of +3 <b>Secondary</b> results
100	Terrifying to behold. 300% success. 100% chance of +3 <b>Secondary</b> results, gain extra normal action and opponents are Flattened.	Words cannot describe. +50 <b>Trust</b> , 50% <b>Motif</b> , 100% +1 <b>Secondary</b> result, +30 <b>Influence</b> for a month	Unparalleled. +150% results. You make two instead of one at +2 <b>Quality</b> .	300% success. 100% chance of +4 <b>Secondary</b> results.

**POWER CRITICAL TABLE**

	<b>ARCANE</b>	<b>CHANNEL</b>	<b>PSYCHIC</b>
<b>01 - 20</b>	Magik launches more powerfully. Add +20% to magik effects but lose +50% more mana.	Strong Channel. 100% Success, 30% <b>Arcanicy</b> and you lower maintenance requirements one step.	Mental power scrambles target's mind, Staggering them for d3 melee rounds; costs +20% PSI loss.
<b>21 - 45</b>	Magik ignites in an intense blaze, reacting powerfully. Add +30% to magik effects but costs 20% more mana.	Superb Channel. 100% Success, 50% <b>Arcanicy</b> , +20 bonus to Channel skill checks for 1 melee round; lower maintenance requirements two steps.	Pain explodes in your target's mind; add +50% to psychic effects and target <b>Disorientated</b> by -20 for d6 melee rounds
<b>46 - 65</b>	Explosive mass of magik surges from you, turning your spell into an intense, powerful blaze of magik. +40% to magik effects and 30% chance of <b>Arcanicy</b> .	Outstanding prowess. 100% Success, 80% <b>Arcanicy</b> , +40 bonus to Channel skill checks for d4 Melee rounds, and you lower maintenance requirements two steps.	Rolling pangs stab the brain of your victim. Foe is <b>Flattened</b> for 2d6 melee rounds; make TD 100 Shock save or <b>Disorientated</b> -30 for d3 days. 40% chance of <b>Arcanicy</b> .
<b>66 - 75</b>	Empowering tribute to skill. +50% to magik effects, maintenance requirements lowered one step, and 20% <b>Feedback</b> gained.	Exceptional skill. 100% Success, 100% <b>Arcanicy</b> , +50 bonus to Channel skill checks for 2d4+2 Melee rounds, 20% <b>Snap</b> , and you lower maintenance requirements two steps.	Mind seared. +70% psychic effects. TD 150 Shock or slip into a coma for d4 days. Otherwise, victim <b>Flattened</b> for d3 melee rounds; <b>Disorientated</b> -30 for d3 days
<b>76 - 85</b>	Vastly more powerful than you realized, but backlash is a killer. Costs 200% mana but +100% to magik effects, has 60% <b>Arcanicy</b> , and 40% <b>Feedback</b> .	100% Success, 100% <b>Arcanicy</b> , +100 bonus to Channel for d10+10 melee rounds, maintenance requirements reduced three steps, and 50% <b>Snap</b>	A final howl tears from your victim. Comatose for d8 days. +100% to psychic effects, 100% <b>Arcanicy</b> and 20% <b>Feedback</b> .
<b>86 - 95</b>	Deadly powerful and resonating. +200% to magik effects, 100% <b>Arcanicy</b> and 70% <b>Feedback</b> .	100% Success, <b>Unfettered</b> , maintenance, and 80% <b>Snap</b>	Psychically mauled. TD 150 Shock or mindless, drooling idiot. 100% <b>Feedback</b> , +30 bonus to Channel for a melee round. 100% <b>Arcanicy</b> .
<b>96 - 98</b>	Virtuoso and awesome casting. +200% to magik effects, 100% <b>Feedback</b> and 100% <b>Arcanicy</b> .	100% Success, <b>Unfettered</b> , no maintenance, and 100% <b>Snap</b>	Id hammered. +300% psychic effect, 100% <b>Feedback</b> , +50 bonus to Channel for d4+1 melee rounds and 100% <b>Arcanicy</b> .
<b>99</b>	Matchless and deadly. +300% to magik effects, 100% <b>Feedback</b> , +50 bonus to Channel skill checks for d4+1 melee rounds and 100% <b>Arcanicy</b> .	100% Success, <b>Unfettered</b> , no maintenance, and 100%, <b>Snap</b> for one minute	Victim's eyes glaze, roll back into their head as they fall backwards. TD 200 Shock or die. On save, comatose for 2d12 days. 100% <b>Feedback</b> , and <b>Arcanicy</b> and +70 bonus to Channel for 1 minute.
<b>100</b>	Impossible to Top. 500% magikal effects, 100% <b>Feedback</b> , <b>Arcanicy</b> , no Maintenance, +200 bonus to Channel for a minute.	100% Success, <b>Unfettered</b> , no maintenance, 100% <b>Snap</b> for one hour	Victim's brain explodes. Instant death. 100% <b>Feedback</b> , and <b>Arcanicy</b> and +100 bonus to Channel skill checks for a full hour.

**Arcanicy** – Immediate resonant feedback that 100% regenerates your channeling ability back to max value after that CF Action Count.

**Disorientate** – Inflicts a penalty to all skills and actions for the listed timeframe.

**Feedback** – Recycles the listed percentile value in mana or PSI back to the caster's personal power pool.

**Snap** – The percent chance you break or destroy any restrictions or maneuvers on your Channeling ability. Things like Leech, Power Block, Energy Tap and others like them are destroyed immediately. If you are using one of these or a like Channel maneuver, Snap is the percent chance the target cannot break or destroy them without a critical success in return.

**Unfettered** – Limitless channeling for the listed number of melee rounds. See also page 816.

## WEAPON FUMBLE TABLE

	Slash	Bash	Pierce
1 - 5	Blow the shot, cutting air instead of your opponent. Lose all actions for the CF Action Count.	Overcompensated the shot. Remaining CF actions in the melee round are -3 CF counts slower.	Blunder it. Hit self for weapon dice damage
6 - 10	Slipup when making your move. Spectacularly throw weapon 2d10 ft away in a random direction. If the angle intersects with someone or something, it counts as a hit inflicting full weapon damage.	Stumble during your attack and drive your weapon into the ground. TD 100 Shock or Stunned for d4 melee rounds	Snap weapon (count this as taking 50 DUR damage) and knock self silly (Flattened) for 2d4 melee rounds
11 - 15	Off balanced during the swing and land wrong, sending a jarring tremor through body. TD 125 Acrobatics check or take full falling damage as you hit the ground.	Your incredibly inept display ends with you hitting yourself for full weapon DME, 50% weapon breaks, 20% Crush (1 of shield, weapon, armor or limb)	Classless display of what not to do with the wrong end of a weapon finalizes with you prone (on your back) and the weapon either Crushed, Lodged or Pinned in you
16 - 25	A mistake for the record books. You maim yourself with +1 Sever (limb) and open a squirting wound that bleeds 2d6 HP per melee round until healed	A blunder to tell and retell for years. Blown move Flattens you for a full minute, ends with the both the weapon and you broken (150 DUR damage) and 3d6 BODY damage	Utter and complete botch. If a melee weapon you drive it into the ground and break it while catapulting into a Throw 3d10 ft. If missile, drop all ammo, Pin (limb) to the ground (normal damage), snap the string.
26 - 35	Skin yourself while swinging, flinging bleeding flesh at your foes. Ignore DR, do d10+2 BODY damage and d10+5 HP damage.	Manage to bludgeon yourself during the swing. +1 Crush (limb)	Poorly executed move shatters weapon (ammo if missile), (see Shatter), Bleeds 2d6 HP every melee round until healed, Stunned for full minute
36 - 45	Uncoordinated movement ends with you prone, weapon broken and sticking in you (see Shatter), Flattened d10 minutes	Break something vital internally due to stress on body. Flattened d10 melee rounds, d20+20 BODY damage	Throw weapon (fire ammo if missile) in a random direction while inflicting full damage on self (Puncture). TD 150 Shock or Stunned d4 minutes
46 - 55	Somehow manage to awkwardly insert your weapon somewhere it shouldn't! Roll A-grade critical.	Mess up in a dramatic and potentially fatal way. Roll a A-grade critical	Must have been daydreaming to mess up this bad. Roll a A-grade critical and break weapon (500 DUR damage)
56 - 65	Fatal error leaves you stunned, bleeding, confused. Flattened for d4 minutes, REAS, WITS, & REF are 1 during this time frame. Bleed 4d6 HP every melee round	Moronic feat is your last. Roll a B-grade critical for yourself and hit the nearest adjacent object for full weapon damage (friend or foe)	In an attempt to commit suicide by friend you hit yourself and two others around you (if missile, check range) while snapping your weapon.
66 - 70	Daddy would have been proud but your friends won't be! Hit yourself and two others while snapping your weapon (350 DUR damage)	Even amateurs know better to try that move! Roll C-grade critical	Misstep, slipup and botch the attack all at once. Knocked prone, Staggered until healed, and suffer B-grade critical
71 - 77	You are perfection incarnate, footing absolute, strike a thing of beauty... except you didn't hit your opponent! C-grade Critical (self)	Why are you even attempting to attack like that!? Roll C-grade critical. TD 200 Shock or die instantly.	Distracted? Is that how your weapon ended up there? Hit self (roll C-grade critical)
78 - 85	Don't expect to survive this one. Roll a D-grade critical and hope the gods are not too upset by your sudden arrival.		What? Another attempt of suicide by friend? Madness! Strike all adjacent in ER, Puncture, C-grade critical to self
86 - 96	You knew it was going to be a bad day today. You screw up so utterly that you are dead and your weapon is broken (=500 DUR)		
97 - 100	In a twist of comedic irony you actually succeed in hitting your opponent for full normal damage but kill yourself in the process (500 BODY damage equivalent)		

### SKILL FUMBLE TABLE

	Maneuver	Interpersonal	Mechanic	General
01 - 20	Hesitate and lose the action	Make a mistake but recover and lose the action.	Mishandle it. 10% chance of <b>Activation</b> .	Incompetence causes failure, lose action.
21 - 45	Overcompensate and blow action, losing all actions for the CF Action Count	Stumble into an obvious faux pas. -10 penalty on the next attempt with the audience.	Muff up the works. 30% chance of <b>Activation</b> and 10% chance of <b>Ruin</b> .	Impressive stupidity mucks up process. -20 penalty on next attempt; 20% of backlash or error.
46 - 65	Totally screw up, 50% you fall, Unsettled for d3 melee rounds	Slip-up and make a mistake. Audience -30 penalty on future attempts for the hour.	Obvious error. 50% chance of <b>Activation</b> and 30% chance of <b>Ruin</b> .	Dramatic but inept. -40 penalty on next attempt; 40% of backlash or error.
66 - 75	Massive FUBAR, hit the ground hard, take double falling damage, -4 CF for d6 melee rounds	You get it very, very wrong. Audience -50 on future attempts for the next hour.	Bollixed it. 50% chance of <b>Activation</b> and <b>Ruin</b> .	Completely hopeless. 100% mental block for a full day and 60% chance of error.
76 - 85	D r a m a t i c a n d breathtaking botch that has you hitting the ground with awkward grace. -10 CF & Flattened for d6 melee rounds, triple falling damage.	Clear cut gaffe leaves you floundering. 10% chance audience turns violent; -80 penalty on all future interpersonal rolls with the audience for the day	Make a mess of it. Its ugly and a puddle of shit. 75% <b>Activation</b> , 50% <b>Ruin</b> and 10% chance of a <b>Mental Block</b> .	Inaccurate, unskilled and clumsy. 100% mental block for a week and 80% chance of backlash or error.
86 - 95	Kiss the ground very, very hard. Flattened for 2d4+2 melee rounds. The grinding pain you feel is the brittle fragments of bones; take 4d6 BODY damage as well.	Severe misstep. Audience rejects attempts for the next hour. 30% chance the audience turns violent.	Botch the job. The misstep could cost you. 75% <b>Ruin</b> and <b>Activation</b> and 25% chance of a <b>Mental Block</b> .	Just bad; totally pathetic and clueless. 40% chance of a <b>Mental Block</b> until you succeed and 100% chance of <b>Backlash</b> or <b>Error</b> .
96 - 98	Hit the ground hard enough to bounce, if that was possible, driving bones through flesh and using your brain like a ping pong ball. Take 6d6+6 BODY damage. Flattened until BODY damage heals.	Bungled it totally. Audience completely rejects all future attempts for the full day. 70% chance the audience turns violent.	Muddle up the works. Your blunder means a 100% <b>Ruin</b> , 100% <b>Activation</b> and 50% chance of a <b>Mental Block</b> .	Terrible. Give up already. 100% <b>Backlash</b> and <b>Error</b> and 80% of a <b>Mental Block</b> until you succeed.
99	Swan dive into the ground. Impact paralyzes your entire body. 50% its permanent. Otherwise, 2d12 months.	Utter botch. Audience rejects you outright. Future attempts for the next year fail utterly. 100% chance the audience turns violent.	Completely ruin what you are doing and all its components. 100% <b>Ruin</b> . 100% <b>Activation</b> . 75% chance of a <b>Mental Block</b> .	Magnificent and wonderful blunder. 100% <b>Backlash</b> and <b>Error</b> and 100% <b>Mental Block</b> .
100	Misstep and blunder into a dive that crushes your skull like an overripe grape. You die.	Complete and blatant blunder that alienates your audience and undermines further attempts. All future attempts fail automatically, regardless of skill. 100% of the audience turning violent.	Complete goof. 100% <b>Activation</b> and <b>Ruin</b> . 100% <b>Mental Block</b> until you succeed twice at the action.	Stunning failure that provides the total opposite effect of what you intend with maximum possible results. 100% <b>Mental Block</b> .

- If you botch any one interpersonal skill, the negative modifiers affect all interpersonal skills. If an audience rejects you for Perform, then they reject you for Social, Info Gather and other interpersonal skills as well.
- If an audience becomes hostile, they react accordingly. Also, if the audience is a contact, connection or holds a similar status, their trust level drops -100. If their trust value is still possible, you keep them. Otherwise, they are gone forever.
- When the table references the ground, it can also mean the nearest object hard and solid enough to inflict equivalent damage. A stooping Hawkman dropping out of the clouds, for instance, is nowhere near the ground. In this case, use the nearest hard object, even if the object is the Hawkmen, part of his armament or whatever is necessary to deliver the effect.
- A mental block indicates you have mental issue with the action and you do not get to use your skill ranks with this particular action again until you can succeed without them.
- Activation chances indicate the percent chance what you are doing will blow up, activate, or go off. Ruin chances indicate the percent chance the tools, objects and components involved will break or are otherwise rendered useless.
- Backlash chances indicate the percent chance of the action you are attempting will happen to you in a negative way. For instance, a direction finding (Wilderness) fumble would steer you the wrong way, a plan to design something (Engineer) that looks good but has bad flaws. Error chances indicate the percent chance of the action you are attempting will provide you with erroneous information that you believe is correct.

**Attribute Damage** – Damage to a random attribute  
**Channel Blind** – Cannot use the Channel skill for the listed amount of time

**Channel Fish** – Weird creatures that appear randomly when a person channels large amounts of energy. They swim in the channels and consume minor amounts of power. Resemble very brilliant, multi-hued salmon.

**Memory Loss** – The chance of permanently losing the listed amount of skill points from a random skill.

**Negative Arcanity** – Immediate resonant feedback that 100% siphons your channeling ability to zero for the listed number of melee rounds.

**Negative Feedback** – The listed percentile value in mana or PSI drained from all spells or mental powers for the listed time frame.

**Nexus** – Percent chance of a random nexus event. If one occurs, roll below.



RANDOM NEXUS EVENT		
Roll	Nexus Event	Outcome
1 – 40	Teleport	You are teleported d100 feet in a random direction; you arrive in the new location Flattened for the melee round you teleport.
41 – 80	Mass Teleport	As teleport but for everyone around you in a 2d20 foot radius
81 – 99	Portal	A nexus portal to a random location shows up on top of you; 75% chance you are sucked into it immediately. GM determines the size, location, type and other attributes of the nexus.
100	Storm	Nexus Storm occurs over a 2d100 mile radius for d100 hours.

### SKILL FUMBLE TABLE

	ARCANE	CHANNEL	PSYCHIC
01 - 20	Blow concentration. Spell lost, including mana.	Mishandled the channel. Suffer -5 <b>Disorientation</b> for d10 melee rounds.	Mild mental lapse. Mental power lost and -20 <b>Disorientation</b> for d6 melee rounds
21 - 45	Magik does not function in any way but still drains mana like normal.	Lose concentration. Suffer Unsettled Status for d6 melee rounds, <b>Negative Arcanicy</b> for d3 melee rounds	Serious strain. Mental power lost. +20% more PSI expended. Suffer Staggered and -20 <b>Prep</b> status for 2d6 melee rounds,
46 - 65	Spell twists and goes awry. Costs 30% more mana, caster suffers Staggered status, 30% <b>Negative Arcanicy</b> for d3 melee rounds.	Short circuit the channel. Lose access to the source for d10 melee rounds, suffer Flattened status and <b>Negative Arcanicy</b> for d10 melee rounds	Internalize mental power. Make TD 50 EGO check or develop d6 phobias
66 - 75	Misfire magik. +100% magikal effect, costs 100% more mana, but strikes a random target, including the caster. 50% <b>Negative Arcanicy</b> for d3 melee rounds.	Wild, random and massive surge. Make TD 100 Channel skill check or lose all PSI or mana, -30 <b>Disorientation</b> for d2 days; <b>Channel Fish</b> haunt you d2 days.	Identify Crisis. Mental Power lost. Suffer Flattened status for a minute. 20% d4 <b>Memory Loss</b> and 10% d3 <b>Attribute Damage</b> .
76 - 85	Blows up in your face. Magik hits the caster at +100% magikal effect but costs +100 more mana, +75% <b>Negative Feedback</b> for d4 melee rounds	Blinding flash of power explodes rips through you, rendering unconscious for d100 minutes. Upon awakening, you are <b>Channel Blind</b> for d3 days.	Extreme mental pressure. Loose mental power, costs +100% more PSI, 40% d6 <b>Memory Loss</b> and 20% d3 <b>Attribute Damage</b> .
86 - 95	Magik works but delays for d20 melee rounds. 100% <b>Negative Arcanicy</b> for d4 melee rounds, +30% <b>Negative Feedback</b> for an hour	Bungle the channel. <b>Channel Blind</b> for d10 days.	Strain forces a mental breakdown. Mental Power lost, 50% <b>Negative Arcanicy</b> for d10 melee rounds, 75% d8 <b>Memory Loss</b> to d4 skills, 50% d6 <b>Attribute Damage</b> .
96 - 98	Magik goes crazy. +100 magikal effect but costs +100% mana, suffer d8 <b>Memory Loss</b> from the spell	Botch badly. TD 100 Shock check or die. 10% <b>Nexus</b> ; 100% <b>Channel Blind</b> , cannot maintain mana or PSI for 2d6 weeks	Strain causes massive internal shutdown. Make TD 75 EGO check or comatose for d100 weeks. If you survive, 100% d10 <b>Memory Loss</b> to d6 skills, 75% d6 <b>Attribute Damage</b> to d4 Attributes.
99	Magik explodes. Make a TD 100 Shock save or fall into a coma for d10 days. 100% <b>Negative Arcanicy</b> for a day, consume all mana in personal power pool, suffer d8+1 <b>Memory Loss</b> to all magik spells.	Colossal Failure. TD 150 Shock check or die. 30% <b>Nexus</b> . 100% <b>Channel Blind</b> for a month.	Unbearable mental crisis occurs. Make TD 75 EGO check or Die. If you survive, d6 <b>Memory Loss</b> for all skills, d4 <b>Attribute Damage</b> to all attributes and 30% <b>Memory Loss</b> for d4 secrets.
100	Massive waves of energy coruscate through the caster's body, centered on the head, which explodes in a sanguine pyrotechnic display. Caster dies (no save). 30% <b>Nexus</b> .	Utter and complete disaster. You die horribly, physical form disintegrated. 50% <b>Nexus</b> occurs.	Mind shatters. Instant mental death and body follows the next melee round. If resurrected, returns at the mental age of an infant (less than one year of age).

# Arduin Eternal

Character Name: \_\_\_\_\_



Attributes		Characteristics		Movement		Saving Throws				
ADROIT		COORD (REF+ADROIT)		Move (10-SIZE+STR-MASS)		ADV+	SAVE	BANK	BONUS	FINAL
REF		CF (WITS+REF)		Dodge (COORD-MASS)			FEAR (+EGO)			
STR		MA (REAS+WITS)		H. Jump (1/3 MOVE)			SHOCK (+MASS)			
SIZE		BODY (STR+SIZE+MASS)		B. Jump (1/2 MOVE)			DISEASE (+ESS)			
MASS		APT (REAS+WITS+ESS)		R. Jump (MOVE)			P/V (-CON)			
CON		LEAD (EGO+CHAR)		Climb (STR-MASS)		Resistances				
WITS		PER (WITS+REAS+EGO)		Swim (STR-MASS)			DR (+MASS BONUS)			
REAS		DME+					MR (+ESS BONUS)			
ESS		ATK+		Power	Pool	Used	PR (-EGO BONUS)			
EGO		Weight		MANA (APT+LVL)			Defenses			
CHAR		ER+		PSI (APT+LVL)			DEF (-COORD)			
				FAITH			MD (+APT)			
				EPS			PD (+APT)			
Recovery		Learning								

Character						
Race:	Height:	Weight:	Eyes:	Hair:	Skin:	Age:
Description:						
Profession:	Path:	Occupation:	Hobby:			
Homeland:	Home City:	Culture:	Legacy/Birthright:			
Religion:	Education:	Gold:	Master/Mentor:			
Tech Level:	Languages:					
Background:						

CF Counts	Damage	What Can You Do?		Wealth	Bank
40 33 26 19 12 5	Hit Points:	Quicken Act	Normal Act	Wealth:	Copper:
39 32 25 18 11 4	Att/Char Damage:	Dodge	Attack	Other:	Silver:
38 31 24 17 10 3		Parry	Use Maneuver		
37 30 23 16 9 2		Block	Use Magic Item		
36 29 22 15 8 1		Ready Item	Cast Spell		
35 28 21 14 7	Impairment:	Load	Use Mental Pwr	Gold:	Other:
34 27 20 13 6		Pick Up	Move		
		Open	Channel		
		Find/Grab	Stand Up		
			Use Faith		

MAIN Weapon:	ALT Weapon:	ALT Weapon:	ALT Weapon:	Armor:
Special:	Special:	Special:	Special:	Shield:
ATK	ATK	ATK	ATK	DR
CF	CF	CF	CF	DEF
DEF	DEF	DEF	DEF	Block
DME	DME	DME	DME	BODY
CRIT	CRIT	CRIT	CRIT	CF
FuM	FuM	FuM	FuM	Dodge
Type	Type	Type	Type	ENC
ER	ER	ER	ER	Maneuver
BODY	BODY	BODY	BODY	









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