

Purgatory Fantasy RPG

The Game where you're already dead

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History

From the Darkloun Sea came a cry of anguish, one that no man nor beast could ever dream of even in the such a dark land. Souls of the dead being pulled from their voyage to the



other side. Then the fog rose off the coast of New Labrador and vision to the sea became impaired. Hazkel Zanderthorpe had accomplished his life long dream in doing so created a domain in the hellish Darkloun. Using his arcane knowledge and his understanding of necromancy he forged the Soul Crystal, a power stone that could draw the souls of the dead and give them life once more. Yet Hazkel wasn't evil, for he had come from another time, another land, where his art was hidden from his peers. He was shunned for his belief that one day the

heroes of their realm could be revived so that they may face the great evils that had begun to take hold. Hazkel, with the help of Hyline Fezzle a great elven sorcerer, created the Soul Crystal. However, when they went to activate it something went horribly wrong, causing the crystal to steal Hyline's soul. Hazkel awoke to find his laboratory in ruins and the King's knights knocking down his door. The necromancer fled in the underground catacombs of his castle. Pursued by the knights, Hazkel left his homeland and traveled abroad. During a voyage across the sea, the ship he was on got caught in a violent storm. A wizard onboard cast a spell to escape the pending doom, Hazkel went with him and they entered the land of Dragonlight, a place unfriendly to any human. While in hiding Hazkel heard the tale of Lord Gregor, a black knight of Dragonlight who had vanished from the land. The necromancer became fascinated by the tale and recruited a band of adventures to capture a black knight. After many tries and many deaths, a group of knights captured one to stand trial for crimes against the land. Hazkel watched as the black knight was destroyed in public view. When he returned to his hiding place the Soul Crystal was glowing brightly. Hyline's voice echoed from it telling Hazkel that he was trapped in a dark and damned land. His cries for help compelled the necromancer to seek out the most powerful sorcerer he could. He had no luck and just when all hope seem to be lost, the same wizard that had brought him to Dragonlight appeared and offered to take him to another land. Hazkel was so lost in guilt over the loss of his friend and the torment that he must be going through, the necromancer pleaded to the wizard to take him to his friend. The wizard, Kould Jinn, told him that Hyline must be trapped in the dark realm of the damned, Darkloun. Hazkel listened as Kould told him of the horrors of the dark lords and the terrors the land held. The warnings went unto deaf ears and Hazkel begged to be transported to this land so that he may save his friend. The spell was cast under great protest and Hazkel found himself surrounded by fog. The Soul Crystal once exposed, caused the mists to recede and the Earth shook. Hazkel was able to bring the Crystal under control and began to explore carefully. Soon he found himself allied with avengers who had recently been at war with the ruler of Darkloun, Lord Epoti. Hazkel offered his services in exchange for help in building a tower so the necromancer could continue his work and maybe be able to see over the fog, not realizing that the fog had an indefinite height. The avengers helped him and in doing so found themselves in the end trapped on a large island off the shores of Darkloun. Hazkel called it Haven Hyline, after his friend, and soon the avengers established an order of knights to defend the land. Once the tower was built, Hazkel went back to work with the crystal, hoping that is Hyline was dead maybe he could bring him back, or at least assemble a great army of heroes to go on a quest for him. During this time strangers from another realm

arrived bringing more order to the land while Hazkel continued his studying. A kingdom was constructed and an order of knights took control, causing the avengers who had formed their own order to become jealous and spiteful. Haven Hyline fell into a civil war that was soon extinguished by the new knights. Quickly afterwards they declared themselves the new rulers of Haven Hyline and took control once more. So consumed by his work, Hazkel was not aware of what had occurred over the last fifty years. The new order of knights calling themselves the Order of the Thorn quickly turned their attention to Hazkel. Trying to root out all evil in the land they determined that Hazkel and his necromancy was a blasphemy to the land. They entered his tower and forced their way into his laboratory, Hazkel became so enraged he struck down the knights with his magic. Deciding that he could not maintain the land and do his work at the same



time, Hazkel raised the knights using the most darkest magic he knew and created his Black Knights. He ordered them to enforce his laws upon the people and to make sure no one tried to interrupt his work ever again. The Knights of the Thorn had quickly become the darkest force that would ever walk the land of Haven Hyline. The people had gone from living with a feeling of safety to one of absolute terror, their land was now like the rest of Darkloun. By using his magic, Hazkel had drawn the attention of the Lords of Darkness who ruled in the land. The necromancer knew that soon the peace of his tower would be broken by relentless vampires, werewolves and other uncanny creatures of the dark.

Then on a dark and stormy night, Hazkel looked into the Soul Crystal and used the last of his great power to activate it. Lightning and hail rained down from the heavens, women wept and so did their children. A beam of light shined upon the tower and then down unto the lands. The sky roared like there would be no tomorrow and in the end darkness fell upon the land of Haven Hyline. Hazkel awoke the next day and walked out of his tower down to the town below. The population had increased overnight and soon Hazkel would realize what he had done. While walking the streets he saw a familiar face, one of the adventurers he had hired in Dragonlight to help him capture a Black Knight. Even though that there was no memory of the necromancer on part of the man, Hazkel knew his spell had worked. Yet where was Hyline? The sorcerer was nowhere to be found and Hazkel retreated back to his tower. Years went by without site of the necromancer and one afternoon a monk made the trip to the tower, where he was greeted by the Black Knights. They refused to let him into the tower and he returned to his brothers. The people knew Hazkel must still be alive, after all he wasn't a god and his magic would have faded into the winds if he was dead. The Black Knights still lived, therefore so did the necromancer. The town began to thrive once again and a new government grew from it. Father Joseph Felter, one of the newcomers, began to preach to the people of lands far off where evil was not as dominant as it was in the land of the damned. He referred to Haven Hyline as 'Purgatory' the place where the souls of the dead come when they don't deserve to go to Heaven or Hell. The name stuck and the land indeed became Purgatory as more people arrived to the land. Hazkel sat on his throne in the tower and stared into the crystal, a tear streamed down his cheek. In a fit of despair he ordered the Black Knights to search all the lands until they found Hyline. Once found they were to execute his captors and return him to the tower. Hazkel then fell into a deep sleep and the Black Knights sealed the tower, which became known as the Dark Tower by the population of Purgatory. A wizard by the name of Helfon Beckle, was elected

mayor of Purgatory by the population. Helfon fell into great depression when a local woman he was deeply in love with, Lady Victoria Vandervault, was murdered by an unknown attacker while she slept. That day Helfon declared that Purgatory would suffer for the crimes of the killer. He hired a fighter, George Rowland, to secure his home and not to allow anyone inside. It was history repeating itself, another leader locking himself away in some strange fit of misery. Helfon soon took company with Ulrich Von Hienburge, whom he declared the constable of Purgatory. Ulrich was ruthless and murderous, he would kill any criminal without a trial and the bodies one by one would disappear. Evil had gripped the land and its' people, the dark domain was pleased.

Character Generation

Let's start with the seven basic Stats. We call them the **Main Stats**. Now in the Basic System the **average human Stat is 10. You determine your Main Stats by rolling 4d6**. For each number over 10 that is your **Main Stat Bonus**. So if you have a **STR** of 13, then your **Main Stat Bonus** is +3. When you have a stat under 10, then you have a **Main Stat Negative**. So if you have an **INT** of 7, then your **Main Stat Negative** is -3.

Here are the Main Stats:

The Main Stats

INT	Intelligence: How smart you are. Use this Stat when using brain power.
WILL	Willpower: How well you can withstand psychological effects.
CHA	Charisma: How charming you are and how well you can interact with people.
AGI	Agility: How agile you are. Used for dodging, fighting, and other agile acts.
STR	Strength: As it says, how strong you are physically.
END	Endurance: How healthy you are. Your ability to resist disease, physical stress and how well built you are.
SPD	Speed. How fast you can move.

Now let's take a look at your **Secondary**. These are the results of your Main Stats. It helps round out the character. You learn how much damage you can take, how quick you are and a few other basics.

The Secondary

HP	Hit Points: END times 2. How much damage you can take before death.
SP	Stun Points: END times 2. How much light damage you can take before it starts to bleed or break bones.
IN	Initiative: AGI MSB + SPD MSB . How well you get the jump on the other guy or gal.
LFT	Lift: STR times STR . This is how many pounds you can lift.
Punch	Damage for punch is equal to your STR and only does light damage.
Kick	Damage for kick is equal to your STR +2 and only does light damage.
RUN	This is equal to your SPD times 2 . This is how fast you can move in MPH.
Jump	STR+SPD/2 : How many feet you can leap with a running start.

Here we have the Natural Abilities. People are born with these and they come in handy in the real world. How do you gain Natural Abilities? For each point above **10** in the Main Stats, you gain Natural Ability Points or **NAP**. Each Natural Ability costs 12 **NAP**. While most players might only be able to buy one or two Natural Abilities, that is ok. There are others ways to make up for it in the **Basic System**.

Natural Abilities

Ambidexterity	Your ability to use both hands equally. You suffer no penalty for using either hand.
Expertise	This is an area you are best at. Choose a specific skill that you are naturally an expert at. It must be a skill you have already purchased. Players gain a +4 to that one skill.
Marksman	You have the natural ability to hit the target. You gain a +5 when trying to hit something with a projectile or thrown object.
Photographic Memory	If you see it you don't forget it. Great for detective characters and such.
Speed Reading	You can read really fast and retain 95% of what you have read.
Superb Agility	You are extra agile. You gain a +4 to any actions involving AGI .
Superb END	You are physically all there. Buff and rough. You gain +15 to your HP and +4 to any rolls involving your END .
Superb Immunity	Your body is just naturally immune to disease and toxins. Anytime you are exposed to these, you gain a +4 to resist.
Superb Senses	You are in tune with your senses. Most GMs will want you to pick a specific sense. Anytime you are using those senses you gain a +4 to any rolls involving them.

Skills

Everyone has skills. They help us live our day to day lives. Some are very obvious and others aren't. The Basic System uses **Skill Headers** to help players and GMs create characters and they also offer direction as well. To determine how many **Skill Points** or **SP** you get, **just multiply your INT times 2**. Each skill costs one **SP** per level. So if you were to buy a **Sword** skill at level two, it would cost you two **SP**. People also have **Common Skills**. These skills automatically start at level one free of cost. Even a cripple can try to dodge an attack. Use this formula when using skills:

$$\text{Main Stat Bonus/Main Stat Negative} + \text{Skill Level} + 1d20$$

Here are the Common Skills:

Common Skills

Basic Fight	This is your raw fighting ability in unarmed combat. Everyone can scrap when they need to.	AGI
Dodge	This is the ability to get out of the way when someone of something is about to hit you.	AGI
Perception	This skill helps you notice the obvious and not so obvious. Use this skill for spot, listen and other checks.	INT
Basic Education	This covers basic math, science, English, and artistic skills. Stuff you learn from common knowledge and well as slight formal schooling.	INT

What is a Skill Header? These are main skill areas. They define what category skills fit into. In some cases there are no Skill Headers because the skills don't have them. Below is the list of Basic Skill Headers for the Basic System. You may not buy a generic Skill Header. Players must pick specific skills that fit their character. We have provided examples of skills, but it's up to the player to be creative. If you want a Drug Chemistry skill so you can make Crack, it fits underneath the Advanced Education Skill Header.

Skill Headers

Advanced Fight	Choose a fighting style for unarmed combat. This includes: Boxing, Karate, Judo, Kung Fu and other styles.	AGI
Melee/Firearms Combat	Choose a melee weapon that you are proficient in. This can be anything from swords to baseball bats. Or choose a firearm or projectile weapon that you are proficient with. This can be anything from bows and others.	AGI
Physical	Choose a physical activity that your character is good at. This can include sports or other body exercises.	AGI/STR
Advanced Education	Here is where you get your high education and trade skills. This includes First aid, Mechanics, sciences and such.	INT
Social Interaction	Choose skills that help you in the social arena. This includes: Leadership, Conversation, Streetwise, Interrogation and such.	CHA
Extra-Curricular	Does your character like to cook, paint, sew or do artsy things? This includes musical skills as well.	Varied

Skills with no Headers

Boating	Pick a watercraft you are proficient in piloting. This includes: speed boats, sail boats and others.	AGI/INT
Riding	Pick an animal you are good at riding. This includes: Horses, cows, dragons and other creatures.	AGI

The Extras

In every game you have to have extras. The ally, friend, sidekick and such. You also have to have certain uppers as well. Wealth, contacts, memberships and maybe that license to thrill. Below is the chart players roll on to see if they get any of these extras. Roll once. **Roll 1d8:**

1	Contacts	Roll 1d4. This is how many contacts you have. When you need information these are the people to go to. Players must specify who the contact is. This may include: police, military, librarian, janitors and more.
2	Friends	Roll 1d4. These is how many close friends one has. These are people that can help you or be victims of your enemies.
3	Sidekick	This is the sucker who thinks that your character is the one. The person who can do something so fantastic, that they want to be there when it happens. Sidekicks are rolled up like normal characters, but may not be as powerful as the main character.
4	Wealth	Roll 1d12 times 1000. This is how much money you have on hand. Roll 1d10 times 100 thousand. This is how much money you have saved up. It may be liquidated over a few months as needed.
5	Ally	This is someone who will work with you for a common cause. The Ally is created by the GM and will assist in times of great need.
6	Membership	Roll 1d10 for rank. You belong to some organization. The higher the rank the better you are. Rank one is equal to the mailroom boy. Rank ten is the head of command.
7	License to Thrill	With this license you can get away with the most insane stunts. Skydiving off of office buildings, skiing down the highway. There are no limits. The authorities would like to bust you, but for some reason they can't. All they can do is pray you die a slow and painful death.
8	Not a Bloody Thing	You stink!

The Races

Purgatory is home to human-like races only. For some reason monstrous creatures are not drawn there. Here are the races that are trapped in Purgatory:

Dwarves

Dwarves come from the mountains. The first dwarves lived in caves which is where they get their shortness from. These gruff men and women eventually became somewhat civilized. Dwarves built a small empire. They learned the art of blacksmithing from the gnomes. Dwarves felt they could do better. The race spent over two hundred years mining metals and creating weapons and armor like nothing the world had ever seen. They became famous. Sometime later the dwarves met the elven race. The sight of magic astonished the dwarves and some began to practice it. The Dwarven art of magic came to a screeching halt when a dwarf released a dragon from the depths of one of their greatest mines. Dwarves realized that magic could be a dangerous tool and that it should be abolished. The elves didn't see it that way and accused the dwarves of being fools and too primitive to be playing with the art. Outraged, the dwarves declared war on the elves. When the dust cleared, a treaty was signed and the dwarves locked themselves away in their great mines. Some dwarves became travelers looking for adventure. The average dwarf is about four feet tall. The male dwarf prides himself off of his beard as a sign of status. Dwarves are favored by some Gods for their dislike of magic. There are still some dwarves that practice the arts, but not publicly. The dwarf can live to be about four hundred years old. They love to drink. Dwarves are known for their stubborn demeanors which tend to get them into trouble. The favored weapon of choice for the dwarf is the axe. They hate savage races such as Orcs, Kobolds, and goblins especially when they take up residency in their caves. They also have a slight dislike of elves. Dwarves can be found in the hills near caves or in large mines. Because of there are some nomadic dwarves, it's possible to find them in other areas.

Dwarves gain the following:

+1 STR, END

-1 CHA

-1 to any skill involving using magic or magic items

+1 to any melee skill of their choice

+1 to Underground Navigation

Dwarves automatically get Appraisal at level 5

Infravision (the dwarf may see in total darkness up to fifty yards)

Immune to Toxins (+5 to and END roles involving toxins)

Partially Immunity to Magic (any spells being cast against a dwarf are at -1 level, they also gain a +4 to any saves versus magic)

Dwarves speak Common at level 3, Dwarf at level 5, Elven at level 2, and Gnomish at level 3

Elves

This ancient race was one of the first created by the Gods. Elves were fair creatures and very civilized, creating massive empires throughout the centuries. Elves dabbled in magic and eventually some felt that they could replace their Gods. While not every elf was accepting of this, the Gods punished them as a whole. Elves may not be resurrected unless it's by a God that they worshipped in life. The greatest trial of the elven race was when they went to war with the dwarves. The short but powerful dwarves knew that magic would destroy both races and demanded that the elves recant their magic practices. The proud elves refused and a war broke out. A century later and both sides suffered massive losses. A treaty was signed and both races learned to live in an uncomfortable peace. Elves look almost human, but they have pointed ears. Both sexes of elves can live to be over one thousand years old. Elves are beautiful and slender creatures that are about five feet tall to six feet tall. While most elves practice magic, some are skillful fighters and rangers. They prefer to live in the forests away from the dwarves. They are not trusting of many races. They look at humans as an immature race that shouldn't be in any type of power. Most elves are very festive in their home environments, enjoying their peace and showing it.

Elves gain the following:

+1 to AGI

-1 to END

+2 to INT

+1 to Bow skill

+2 to Stealth rolls unless they are wearing metal armor

+2 to spot traps and hidden doors

Infravision (the elf may see in total darkness up to fifty yards)

Elves may gain two spells at level 2 free if they choose.

Partial Immunity to Magic (any spells being cast against an elf are at -1 level)

Elves speak Common at level 3, Elven at level 8, Dwarven at level 3



Gnomes

Gnomes are an ancient race of engineers that are well known for their inventions. They are cousins to the dwarves and at one point both races lived together. The history of the gnome is shrouded in mystery. It is thought that the Gods created two cave races, gnomes and dwarves. Unlike dwarves, the gnomes aren't as hairy and have somewhat large noses. When the dwarves began to learn the art of blacksmithing, they shut the gnomes out. Instead of making accusations, the gnomes moved on. During the war between the dwarves and elves, gnomes went into hiding. The gnomes aren't very sociable unless they know that someone is interested in their inventions. Gnomes aren't great with magic and when they met the elves, it was apparent that there would not be a magic wielding gnome. The average gnome stands about four feet tall. They can live to be about 400 years old. Gnomes tend to stay away from magic users. Unlike the dwarves, they aren't as aggressive.

Gnomes gain the following:

+1 INT

-1 WILL

-1 to any skill involving using magic or magic items

+2 to any skill involving crafting a device

+2 to Underground Navigation

Partially Immunity to Magic (any spells being cast against a gnome are at -1 level, they also gain a +4 to any saves versus magic)

Infravision (the gnome may see in total darkness up to fifty yards)

Half-Elves

The Half-Elf is a cross between a human and elf. With the two races living together, this was bound to happen. Half-elves live a life of secrecy. While they have the beauty of their elven heritage, they are not favored by elves. The idea of breeding with a lesser race is considered a disgrace. They average about five to six feet tall. The half-elf can live to be about two hundred years old. Most half-elves act as secret defenders of their races. Some are great leaders who have kept their heritage hidden from the world.

Half-Elves get the following:

+1 to AGI

+2 to one melee skill.

+1 to one hand to hand combat skill.

+1 to one characteristic of choice.

+2 to Stealth rolls unless they are wearing metal armor

+2 to spot traps and hidden doors

Infravision (the Half-elf may see in total darkness up to fifty yards)

Partial Immunity to Magic (any spells being cast against a Half-elf are at -1 level)

Half-Elves speak Common at level 3 & Elven at level 3

Halflings

If there is one race that is capable of bringing down an empire because of their meddling ways, it would be a Halfling. This short, plump race has been known throughout history for their tendency to get into trouble. Halflings live in friendly communities who enjoy the good life and tend not to be too serious about things that don't concern them. The only time a Halfling fears something is if it has directly involved them or their race. The average Halfling is about three feet tall with large feet that tend to be hairy. They live in finely decorated burrows and always have a nice supply of bitter on hand.

Halflings have the following:

+1 AGI

-1 to WILL

+2 to one thrown weapon skill

Partial Infravision (the Halfling may see in partial darkness up to 30 yards)

Partial Immunity to Magic (any spells being cast against a Halfling are at -2 level)

+1 to Stealth rolls unless they are wearing metal armor

Automatically speak Halfling at level 8, & Common at level 3



Humans

Humans are one of the most standard races in any fantasy world. Their origins are unknown, but humans have adapted to their environments and created vast empires over the centuries. Some say the Gods created humans as punishment for the neglect given by other more ancient races. Humans are quick to find a God and worship them. This has gained the race favor with many deities. Humans are also very corruptible. The average human male can live about eighty years, the average female eighty to ninety. They stand anywhere between four foot seven inches to six foot ten inches. They have the ability to rally themselves for the most part for any cause, good or evil. When it comes to magic, not all humans possess the intelligence to use it. Humans are untrusting of non-humanlike races. Humans can be found in almost any land.

Humans gain the following:

+1 to one melee skill.

+1 to one hand to hand combat skill.

+1 to one characteristic of choice.

They automatically speak common at level 3.



The Character Class

Below is a list of Basic Character Classes. Each determines your **Hit Points** per level. In Purgatory players will be using characters from a fantasy setting. So they are encouraged to be creative with their classes.

-Class: The occupation of the character.

-HD: Hit Dice. What type of dice you roll for each level.

-Description: This tells you what the Classes have to offer. It also provides some basic examples.

Here's the chart:

Class Chart

Class	HD	Description
Combat Class	1d10	These classes are one for people who are involved in combat. This includes: Fighters, Barbarians, Physical superheroes, and rough and tough street fighters.
Thought Class	1d4	These classes are for the educated. People who use their mind over muscle. This includes: Magic users, priests, scribes, bookies and such.
Trade Class	1d8	These classes are for those who have a trade that requires some physical and some mental demand. This includes: Rangers, bards, adventures, and agents.

Classes Available

Even though people have no memory of their past in Purgatory, they still have their skills. Some have organized to fight the Black Knights. Others have tried to just fight off the other forces of evil that reside in Purgatory. It is a shady place to be, but better to ally with someone like you than be food for someone who isn't.

Fighter: This is the person who has a knack for combat. They love the thrill of the fight and therefore have become fighters. Fighters get:

- +2 to Basic Fight
- +3 to one melee skill of their choice
- +2 to a Physical Stat of their choice

Cleric: The healing fighter. Most these men and woman have heard the calling from Gods. They know that the forces around them cannot be held in place by words alone. So they have taken up arms. They have the ability to heal others and they are well known for their kindness. Clerics get:

- 12 Magic Points to be used towards spells that heal
- +2 to Basic Fight
- +2 to Charisma

Thief: To steal or not to steal, that is never the question. It's ho not to get caught. The thief specializes in stealing. They love to sneak into houses and grab the goodies. The problem is, where to unload such treasures in such a small place where everyone knows everyone. Thieves get:

- +3 to Dodge
- +2 to Agility
- +3 to one Thievery skill

Priest: Hiding in a church is never a problem. Especially when so many people are being eaten by unholy abominations. The priest spends his days in prayer. Only going out when he needs to. The forces of evil are always out to corrupt the priest. The Priest gets:

- +2 to Charisma
- +2 to Intelligence
- 20 Magic Points to buy spells focusing on protection and healing

Paladin: The avenger of good. The paladin is the protector of the weak and the one weapon against the forces of evil. They are all blessed by the Gods of light and good. They are so pure that evil may not approach a Paladin unless invited, even then all rolls for that creature or person are at -3. A Paladin gets:

- +3 to one melee weapon skill of choice
- +2 to Charisma
- Holy Avenger Blade. It causes 1d12 damage and ignores the AC of ANY evil creature. It's one handed.

Ranger: The woods is a fun place to live, but these days you have to know what you're doing. One slip from the trail and you're going to get eaten. Rangers train to live in the outdoors. If you need a guide, these are the men to hire. Rangers get:

- +3 to one Outdoor skill
- +2 to Tracking
- +2 to Endurance

Mage: There are 3 levels of Mages. See the Magic Spell Section for more details. Mages get:

- +3 to Intelligence
- +2 to one skill of choice
- A spell book to keep their spells

Bard: There are many tales to be told. In Purgatory people need a good story. The Bard is a traveling storyteller who looks for adventure in hopes of gaining fame as the one who recorded it. Bards get:

- +3 to one music skill of choice
- +2 to Charisma
- +1 to one melee weapon skill

Barbarian: Mankind is out of control. Civilization is bad. The Gods will protect us, we don't need a priest to tell us of useless things. The Barbarian lives alone in the world. His brute strength and endurance make him a deadly combatant. Fortunately for the rest of the world, they aren't too bright. They make great bodyguards. Barbarians get:

- +3 to Strength
- +3 to Endurance
- -2 to Intelligence
- +3 to Basic Fight

Alignments

People have different personalities and goals. Here we have some Alignments to help players and GMs master the game a little bit better. They are easily defined for you below. So remember to pick an Alignment.

Alignments

Alignment	Description
Good	The classic good guy. Fighting for the right and likely to follow the laws made by man.
Sorta Good	This is the person that has no problem with bending the laws as long as no one is going to get killed. They find themselves going against the norm in some cases.
Middle Man	There is good and evil, but somewhere there must be a mediator. The Middle Man is the one who works both sides of the coin.
Not so Good	Burn a village down. You bet. Kill every man there. Why not? They will not kill women and children though, but will backstab every chance they get.
Totally Evil	I'm already dead, might as well enjoy myself. This is the bad of the baddies. They will kill anyone just for a good laugh.

How the system works

The Basic System is real basic. Whenever you take an action it's called a turn. Each turn lasts about five seconds. When doing something that is either difficult enough to warrant a die roll, or if someone is acting against you, the player needs to roll their twenty-sided dice. If they are taking an action against someone or if they are dodging they use this formula: **Main Stat Bonus/Main Stat Negative + Skill Level + 1d20**

Whoever rolls higher gets the dibsies. Now if you are just making a skill check, GMs can use the chart below:

Difficulty Chart

Difficulty Levels	
10	Easy (this is that task you might not be able to do on the first try)
15	Challenge (you might not be able to easily do this task)
20	Difficult (this means you might not be cut out to do this action)
25	Very Difficult (ok, you're now getting into the miracle stage of things, good training will pull you through)
30	Heroic (only a hero can pull this off)
35	Legendary (ok, we're heading out of the normal range of man or woman)
40	Insane (good luck, you'll need it)



Armor

Most games will allow players to use some type of armor. There are many different types of armor which cover specific areas of the body. Let's get the terms out of the way, shall we?

-Armor Class: How much damage the armor can take before you receive damage. Each time the damage goes over the AC, the Armor Class is reduced by that much. So if Tom gets shot with a bow and he is wearing a vest that offers 10 AC and the damage is 13, then the AC is reduced to 7 ($AC (10) - \text{Damage} (13) = 3 \text{ damage and AC reduced to } 7$). Armor also has **Hit Points (HP)** and it is **HP** that is taken. **HP** for armor is always equal to **AC**.

-Max Agility: Armor can sometimes limit your Agility. This number represents that maximum **AGI** bonus one can use with this specific type of armor.

-Location: What part of the body the armor protects.

-Special: Any special qualities that the weapon might have.

-Cost: How much an item costs.

Armor Examples

Type	AC	HP	Max AGI	Location	Special	Cost
Leather	12	12	6			10 gp
Padded	13	13	6			20 gp
Scale	14	14	3			55 gp
Chainmail	15	15	2			155 gp
Breastplate	15	15	3	Chest Area		210 gp
Banded	16	16	4			240 gp
Splint mail	17	17	3			220 gp
Half-Plate	18	18	4			500 gp
Full Plate	20	20	1	ALL		1,400 gp
Buckler	10	10		Arm		10 gp
Small Wood Shield	11	11		Arm		12 gp
Small Metal Shield	13	13		Arm		25 gp
Large Wood Shield	15	15		Arm/Body		15 gp
Large Metal Shield	18	18		Arm/Body		25 gp

Weapons

Weapons are a common thing in most role-playing games. Let's jump right into the terms.

Melee Weapon Terms

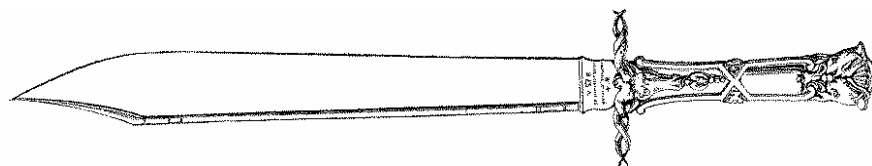
-Damage: As it says. Add your **STR MSB** to your damage. So if you have a **STR** of 13, then you'd gain a +3 to the final damage.

-Number of hands: How many hands it takes to use this weapon.

-Special: Any special qualities that the weapon might have.

-Cost: How much an item costs.

Melee Weapon	Damage	# Hands	Special	Cost
Knife	1d6	1		5 gp
Short Sword	1d12	1		30 gp
Medium Sword	3d6	1		50 gp
Large Sword	3d10	2		70 gp
Hand Axe	1d12	1		20 gp
Medium Axe	3d6	2		50 gp
Large Axe	2d12	2		70 gp
Mace	1d8	1		30 gp
Whip	1d6	1		10 gp
Spear	2d10	2		20 gp
Staff	1d8	2		10 gp
Katana	2d10	2		100 gp
Hammer	1d6	1		20 gp
War Hammer	2d8	2		40 gp
Trident	2d10	2		50 gp



Shooting Weapon Terms

-Damage: As it says.

-Range: How far the weapon can shoot in feet.

-Firing Rate (FR): How many rounds can be fired in one turn. When firing more than one round players roll the damage times the number of rounds fired. So if a bow can shoot three arrows in a turn, then the damage would be 3d6 times three.

-Number of hands: How many hands it takes to use the weapon.

-Special: Any special qualities that the weapon might have.

-Cost: How much an item costs.

Weapon	Damage	Range	FR	# Hands	Special	Cost
Throwing Knives	1d4	STR MSBx10	2	1		5 gp
Shortbow	1d6	60	2	2		30 gp
Short Composite Bow	1d6	80	2	2		50 gp
Longbow	1d8	100	1	2		80 gp
Composite Longbow	1d8	120	1	2		100 gp
Crossbow	1d6	40	1	2		50 gp

Goods

Everyone needs items to help them survive from day to day. Because Haven Hyline is cut off from the rest of the world, trade is very limited. Below are a few select items that are available in Purgatory.

Backpack	1gp
Bedroll	1gp
Bell	1gp
Bucket	1gp
Candle	1gp for 5
Chain	25gp
Chest	3gp
Firewood	1gp
Net	4gp
Flask	2gp
Flint & Steel	1gp
Hammer	1gp
Holy Symbol, wood	1gp
Holy Symbol, Silver	30gp

Ink	1gp
Ink pen, quill	1gp for 4
Lamp	1gp
Manacles	20gp
Mirror	5gp
Oil (1 pint)	1gp
Parchment	1gp for 10 sheets
Rations (5 days)	3gp
Rope (50 ft)	3gp
Sack	1gp
Sewing Needle	1gp for 5
Tent	5gp
Torch (10)	1gp
Water Skin	1gp

The Location Table & Taking Damage

When locked in combat, you're not always going to hit where you want to. Sometimes if you hit them, it doesn't matter where. Let's look at some quick terms.

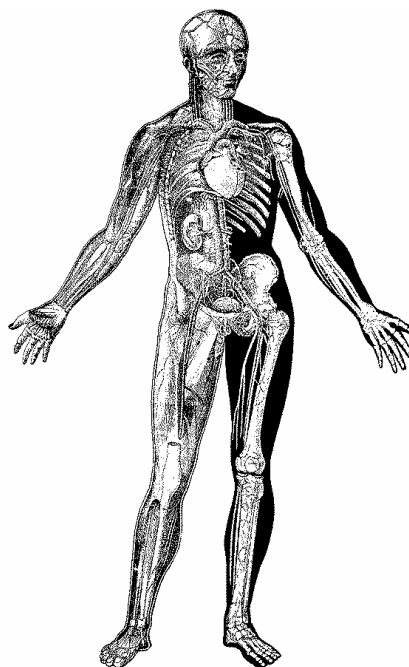
-Location: As it says.

-Damage Modifier (or DM): Does a hit to this location do more damage than other locations?

-Hit Modifier (HD): What penalties to you get when trying to hit there locations?

Here is a random hit location chart using a Twenty-sided die.

Roll 1d20	Location	DM	HD
1	Head	X2	-6
2	Neck	X2	-6
3-5	Chest		0
6-8	Torso		0
9	Right Upper Arm		-3
10	Right Lower Arm		-3
11	Right Hand		-4
12	Left Upper Arm		-3
13	Left Lower Arm		-3
14	Left Hand		-4
15	Left Upper Leg		-3
16	Right Upper Leg		-3
17	Right Lower Leg		-3
18	Left Lower Leg		-3
19	Right Foot		-4
20	Left Foot		-4



Damage

In RPGs you are bound to get hurt. Any damage done by a fist or a fall less than ten feet only does **Stun Damage**. Any damage

done by a weapon, vehicle, or a fall from more than ten feet does **Killing Damage**. When you run out of **Stun Points** or **SP** you begin to take damage to your **Hit Points** or **HP**. When your **HP** reaches zero you are down for the count, but not dead. Once your **HP** reaches **-10** you die. At zero **HP** you are in need of serious medical care. Without treatment, players will take one point of damage each hour until they reach **-10**. Skills like First Aid and Paramedic can quickly put a stop to this. Only someone with a Paramedic skill or higher can stabilize someone who is under zero **HP**. Anyone who is bleeding from an injury takes one point of damage each round until the bleeding has stopped. Anyone with the First Aid skill or higher can stop bleeding.

The Knockout Rules

When a player takes enough stun damage that it goes over their **SP**, then they must make an **END** save or be knocked out cold. You calculate the save like this: **Roll 1d20 plus the number of points over your SP. If the results are more than your END you are out cold for 1d6 rounds.** So if Buster gets hit for 15 points of stun damage and he only has 10 points left, he'd roll 1d20, add 5 from that and look at his **END**. Buster has an **END** of 12. He rolls a 16 plus 5, and that leaves him out cold. If he had rolled anything lower than a 6 and he could still be standing. **1d20 + damage over Stun Points= END save difficulty level.**

Healing

Healing is the most important part of any game. Sometimes you will have spell caster and other time you'll have super healing potions. For those of you who are playing real world games, there is down time. Players heal their **END** bonus per day. With medical attention (meaning in hospital stay) they gain their **END** bonus times two per day. Anytime damage is done to one area that goes over 15 points of damage there is a good chance of being scarred. For each day that an injury goes without medical care that area will become scarred and the player will lose -1 **CHA** per day until treated. Plastic surgery can fix up to 3 points of **CHA**.

Magic Spells

Magic users are allowed so many spells. Below are three character classes for Magic Users. They may pick a specific style of magic or just buy spells as allowed. When a caster uses a spell against a person, that target may use their **WILL** to reduce damage or fight off the effects of spells. So whenever a spell is used, the opponent rolls their **WILL** against the spell caster's results. If the opponent rolls above then the spell doesn't work. In order to cast a spell the player rolls his **WILL MSB + Spell level + 3d6**. Magic is used by buying spells using **Magic Points (MP)**. For every time a spell is successfully cast, the player gains one magic point. Below are the Guardian Universe templates for magic users:

Mage 50 Magic Points

The mage is someone who has spent their lives learning the art. They are feared by many and worshipped by others. The Mage is powerful and not someone to be toyed with.

Experienced 30 Magic Points

An experienced magic user has learned some spells and learned them well. They can be found on the road or working for local leadership. Most have a mentor that has taught them the art.

Novice 10 Magic Points

The novice has some spells under their belt. Sadly, they really don't know much about them. Most of these types learned a spell or two from family or the old man down the street. You can find them in side shows doing stage tricks. Others work to impress those who are more powerful.

Air walk

Base Cost: 4 MP

This spell allows the caster to walk on air. This works great for someone trying to walk over a trap or pit.

Animate Dead

Base Cost: 10 MP

This spell animates the dead and puts them under the control of a Necromancer. For each level in this spell the caster may raise a larger creature or more than one.

Level 1 Raise one small animal (rats, birds and such) Difficulty: 25

Level 2 Raise two small animals or one medium sized animal (dog, sheep, pig)

Difficulty: 30

Level 3 Raise three small animals, or two medium animals or one human sized.

Difficulty: 35

Level 4 Raise four small animals, or three medium animals or two human sized.

Difficulty: 30

Level 5 Raise five small animals, four medium animals or three human sized.

Difficulty: 25

-From here you see how it progresses. The difficulties are per creature. For each additional creature above the spell limits, add +5 Difficulty.

Arcane Lock

Base Cost: 8 MP

With this spell the caster may lock a door of their choice magically. The only person able to open the door is the caster. Anyone trying to open lock will not be able to and will be forced to gain access by 'other' means.

A Lucky Guess

Base Cost: 8 MP

Being able to tell whether that vital stunt will work or not. By casting this spell the player gets plus one to their next action. For every LEVEL used for this spell, the caster gains an additional bonus point.

Blindness

Base Cost: 12 MP

This spell causes the target to become blind. This effect lasts 10 rounds and an additional one round for every additional LEVEL invested. The victim can try to resist by making a **WILL** check against the spell caster's roll.

Bison's Strength

Base Cost: 4 MP

With this spell a character can increase their **STR** plus one per LEVEL used.

Body Transformation, Self

Base Cost: 10 MP

With this spell you may transform into a gaseous form or water like form. Electricity and other energy forms are included in here and do 1d6 damage touch per LEVEL used for power. This gives the player the ability to slip through cracks in doors and evade kinetic attacks. For every LEVEL spent in this power you may gain an additional +2 to your **AC**.

Cast Lightning

Base Cost: 6 MP

This spell creates/summons a lightening bolt that the caster can shoot at a target. The bolt does 1d6 per LEVEL used for the spell.

Cat's Reflex

Base Cost: 4 MP

The target of this spell is imbued with supernatural **AGI** for a short period of time. It adds +4 to **AGI** and lasts 10 rounds. For every additional LEVEL invested you get +1 **AGI**.

Chain Lightning

Base Cost: 15 MP

This spell fires a lightening bolt out of the caster's hand that deals a 1d6 to a target. For every additional LEVEL invested, the damage increases by one 1d6 and the lightening may strike one more target doing one 1d6 less to that target than the previous one than the previous one.

Charm person

Base Cost: 2 MP

This spell helps people like you. This comes in handy when you want access to a room or when a situation has gotten out of hand. The target cannot act hostile towards the caster for up to 5 minutes. After that there are no signs of friendship and the victim will probably be really upset. The target may resist using their **WILL**.

Clone

Base Cost: 20 MP

With this power you can create doubles of yourself. The base cost is 20 **MP** which allows you to generate one double of yourself. For each additional **LEVEL** used for this power you gain an additional double. Each double will last 24 hours and when the time is up they disappear.

Cold Beam

Base Cost: 16 MP

The player can fire cold beams from their body. They can be used to freeze a target in place or even generate an ice wall. You may even freeze surfaces and make them slick. At level one for this power the player can do 1d6 cold damage, range 10 feet, **AC** 20 and 20 **HP**. Each additional **LEVEL** used the player gains 1d6 damage, 10 more feet and 20 more **HP** added to the ice wall. The Nemesis for this power is Fire Beam or any heat related powers.

Contagion

Base Cost: 15 MP

This spell casts a plague. Anyone exposed must make an **END** check versus this power. Here's how it works:

1 **LEVEL**= Common cold, 1d6+**END**

2 **LEVEL**= Flu, 2d6+ **END**

3 **LEVEL**= Viral infection, 3d6+**END**

4 **LEVEL**= Bacterial infection, 4d6+**END**

5 **LEVEL**= Deadly plague, 5d6+**END**. The target once infected will die. The difficulty check to save a patient is 30 with **INT**.



Create Skeleton Warrior

Base Cost: 20 MP

With this spell the caster may create a warrior from the bones of the fallen. For each level the caster may create one warrior. Difficulty to succeed is 35.

Create water

Base Cost: 1 MP

You can create 1 liter of water. For every additional **LEVEL** you can make one more liter.

Crush

Base Cost: 5 MP

This spell allows the caster to crush things with their mind. The spell starts out with a crushing strength of two. For each additional LEVEL invested into this spell the crushing strength increases by two.

Cure wounds

Base Cost: 5 MP

You have the ability to heal others. For every LEVEL put into this power the player heals 1d6 **HP**. Here's the scoop:

1 LEVEL= 1d6 every 10 turns

2 LEVEL= 2d6 every 8 turns

3 LEVEL= 3d6 every 6 turns

4 LEVEL= 4d6 Every 4 turns

5 LEVEL= 5d6 every 2 turns

6 LEVEL= 6d6 every turn

Anything higher is ridiculous! (once you hit 7 PP you may raise the newly dead within reason back to life)

Darkness

Base Cost: 4 MP

You can control the shadows and hide well in them. For each LEVEL used for this power you may darken rooms, hide in shadows and generally be a dark fellow within a 20 foot radius.

Dazzling Lights

Base Cost: 4 MP

This spell creates a ten foot sphere of almost blinding light that lasts for a 1D6 rounds. For every additional LEVEL invested the sphere extends by ten feet and last one round longer.

Death and Decay

Base Cost: 50 MP

This spell instantly kills one subject and causes their body to decompose instantly. A victim must make an **END** check difficulty 30 and if they fail they die!

Dismissal

Base Cost: 10 MP

This spell banishes any supernatural being back to their point of origin. If they originated on Earth then the caster is in trouble, the being won't be going anywhere. For each additional LEVEL used for this spell the caster may add one to his casting results. The demon or entity being banished gets to roll his **WILL** against the caster to prevent this from happening.

Dispel Magic

Base Cost: 25 MP

This spell works like a nemesis effect. Anyone casting this spell may deduct their roll from the roll of the opposing caster. If the person casting dispel magic rolls above the opposing caster's roll then the magic effect is gone.

Dream

Base Cost: 8 MP

This spell allows caster to send messages and slight suggestions to a subject through their dreams. Anyone using this spell runs the risk of drawing the attention of a dream stalker. The GM should roll 1d6. On a roll of a six then a dream stalker comes calling. Below are the ranges for the Dream spell.

- 1 LEVEL= 10 feet
- 2 LEVEL= 40 feet
- 3 LEVEL= 30 Yards
- 4 LEVEL= 50 Yards
- 5 LEVEL= 1 mile
- 6 LEVEL= 5 miles
- 7 LEVEL= 10 miles
- 8 LEVEL= 30 miles
- 9 LEVEL= 100 miles
- 10 LEVEL= Global

Anything above this will reach across space.

Fear

Base Cost: 12 MP

This spell causes a target to become so scared of a caster that they will usually run away. For each LEVEL put into this spell the caster gains a plus one to their roll. The target still may use their **WILL** to resist this spell.

Fire Beam

Base Cost: 16 MP

You can shoot beams or flames from your body. They can be used to torch a target or even generate a fire wall. At level one for this spell the player can do 1d6 fire damage, range 10 feet, and 20 **HP**. Each additional LEVEL used the player gains 1d6 damage, 10 more feet and 20 more **HP** added to the fire wall.

Finch Bombs

Base Cost: 8 MP

This spell allows the caster to turn the most mundane household item, for example a banana, into an explosive device. These little 'bombs' do a 1d6 damage and have to be thrown before they will detonate (on impact). For every additional LEVEL spent these bombs become more potent and do an additional 1d6 damage.

Fireball

Base Cost: 18 MP This spell creates a roaring ball of fire which explodes when it hits its target damaging everything in a 30 foot radius dealing 2d6 damage. Does an extra 2d6 per additional LEVEL invested.

Flesh to stone

Base Cost: 25 MP

This spell turns its target to stone for a 1d6 rounds. For every additional **MP** invested the spell lasts one round longer. The target may roll **WILL** to resist.

Fly

Base Cost: 10 MP

This spell allows you to fly by super powered means. For each LEVEL used in this power the player may increase their flight speed and height. Here's how it works:

1 LEVEL= 30 MPH, 50 feet

2 LEVEL= 60 MPH, 100 feet

3 LEVEL= 120 MPH, 200 feet

4 LEVEL= 340 MPH, 400 feet

5 LEVEL= 700 MPH, 1000 feet

6 LEVEL= 1,200 MPH, 2000 feet

7 LEVEL= 2000 MPH, 4000 feet

Anything higher increases speed by 1000 MPH, and +1000 feet

Force Field

Base Cost: 5 MP

With this spell the individual has the ability to generate a force field around them. The starting force field offers a 20 **AC** with that value going up per LEVEL used on it. For each additional LEVEL you may add +2 to your **AC**. If an attack goes above the **AC** then the shield drops.

Gate

Base Cost: 25 MP

This spell allows character to open gateways to any point in space. Here's how it works:

1 LEVEL= any location in 100 miles

2 LEVEL= any location in 400 miles

3 LEVEL= any location in 700 miles

4 LEVEL= any location in 1,000 miles

5 LEVEL= any location in 1,300 miles

6 LEVEL= any location in this solar system

As you go higher up the distance get greater.

Generate Flame

Base Cost: 2 MP

This spell allows casters to create fire. Be it a small brush fire or something a lot worse. For each LEVEL used in this spell the player may do an additional 1d6 damage. You may also control temperatures raising them +30 degrees per LEVEL used in this power.

Generate Ice

Base Cost: 2 MP

This spell allows casters to create ice. Be it an ice ball or something a lot bigger. For each LEVEL used in this spell the player may do an additional 1d6 damage. You may also control

temperatures dropping them -30 degrees per LEVEL used in this spell.

Ice Blast

Base Cost: 8 MP

This spell creates a giant rail of ice that is blasted into the target dealing 2d6 damage. For every additional LEVEL invested the damage increases by a 1d6 and the radius of the attack increases by six feet.

Ice Storm

Base Cost: 14 MP

This Spell creates a cone of cold air emanating from the caster and ending at the target along which hundreds of icicles, sleet pellets and hail stones are flung at the target impaling and sandblasting them. This spell does 2d6 damage to a ten foot area and for every additional LEVEL invested does an additional 2d6 damage to an additional ten foot radius.

Invisibility

Base Cost: 16 MP

You can't be seen by normal vision. As a matter of fact not much can see you. For each LEVEL used for this spell you gain +1 to hide on top the base +10 you get for being invisible.

Iron Form

Base Cost: 14 MP

This spell gives the user natural body armor with a starting AC of 10. For each LEVEL spent the armor goes up by 5 AC. There is no limit to this spell. The armor itself can be anything from a rough hide to metallic skin.

Magic Lift

Base Cost: 5 MP

With this spell the player can move objects without physically touching them. The base STR for this spell is 2. For each LEVEL put into Magic Lift you gain +2 STR.

Manipulate Organ Function

Base Cost: 10 MP

This spell allows you to manipulate the targets bodily functions. This manipulation can range from pumping them full of adrenaline to shutting off their diaphragm so they can't breathe. This manipulation lasts for 1d6 rounds and one round after that for every additional LEVEL invested into this spell.

Magic missile

Base Cost: 4 MP

This spell launches small bolts of pure arcane energy at targets to do a 1d6 each for a single missile. For every additional LEVEL invested in this spell you get an additional missile or may increase the damage to one bolt by 1d6.

Obscuring Fog

Base Cost: 6 MP

This spell creates dense fog in an area of 20 feet. For every additional LEVEL invested the area of fog increase by 10 feet. Lasts a 1d6 rounds plus an additional 1d6 per additional LEVEL invested. Difficulty to see through the mist starts out at 20 and increases by one point per LEVEL used in the spell.

Polymorph, Others

Base Cost: 16 MP

With this spell you may transform a target into a gaseous form or water like form. Electricity and other energy forms are included in here and do 1d6 damage touch per LEVEL used for power. This gives the player the ability to slip through cracks in doors and evade kinetic attacks. For every LEVEL spent in this power you may gain an additional +2 to your AC.

Remove disease

Base Cost: 4 MP

This spell allows you to cure the subject of any disease that they infected with. The caster uses this spell and must beat the difficulty level of the disease.

Resurrection

Base Cost: 25 MP

With this spell you may bring back the dead! The difficulty to do so is a base of 40. For each LEVEL used for this spell you may add plus one to your rolls. This spell only works if the whole person is there and their soul is nearby. This spell will not bring back anyone who has been scattered across a billion planes!

Rust

Base Cost: 12 MP

This spell allows you to rust any metal by merely touching it. It does 3d6 to any metal object plus an additional 1d6 for every additional LEVEL invested into the spell.

Sanctuary

Base Cost: 35

This spell blocks out all incoming and outgoing attacks. The spell is so powerful it can withstand a nuclear blast. The spell itself covers a ten foot radius per LEVEL used. This spell can even be cast around something else to contain it.

Example: *A rogue nuclear missile was about to detonate over New York. The Guardian, Mage, cast sanctuary on the missile causing it to detonate. Because the missile was in the sanctuary bubble, the radiation could not leak out. The bubble was then sent through a dimensional gate where the radiation could be released.*

Scorching Light

Base Cost: 8 MP

This spell creates a pure beam on sunlight. This works great when battling vampires and other sun fearing creatures. It only does 1d6 damage per LEVEL used in this power, but it's considered PURE sunlight.

Shapeshifting

Base Cost: 15 MP

This player may assume the form of another person or animal. For each additional PP the player may assume a form more complex. Here's how it works:

- 1 LEVEL= Basic change, same body frame (facial features, teeth)
- 2 LEVEL= Basic change, slight variation of body frame (change sex, face)
- 3 LEVEL= Major change, different body frame (full body)
- 4 LEVEL= Major change, different species (animal)
- 5 LEVEL= Advanced change, may change size by 2 feet
- 6 LEVEL= Advanced change, may change size 4 feet
- 7 LEVEL= Advanced change, may change size 6 feet

Anything above 7 LEVEL isn't worth doing unless you want to look like a Titan.

Soul Drain

Base Cost: 15 MP

This spell sucks the life energies from the target. The caster must roll against the victim's **WILL** and if successful the person loses minus the caster **WILL MSB**. The points drained may go into healing the caster.

Sound Blast

Base Cost: 4 MP

The player can cast a screaming sound so loud it can shatter windows and ear drums. For each LEVEL used for this spell the character may do 1d6 sonic damage.

Teleport

Base Cost: 15 MP

You may move from place to place in a flash. For each LEVEL put into this power your range increases. The downside to this power is when teleporting into a crowded room or an unfamiliar place you could very well find yourself in a wall or person! So to use this power you must also add your **INT MSB** to the roll! Here's how difficulties are set and ranges for Teleport:

- 1 PP= 10 foot range, Difficulty 30
- 2 PP= 50 foot range, Difficulty 30, 20 for any range under 50 feet
- 3 PP= 100 foot range, Difficulty 30, 20 for anything under 100 feet
- 4 PP= 300 foot range, Difficulty 30, 20 for anything under 300 feet
- 5 PP= 500 foot range, Difficulty 30, 20 for anything under 500 feet
- 6 PP= 1 miles, Difficulty 30, 20 for anything under 1 mile
- 7 PP= 5 miles, Difficulty 30, 20 for anything under 5 miles
- 8 PP= 10 miles, Difficulty 30, 20 for anything under 10 miles
- 9 PP= 50 miles, Difficulty 30, 20 for anything under 50 miles
- 10 PP= 100 miles, Difficulty 30, 20 for anything under 100 miles

Temporal stasis

Base Cost: 40 MP

This spell puts the target into suspended animation for a brief period of time. The effect lasts for 1d6 rounds, plus one for every additional LEVEL invested in this spell. This works great for people that are poisoned and cannot get to a hospital right away. It also works for serious injuries where medical treatment is not close enough to save a patient.

Time stop

Base Cost: 100 MP

This spell works the same as Temporal Stasis except that it can affect targets in a 50-foot radius. The effect lasts 1d6 rounds plus one for every additional LEVEL invested.

Tongues

Base Cost: 3 MP

This spell allows the castor to understand any spoken or written language for 1d6 turns plus an additional 1d6 turns for every other LEVEL invested into this spell.

Ventriloquism

Base Cost: 6 MP

This spell allows you to perfectly imitate the voice of any person you have ever heard talk before for 1d6 turns plus an additional 1d6 turns for every other LEVEL invested into this spell.

Water walk

Base Cost: 8 MP

This spell allows the castor or target to walk on water as if it was normal ground. This effect lasts for 1d6 turns plus an additional 1d6 turns for every other LEVEL invested into this spell.

Weather Control

Base Cost: 22 MP

The character can control the weather, summon lightning and cause droughts. For each LEVEL used for this power the greater the weather effects. Here's how it works:

1 LEVEL= Fog (20 feet), slight wind, lightning strike 1d6

2 LEVEL= Dense Fog (40 feet), heavy winds, lightning strike 2d6

3 LEVEL= Rain storm (1 mile), lightning strike 3d6

4 LEVEL= Heavy storm (2 miles), snow storm (1 mile), gale force winds, lightning strike 4d6

5 LEVEL= Hail Storm (3 miles), ice storm (1 mile), lightning strike 5d6

5 LEVEL= Tornado, Lightning blitz 6d6

6 LEVEL= Tornado (1 mile), Lightning Blitz 7d6

Anything after this increases all ranges by 1 mile per LEVEL used. Damage for Lightning attacks is increased +1d6

Haven Hyline





The Dark Tower

The darkest place in Purgatory the Dark Tower sits above the village looking down on everything. People dare not go near it. The Black Knights patrol the area constantly and will not permit visitors. The ground around the tower is soft and mossy. The trees hang over the cobblestone road with their branches reaching down like they are hungry for something. There are no animals and there is a constant mist that swallows up anyone that comes near the area of the tower. Once inside it is almost impossible to navigate. Only if Hazkel wants to see you, may one approach the tower without incident. The interior of the tower is mostly circular stairs that lead up to Hazkel's lab. The lab is a large room with the Soul Crystal in the middle on a marble stand. At the far end is Hazkel sitting on a throne made of marble and cushions. Hazkel does not look alive and when he speaks it's from under a black hood with glowing green eyes.

Necromancer		Hazkel Zanderthorpe		34
Stat	#	MSB	Secondary	#
INT	25	15	Hit Points	162
WILL	25	15	Stun Points	162
CHA	10	0	Initiative	2
AGI	12	2	Punch	10
STR	10	0	Kick	12
END	15	5	Run	20
SPD	10	0	Lift	100
Skills		LvL	MSB	Main Stat
Attack		6	2	AGI
Dodge		4	2	AGI
Perception		15	15	INT
Education		25	15	INT
Unarmed		4	2	AGI
Necromancy		30	15	INT
Alchemy		25	15	INT
Armor		AC	MxAGI	Special
Robes		10	3	40 AC vs Magic
10 Black Knights protect Hazkel				

Age-1300 yrs old

Sex: Male

Race: Human/ Lich

Alignment: Middle Man

Magical Items:

Soul Crystal

-Holds souls in Purgatory

Location: The Dark Tower

Spells	LvL	MSB	Special
Animate Dead	15	15	
Arcane Lock	10	15	
Cast Lightning	10	15	15d6
Clone	10	15	
Create Skeleton Warrior	15	15	
Cure Wounds	8	15	
Death & Decay	10	15	
Fear	10	15	
Sanctuary	5	15	
Soul Drain	10	15	
Tongues	7	15	

Lamb's Leg Pub

The Lamb's Leg Pub is the gathering point for those who wish to drown their sorrows. It can house up to forty patrons, but it is rarely busy enough to have a full house. When you walk through the swinging doors you are reminded of a western. There are tables all around and a small stage to the right. The wooden floors have seen better days and the curtains are decayed. In one corner there is a stack of broken wood, left over from the bar fights. The bar itself is near the back of the pub. There is a wall of liquor bottles that are covered with cobwebs. The bar is actually very nice and clean. Behind the bar is a large man who is constantly cleaning his little area. Once a week people gather to hear the local bard tell tales of heroes of another day.

Barbarian		Borgo		10
Stat	#	MSB	Secondary	#
INT	10	0	Hit Points	136
WILL	15	5	Stun Points	136
CHA	10	0	Initiative	10
AGI	16	6	Punch	18
STR	18	8	Kick	20
END	18	8	Run	28
SPD	14	4	Lift	324
Skills	LvL	MSB	Main Stat	
Attack	12	6	AGI	
Dodge	7	6	AGI	
Perception	8	0	INT	
Education	2	0	INT	
Unarmed	7	6	AGI	
Bar Skills	7	Vary	Vary	
Barb. Skills	10	Vary	Vary	
Weapon	DMG	RNG	Special	
Battle Axe	2d12	2		
Armor	AC	MxAGI	Special	
Natural	10			

Borgo

Age: 37

Sex: Male

Race: Human

Alignment: Sorta Good

Location: Lamb's Leg Pub

*Owner

- Borgo is a long lost hero who found himself trapped in Purgatory. His death in another realm was caused by a battle with a red dragon. Borgo has come to terms with his death and rebirth in the demi plane of dread. Once he arrived, Borgo teamed up with a dwarf named Baskel Hedgeforth and built a pub. The barbarian hung up his weapon and took to running the business instead of taking sides with any of the political figures in Purgatory. Borgo is, however, displeased with how Helfon is now running the land. In the recent years Borgo has taken interest in a young Bard named Derrick, who has been singing songs of long lost heroes at the pub.

Fighter	Baskel Hedgeforth	5		
Stat	#	MSB	Secondary	#
INT	10	0	Hit Points	82
WILL	16	6	Stun Points	82
CHA	8	-2	Initiative	4
AGI	14	4	Punch	17
STR	17	7	Kick	19
END	16	6	Run	20
SPD	10	0	Lift	289
Skills	LvL	MSB	Main Stat	
Attack	8	4	AGI	
Dodge	6	4	AGI	
Perception	5	0	INT	
Education	1	2	INT	
Unarmed	6	4	AGI	
Brewing	6	0	INT	
Appraisal	5	0	INT	
Weapon	DMG	RNG	Special	
M. Axe	3d6	2		

Derrick the Bard

Age: 25

Sex: Male

Race: Human

Alignment: Middle Man

Location: Lamb's Leg Pub

*Friend to Borgo and Baskel, tells tales of their glory

- Derrick spent most of his life traveling among heroes and recording their tales. It was during a bar fight that the young man was killed by a drunken fighter. Yet, in his new life Derrick still looks to tell tales of glory and ironically he has taken up with Borgo and Baskel at the local pub.

Baskel Hedgeforth

Age: 300

Sex: Male

Race: Dwarf

Alignment: Sorta Good

Location: Lamb's Leg Pub

*Bartender

-Baskel Hedgeforth spent most of his life drinking a traveling through Dragonlight with his brethren looking for elves to beat on. It was during a battle with high elves that Baskel was mortally wounded and left to die. When he awoke, the dwarf was standing in a town circle with no elves in site. Baskel was confused and soon took up with a barbarian named Borgo. The two enjoyed drinking so much that they opened a pub. Baskel acts as the bartender, but recently rumors say he has been taking arms with newcomers against the mayor. In the recent years Baskel has taken interest in a young Bard named Derrick, who has been singing songs of long lost heroes at the pub.

Bard	Derrick	4		
Stat	#	MSB	Secondary	#
INT	11	1	Hit Points	58
WILL	12	2	Stun Points	58
CHA	16	6	Initiative	12
AGI	17	7	Punch	10
STR	10	0	Kick	12
END	13	3	Run	28
SPD	14	4	Lift	100
Skills	LvL	MSB	Main Stat	
Attack	4	7	AGI	
Dodge	6	7	AGI	
Perception	3	1	INT	
Education	1	1	INT	
Unarmed	3	7	AGI	
Banjo	4	1/7	INT/AGI	
Storytelling	4	1	INT	

Starlight Inn

When strangers first come to Haven Hyline they usually are ushered to the Starlight Inn. This classy two story inn is the place where people go when they are in need of advice or healing. The rooms are comfortable and clean. An elderly couple runs the inn, both are healers.

Cleric		Hazel Cuddlepot		12
Stat	#	MSB	Secondary	#
INT	18	8	Hit Points	112
WILL	17	7	Stun Points	112
CHA	15	5	Initiative	-2
AGI	10	0	Punch	10
STR	10	0	Kick	12
END	8	-2	Run	16
SPD	8	-2	Lift	100
Skills	LvL	MSB	Main Stat	
Attack	6	0	AGI	
Dodge	4	0	AGI	
Perception	8	8	INT	
Education	10	8	INT	
Unarmed	3	0	AGI	
Cure Wounds	11	7	WILL	
Remove Disease	10	7	WILL	

Cleric		Kelter Cuddlepot		12
Stat	#	MSB	Secondary	#
INT	17	7	Hit Points	116
WILL	20	10	Stun Points	116
CHA	18	8	Initiative	0
AGI	10	0	Punch	10
STR	10	0	Kick	12
END	10	0	Run	20
SPD	10	0	Lift	100
Skills	LvL	MSB	Main Stat	
Attack	10	0	AGI	
Dodge	4	0	AGI	
Perception	8	7	INT	
Education	10	7	INT	
Unarmed	6	0	AGI	
Leadership	10	8	CHA	
Cure Wounds	11	7	WILL	

Hazel Cuddlepot

Age: 68

Sex: Female

Race: Human

Alignment: Good

Location: Starlight Inn

* Owner

-Hazel Cuddlepot was a renowned cleric who had served her king well for decades. She joined the knights of the realm on many quests and always returned with a prize. However, the forces of darkness that had been causing unrest for the king and slowly friction among the people was at an all time high. On one restless night, Hazel was walking in the courtyard and was ambushed by several goblins. When the fight ended, the cleric had a dagger in her back. Bleeding to death she made her way to the king's chambers to warn him. By that time a full blown battle had begun within the castle walls. Hazel bled to death on the floor of the king's chambers. In Haven Hyline Hazel has taken to an inn that she and her late brother built. Hazel and her brother Kelter are hospitable to all travelers. Hazel is fully aware of her death, but her viewpoints towards it are very relaxed.

Kelter Cuddlepot

Age: 70

Sex: Male

Race: Human

Alignment: Good

Location: Starlight Inn

* Owner

-Kelter Cuddlepot spent most of his life training other clerics and making sure that the forces of evil didn't disturb the land. He hid from his sister and served the king through the shadows. The night that the king fell, Kelter was attacked by surprise, the forces of goblins over took him. In Haven Hyline, Kelter helps his sister run the local inn. He no longer hides in the shadows, but instead is outspoken trying to get the people of the land to rise up against Helfon.

Thief		Mellina Telkon		3
Stat	#	MSB	Secondary	#
INT	12	2	Hit Points	32
WILL	12	2	Stun Points	32
CHA	18	8	Initiative	10
AGI	16	6	Punch	10
STR	10	0	Kick	12
END	10	0	Run	28
SPD	14	4	Lift	100
Skills	LvL	MSB	Main Stat	
Attack	3	6	AGI	
Dodge	4	6	AGI	
Perception	3	2	INT	
Education	1	2	INT	
Unarmed	2	6	AGI	
Thief Skills	2	Vary	Vary	
Weapon	DMG	RNG	Special	
Knife	1d6	2		

Mellina Telkon

Age: 18

Sex: Female

Race: Human

Alignment: Not So Good

Location Starlight Inn

* Posing as an orphan, steals from those who she doesn't like

-Mellina Telkon grew up in a family of rogues throughout her entire life. At age ten she had become one of the best pick pockets in her town. At age eighteen she was accepted by the Thief's Guild. This, however, was not to her advantage for once part of the guild she was sent on more 'professional' jobs. Mellina was caught breaking into the crypt of one of the land's lords. She was hung in the public square and left to die where she did. In Haven Hyline, Mellina has taken refuge with Kelter and Hazel Cuddlepot, posing as an orphan. At night she hides in the Starlight Inn and during the daytime she runs wild stealing from travelers.

Blacksmith Shop

When in Haven Hyline it is good to have a sturdy weapon. The local blacksmith is a great source for weapons. Not only that but it is the **ONLY** place to get weapons in this dark town.

Fighter		Grendel Forgewood		10
Stat	#	MSB	Secondary	#
INT	13	3	Hit Points	136
WILL	17	7	Stun Points	136
CHA	11	1	Initiative	11
AGI	17	7	Punch	19
STR	19	9	Kick	21
END	18	8	Run	28
SPD	14	4	Lift	361
Skills	LvL	MSB	Main Stat	
Attack	9	7	AGI	
Dodge	7	7	AGI	
Perception	6	3	INT	
Education	2	3	INT	
Unarmed	6	7	AGI	
Blacksmithing	7	3/9	INT/STR	
Weapon	DMG	RNG	Special	
Broadsword	3d6	2		

Grendel Forgewood

Age: 36

Sex: Male

Race: Human

Alignment: Middle Man

Location: Blacksmith Shop

* Owner

-Grendel Forgewood was a unique hero in his own mind. Taking on adventures that no one else dared take. His victories were unmatched by any normal man of his time. Grendel was a proud warrior who took pride in every quest and fought hard to maintain balance between the forces of good and evil. Grendel was also a resident of Dragonlight and was wanted by the Dracos for countless crimes against them.

Grendel met his defeat at the hands of a Black Knight during a great battle. Grendel has since accepted his fate and has become a blacksmith in Haven Hyline. His new view is that he will arm the rebels who are overmatched by the Black Knights and then watch the battles to see who is more powerful. Once that is

determined Grendel will rise again and fight with who ever he thinks is the weakest.

Monastery

The forces of evil have overrun Haven Hyline. But there is refuge from the outside world. It's the ancient monastery that once housed hundreds of monks before the days of Hazkel. It stands about three stories tall with old stones holding it together. The halls are cold and damp. The interior rooms are heated by fireplaces. The monks who currently reside there plan for the day when the forces of good storm the Dark Tower. For now the Monastery is the place where people go to flee the leadership of Haven Hyline.

Cleric		Father Felter		32
Stat	#	MSB	Secondary	#
INT	20	10	Hit Points	286
WILL	19	9	Stun Points	286
CHA	18	8	Initiative	10
AGI	16	6	Punch	15
STR	15	5	Kick	17
END	15	5	Run	28
SPD	14	4	Lift	225
Skills		LvL	MSB	Main Stat
Attack		18	6	AGI
Dodge		17	6	AGI
Perception		18	10	INT
Education		15	10	INT
Unarmed		12	6	AGI
Religion		25	10	INT
Clerical Spells		15	9	WILL

Father Joseph Felter

Age: 53

Sex: Male

Race: Human

Alignment: Good

Location: Monastery

* Head Priest

-Father Joseph Felter was a renowned cleric in his homeland. He preached to the forces of good and light while instigating wars against the forces of evil. This was his calling in life and he did it well. Joseph did it so well that a group of liches organized themselves against the cleric and his order. The last day of his life, Father Felter's hands were bathed in blood as he watched the kingdom fall to hoards of undead creatures and abominations. With his last ounce of strength, Joseph tried to banish the liches, but died in the process. When he arrived in Haven Hyline, Joseph knew what had happened; his soul had been displaced by some horrid evil.

Instinctively, he gathered up all the clerics of

light he could find and founded the monastery. It is here where Father Felter preaches to those whose hearts have been weakened by the war around them. Joseph gave the name 'Purgatory' to Haven Hyline once he discovered that it was a necromancer who was ruling the land. Ever since that day he has taught his followers about the ways of light and good.

Monk		Brother Bellock		9
Stat	#	MSB	Secondary	#
INT	17	7	Hit Points	106
WILL	16	6	Stun Points	106
CHA	11	1	Initiative	14
AGI	17	7	Punch	16
STR	16	6	Kick	17
END	17	7	Run	34
SPD	17	7	Lift	256
Skills	LvL	MSB	Main Stat	
Attack	2	7	AGI	
Dodge	6	7	AGI	
Perception	6	7	INT	
Education	5	7	INT	
Unarmed	8	7	AGI	
Religion	7	7	INT	

Brother Chanter

Age: 32

Sex: Male

Race: Human

Alignment: Sorta Good

Location Monastery

-Chanter is literally the musician of the monks at the monastery, singing songs of days gone by.

Before coming to Haven Hyline

Brother Baldrige

Age: 31

Sex: Male

Race: Human

Alignment: Sorta Good

Location: Monastery

-Baldrige enjoys writing hymns for Chanter. The two spend most of their time together. He is also the man who helps those in need. Baldrige travels outside the Monastery every now and then looking for the weak whom are in need of guidance.

Brother Bellock

Age: 35

Sex: Male

Race: Human

Alignment: Sorta Good

Location: Monastery

-Bellock spent most of his life traveling to far off lands looking for adventure. It was a fight with a troll that took Bellock's life and that's when he saw a new light. This was one provided by Father Felter at the monastery in Haven Hyline. Bellock took his skills as a monk and helped train others in the ways of order and chaos. Brother Bellock is one of the more formidable monks of Haven Hyline who has no problems with dispatching heathens.

Monk		Chanter/Baldrige		8
Stat	#	MSB	Secondary	#
INT	15	5	Hit Points	90
WILL	16	6	Stun Points	90
CHA	14	4	Initiative	5
AGI	13	3	Punch	15
STR	15	5	Kick	17
END	13	3	Run	24
SPD	12	2	Lift	225
Skills	LvL	MSB	Main Stat	
Attack	2	3	AGI	
Dodge	6	3	AGI	
Perception	7	5	INT	
Education	5	5	INT	
Unarmed	5	3	AGI	
Religion	6	3	INT	
Music	3	Vary	Vary	

Monk		Sister Marlene		8
Stat	#	MSB	Secondary	#
INT	12	2	Hit Points	90
WILL	14	4	Stun Points	90
CHA	16	6	Initiative	11
AGI	15	5	Punch	12
STR	12	2	Kick	15
END	13	3	Run	32
SPD	16	6	Lift	144
Skills	LvL	MSB	Main Stat	
Attack	2	5	AGI	
Dodge	6	5	AGI	
Perception	4	2	INT	
Education	5	2	INT	
Unarmed	5	5	AGI	
Religion	7	2	INT	

Sister Jeanie

Age: 29

Sex: Female

Race: Human

Alignment: Totally Evil

Location Monastery

-Jeanie was once one of the most vile clerics in her land. She poisoned wells and killed countless villages. It wasn't until she was captured and hung in public that she realized her true gift. She is a collaborator with the forces of evil in Haven Hyline. Someone needs to keep an eye on those who might threaten the imbalance.

Sister Marlene

Age: 30

Sex: Female

Race: Human

Alignment: Good

Location: Monastery

-Marlene was the daughter of a powerful lord.

As an act of revenge one of his rivals murdered Marlene. When she awoke in Haven Hyline, there was no place for her to go except the monastery. She has been there ever since.

Cleric		Sister Jeanie		9
Stat	#	MSB	Secondary	#
INT	16	6	Hit Points	102
WILL	18	8	Stun Points	102
CHA	15	5	Initiative	5
AGI	12	2	Punch	12
STR	12	2	Kick	15
END	15	5	Run	26
SPD	13	3	Lift	144
Skills	LvL	MSB	Main Stat	
Attack	7	2	AGI	
Dodge	6	2	AGI	
Perception	6	6	INT	
Education	6	6	INT	
Unarmed	3	2	AGI	
Religion	5	6	INT	
Contagion	4	8	WILL	
Cure Wounds	4	8	WILL	

Westlake's Goods

Ranger		Mortan Westlake		11
Stat	#	MSB	Secondary	#
INT	17	7	Hit Points	124
WILL	15	5	Stun Points	124
CHA	13	3	Initiative	14
AGI	17	7	Punch	16
STR	16	6	Kick	18
END	18	8	Run	34
SPD	17	7	Lift	256
Skills		LvL	MSB	Main Stat
Attack		8	7	AGI
Dodge		7	7	AGI
Perception		10	7	INT
Education		4	7	INT
Unarmed		6	7	AGI
Ranger Skills		10	Vary	Vary
Trade Skills		6	Vary	Vary
Weapon	DMG	RNG	Special	
Composite Bow	1d6	170		
M. Sword	3d6			
Armor	AC	MxAGI	Special	
Leather	12	6		

Mortan Westlake

Age: 39

Sex: Male

Race: Human

Alignment: Middle Man

Location Westlake's Goods

- Owner

-Mortan was a ranger for a good part of his 'living' days. He met his end at the hands of an Ogre who had better luck. In Haven Hyline he sells goods and trades with the townspeople.

Ranger		Roger Pinea		4
Stat	#	MSB	Secondary	#
INT	12	2	Hit Points	
WILL	14	4	Stun Points	
CHA	12	2	Initiative	
AGI	13	3	Punch	
STR	14	4	Kick	
END	16	6	Run	
SPD	16	6	Lift	
Skills		LvL	MSB	Main Stat
Attack		4	3	AGI
Dodge		3	3	AGI
Perception		4	2	INT
Education		2	2	INT
Unarmed		3	2	AGI
Ranger Skills		2	Vary	Vary
Weapon	DMG	RNG	Special	
Knife	1d6			

Roger Pinea

Age: 23

Sex: Male

Race: Human

Alignment: Sorta Good

Location: Westlake's Goods

-Roger was one of those rangers who got too big for his britches and found himself the victim of some bandits. Now he works in the goods shop and tries to learn from Mortan. Once and a while he'll hire himself out as a tour guide to those that are new to the land.

Middle Street Theatre

The Middle Street Theatre is a place of mystery. The actors and actresses of the theatre are not outgoing, unless they are on stage. The stage is attached to a large wooden building that is home to the staff. Plays are put on outside, but no one is allowed to enter. Some say that the theatre group is a cult and others feel that they are just trying to be safe.

Bard		Lewis Katra		9
Stat	#	MSB	Secondary	#
INT	16	6	Hit Points	102
WILL	18	8	Stun Points	102
CHA	16	6	Initiative	2
AGI	10	0	Punch	10
STR	10	0	Kick	12
END	15	5	Run	24
SPD	12	2	Lift	100
Skills	LvL	MSB	Main Stat	
Attack	2	0	AGI	
Dodge	5	0	AGI	
Perception	10	6	INT	
Education	5	6	INT	
Unarmed	3	0	AGI	
Theatre Skills	7	Vary	vary	

Bard		Brekan Stolie		5
Stat	#	MSB	Secondary	#
INT	12	2	Hit Points	60
WILL	13	3	Stun Points	60
CHA	16	6	Initiative	3
AGI	12	2	Punch	10
STR	10	0	Kick	12
END	10	0	Run	26
SPD	13	3	Lift	100
Skills	LvL	MSB	Main Stat	
Attack	2	2	AGI	
Dodge	3	2	AGI	
Perception	6	2	INT	
Education	3	2	INT	
Unarmed	3	2	AGI	
Theatre Skills	3	Vary	vary	

Lewis Katra

Age: 36

Sex: Male

Race: Human

Alignment: Middle Man

Location: Middle Street Theatre

- Owner

-Lewis was a talented bard in his homeland, but the king ordered him killed after a song turned into blasphemy against the ruler. Lewis hasn't learned a lesson from that. Now he slanders the mayor of Haven Hyline. It's only a matter of time before Lewis ends up dead.....again.

Tina Indi

Age: 32

Sex: Female

Race: Human

Alignment: Middle Man

Location: Middle Street Theatre

-Tina was trying to make a name for herself when she traveled into an Orc cavern with a group of adventurers. She ended up very dead. Now she hides away with Lewis and the theatre group.

Thief		Brekan Stolie		5
Stat	#	MSB	Secondary	#
INT	14	4	Hit Points	50
WILL	13	3	Stun Points	50
CHA	13	3	Initiative	14
AGI	16	6	Punch	17
STR	17	7	Kick	19
END	15	5	Run	36
SPD	18	8	Lift	225
Skills		LvL	MSB	Main Stat
Attack		4	6	AGI
Dodge		4	6	AGI
Perception		4	4	INT
Education		3	4	INT
Unarmed		3	6	AGI
Thief Skills		4	Vary	Vary
Acting		2	3	CHA
Weapon		DMG	RNG	Special
Knife		1d6		

Brekan Stolie

Age: 27

Sex: Male

Race: Human

Alignment: Not So Good

Location: Middle Street Theatre

-Brekan thought himself to be a great thief.

Then he was caught and publicly executed. As a member of the theatre group and also a personal spy for the mayor, Brekan is one of the most untrustworthy individuals in Haven Hyline.

Fighter		Bart Xander		9
Stat	#	MSB	Secondary	#
INT	17	7	Hit Points	122
WILL	18	8	Stun Points	122
CHA	16	6	Initiative	11
AGI	16	6	Punch	12
STR	12	2	Kick	14
END	16	6	Run	30
SPD	15	5	Lift	144
Skills		LvL	MSB	Main Stat
Attack		8	6	AGI
Dodge		6	6	AGI
Perception		8	7	INT
Education		5	7	INT
Unarmed		7	6	AGI
Weapon		DMG	RNG	Special
Medium Sword		3d6		

Bart Xander

Age: 215

Sex: Male

Race: Elf

Alignment: Good

Location: Middle Street Theatre

*Hidden from the populace by the Theatre, one of the only actual 'living' residence of Purgatory
 -Bart Xander has been chasing a criminal across the sea and came across Haven Hyline. Somehow the elf managed to survive the harsh conditions and navigated through the fog. Now he can't get off the island. Bart is waiting for the right time to strike at the forces of evil.

Government of Purgatory

Wizard		Helfon Beckle		14
Stat	#	MSB	Secondary	#
INT	20	10	Hit Points	80
WILL	15	5	Stun Points	80
CHA	16	6	Initiative	2
AGI	12	2	Punch	10
STR	10	0	Kick	12
END	12	2	Run	20
SPD	10	0	Lift	122
Skills	LvL	MSB	Main Stat	
Attack	6	2	AGI	
Dodge	5	2	AGI	
Perception	8	10	INT	
Education	12	10	INT	
Unarmed	3	2	AGI	
Politics	6	10/6	INT/CHA	
Alchemy	8	10	INT	
Control Necklace: Controls Gage				

Mayor Helfon Beckle

Age: 46

Sex: Male

Race: Human

Alignment: Not So Good

Location: Mayor's Mansion

Spells	LvL	MSB	Main Stat
Arcane Lock	8	5	WILL
Cast Lightning	7	5	WILL
Charm Person	5	5	WILL
Create Water	4	5	WILL
Dazzling Lights	5	5	WILL
Dispel Magic	6	5	WILL
Gate	8	5	WILL
Remove Disease	6	5	WILL
Tongues	8	5	WILL

- Helfon Beckle was one of the first spirits to be pulled into Purgatory by the Soul Crystal. The last memory he had was intense pain as a dragon

ripped him apart. As for his past he is uncertain of who he was or what he was. Helfon did, however, fit in well with the people of Purgatory and soon became their mayor after the Black Knights went on their quest. The people generally liked him and soon a beautiful lady caught his eye. Her name was Lady Victoria Vandervault, she made Purgatory a less depressing place. Yet, Helfon wasn't the only one who had his eyes on Victoria, for a vampire too was looking to claim her as his own. Helfon announced he would wed the woman her had fallen in love with. On the night they were to be married a handmaiden went to the lady's room. There she found the body of Victoria resting peacefully in her bed, with two fang marks on her neck. Helfon got news and quickly went to be with her, but there was no life left. Enraged and grief stricken he had Victoria's body taken to his mansion. He knew what the marks meant and so did most of the townspeople, she had been killed by a vampire and soon Victoria would rise from the grave and kill. The townspeople demanded that she be staked, beheaded and then burned for good measure. Helfon could not bring himself to do it and on the following night she rose from her death bed in Helfon's mansion. The mayor used his magic to keep her trapped in the house for all eternity and had her locked in a room with the windows boarded and barred up. Helfon created 'Gage' to protect him in fear that the townspeople might find out his horrible secret. Later he hired George Rowland, a friend from town to take charge of securing his home. George did so and kept the mayor in hiding for a year after Victoria's death. Helfon was introduced to Ulrich Von Hienburge, who was recommended by George, to become constable of Purgatory. Helfon was so lost in his own misery he failed to recognize that Ulrich was a vampire, not to mention George

Rowland was a werewolf. The townspeople became unhappy at Helfon's decision to make Ulrich the constable and it became more apparent when the vampire started public executions and then would take the bodies, never to be seen again. Helfon now rules out of fear, unaware of what is going on in town.

Iron Golem		Gage		
Stat	#	MSB	Secondary	#
INT	6	-4	Hit Points	60
WILL	20	10	Stun Points	60
CHA	2	-8	Initiative	2
AGI	12	2	Punch	25
STR	25	15	Kick	27
END	30	30	Run	20
SPD	10	0	Lift	625
Skills	LvL	MSB	Main Stat	
Attack	4	2	AGI	
Dodge	2	2	AGI	
Perception	4	-4	INT	
Education	2	-4	INT	
Unarmed	8	2	AGI	
Armor	AC	MxAGI	Special	
Natural	30			

Iron Golem 'Gage'

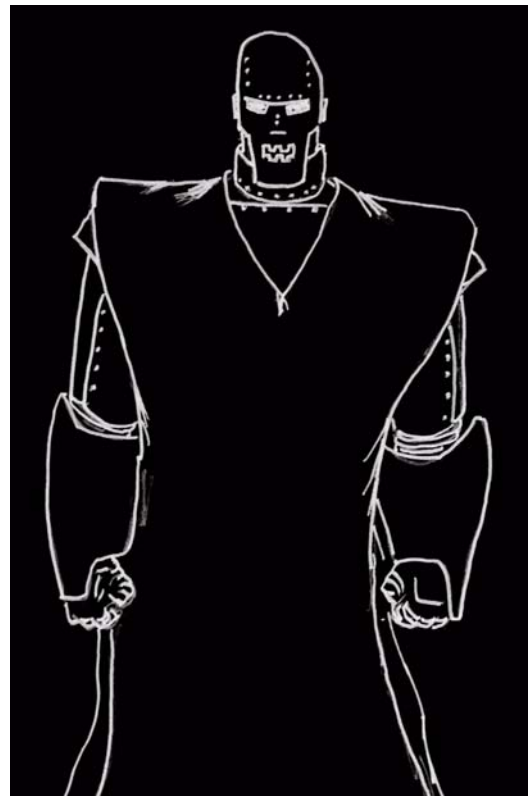
Age: 5

Sex: N/A

Race: N/A

Alignment: N/A

Location: Mayor's Mansion



Fighter		George Rowland		6
Stat	#	MSB	Secondary	#
INT	12/9	2/-1	Hit Points	90/70
WILL	16/32	6/22	Stun Points	90/70
CHA	16/13	6/3	Initiative	10/27
AGI	17/34	7/24	Punch	15/60
STR	15/60	5/50	Kick	17/62
END	15/45	5/35	Run	26
SPD	13	3	Lift	225/3600
Skills		LvL	MSB	Main Stat
Attack		5	7	AGI
Dodge		4/6	7/24	AGI
Perception		5/12	2/-1	INT
Education		3/1	2/-1	INT
Unarmed		4/8	7/24	AGI
Weapon		DMG	RNG	Special
Longsword		3d6		
Claws		3d10+STR		Armor Piercing
Bite		1d8+STR		
Armor		AC	MxAGI	Special
Scale Mail		14	3	
Natural		20		Only in Beast form
Werewolf Powers (See Werewolf Section)				

George Rowland

Age: 26

Sex: Male

Race: Human/Werewolf

Alignment: Totally Evil

Location: Mayor's Mansion

* Spokesperson to the mayor

- George Rowland was one of the avengers who originally inhabited Haven Hyline, before it became Purgatory. His loyalties to Hazkel made him valuable, but when the Order of the Thorn came to Haven Hyline, George's personal greed took over. In an attempt to sabotage the knights he allowed several werewolves safe passage to Haven Hyline. Once on the island they ran amok killing everyone and anyone they could. George had made a grave error in judgment and now his friends and family were going to die. The Order of the Thorn defeated the creatures, but not before George was mortally wounded by one. Instead of dying, however, George was inflicted with the curse and was to forever become one of the monsters. Over the

decades he hid his curse, but at each full moon George would go on a rampage. He blamed the Order of the Thorn for everything and has dedicated his life to destroying the good things that they had brought to the land. George allied himself with Ulrich Von Hienburge, a vampire who was left over from the war. So corrupted by Ulrich, George conspired to kill the mayor's bride and then infiltrate the local government. His first act was to keep the townspeople from seeing the mayor, next he established Ulrich as the constable. The two monsters have been unchallenged by the community as a partial, but there are a few who are ready to revolt.

Bard		Victoria Vandervault		3
Stat	#	MSB	Secondary	#
INT	12	2	Hit Points	60
WILL	18	8	Stun Points	60
CHA	18	8	Initiative	10
AGI	15	5	Punch	24
STR	24	14	Kick	26
END	18	8	Run	30
SPD	15	5	Lift	576
Skills	LvL	MSB	Main Stat	
Attack	3	5	AGI	
Dodge	5	5	AGI	
Perception	8	2	INT	
Education	2	2	INT	
Unarmed	4	2	AGI	
Music Skills	2	Vary	Vary	
Weapon	DMG	RNG	Special	
Bite	1d6+STR			
Armor	AC	MxAGI	Special	
Natural	10			
Vampire Powers (See Vampire Section)				

Lady Victoria Vandervault

Age: 40

Sex: Female

Race: Human/Vampire

Alignment: Totally Evil

Location: Mayor's Mansion

* Mayor's wife who was turned undead by a rival, she is kept contained in the mansion by spells and runes

- Victoria Vandervault is a gypsy who heard of Haven Hyline while traveling through Darklourn with a group of gypsies. One night while her guardians slept she snuck out from her wagon and made the trip to Haven Hyline on foot. When she appeared through the mists, Victoria was thrown into the civil war between the Order of the Thorn and the avenger knights. She was swayed to side with the Order of the Thorn and became adopted by Sir Arnold Vandervault. When the war was over Victoria began to wonder through Haven Hyline looking for any other gypsies, but found none. Victoria decided to live in the town instead of the castle of the order. When news came that the Order had been destroyed by Hazkel, Victoria was devastated and heart broken.

She took up with a local theater group and began telling fortunes. Lewis Katra was fascinated by the young woman and saw how she drew in crowds; he quickly took advantage of her. Then one fateful day, the mayor of the town came to Victoria and asked for a reading. Helfon Beckle fell in love and so did Victoria. The couple brought light to Haven Hyline, now known as Purgatory and the people were happy. One night at a local dinner Helfon asked Victoria to marry him. She gladly accepted and wedding plans were made. The evening of the wedding while Victoria rested a stranger came to her window. Frozen with terror, but drawn to his gaze she allowed him access to her home. In a matter of minutes Victoria would be found with fang marks on her neck, the victim of a vampire. Helfon got news and quickly went to be with her, but there was no life left. Enraged and grief stricken he had Victoria's body taken to his mansion. He knew what the marks meant and so did most of the townspeople, she had been killed by a vampire and soon Victoria would rise from the grave and kill. The townspeople demanded that she be staked, beheaded and then burned for good measure. Helfon could not bring himself to do it and on the following night she rose from her death bed in Helfon's mansion. The mayor used his magic to keep her trapped in the house for all eternity and had her locked in a room with the windows boarded and barred up. Victoria in her undeath has become a wicked creature, trapped like an animal. Each night she torments Helfon by preaching her love to him and tries each night to escape. Her mind is corrupted by decades of imprisonment and lack of ability to feed as much as she desires.

Fighter		Ulrich Von Hienburge		8
Stat	#	MSB	Secondary	#
INT	15	5	Hit Points	116
WILL	18	8	Stun Points	116
CHA	17	7	Initiative	13
AGI	18	8	Punch	36
STR	36	26	Kick	38
END	18	8	Run	30
SPD	15	5	Lift	1296
Skills	LvL	MSB	Main Stat	
Attack	7	8	AGI	
Dodge	6	8	AGI	
Perception	7	5	INT	
Education	3	5	INT	
Unarmed	6	8	AGI	
Stealth	6	8	AGI	
Weapon	DMG	RNG	Special	
Longsword	3d6	2		
Bite	1d6+STR			
Armor	AC	MxAGI	Special	
Banded Mail	16	4		
Natural	10			
Vampire Powers (See Vampire Section)				

Constable Ulrich Von Hienburge

Age: 32

Sex: Male

Race: Human/Vampire

Alignment: Not So Good

Location: Constable's House

- Ulrich Von Hienburge came from the land Darklourn as a representative of a vampire lord who was interested as to how powerful the necromancer of Haven Hyline was. When Ulrich arrived he was surprised to see that a war among knights was underway. The vampire quickly headed to the tower where Hazkel was residing, but was stopped by several avengers. Ulrich went into hiding deciding to stay out of the war. On occasion the vampire would attempt to sabotage both sides of the war. Ulrich soaked his hands in blood until a monk staked him near the end of the war. He rested in death for months until the many bodies from the war were to be buried. When the sun went down a stranger removed the stake from Ulrich and left at his side a fresh body to feed from. Revived, he found a new hiding spot and watched as the town rebuilt itself. Ulrich became enthralled by a fortune teller named Victoria and he began to stalk her.

The vampire forgot about his mission for his master and decided to stay in Purgatory. The news of the mayor's engagement to Victoria sent Ulrich into a murderous rage. It was either kill Helfon or make Victoria one of the undead. In an act of insanity Ulrich went to Victoria the night of the wedding and took her life. Ulrich, thinking that he'd be able to retrieve Victoria's body from her grave, the mayor instead locked her body in his mansion. Ulrich befriended a man by the name of George Rowland, who had overheard him ranting about Victoria. The two men became friends and Ulrich convinced George to help him retrieve Victoria. Rumors say that George was the man who revived Ulrich.

Thief		Martin Lothage		3
Stat	#	MSB	Secondary	#
INT	10	0	Hit Points	32
WILL	9	-1	Stun Points	32
CHA	11	1	Initiative	7
AGI	16	6	Punch	10
STR	10	0	Kick	12
END	10	0	Run	20
SPD	11	1	Lift	100
Skills		LvL	MSB	Main Stat
Attack		3	6	AGI
Dodge		3	6	AGI
Perception		4	0	INT
Education		1	0	INT
Unarmed		2	6	AGI
Thief Skills		2	Vary	Vary
Weapon		DMG	RNG	Special
Shortbow		1d6	60	
Dagger		1d6		
Armor		AC	MxAGI	Special
Padded		13	6	

Chantree Hustil

Age: 34

Sex: Female

Race: Human

Alignment: Middle Man

Location: Daylight's Grove

-Chantree was ambushed by Lizardmen and killed.

When she arrived in Haven Hyline she created a

Grove where no evil could enter. She then gathered followers to protect her. Daylight's Grove is the only place in Purgatory where evil cannot enter. The residents of the grove are barbarians who wear the skin of bears and wolves. They are bloodthirsty warriors who worship Chantree like a God. Any adventurers who enter the grove must show the utmost respect for the nature there or suffer the wrath of the barbarians.

Martin Lothage

Age: 15

Sex: Male

Race: Human

Alignment: Not So Good

Location: Constable's House

-Martin lives in the Constable's house as a guest of the master. Before his death he was suckered into a deal with a demon, which in turn ate him. Now Martin is the servant of a werewolf. Irony.

Druid		Chantree Hustil		21
Stat	#	MSB	Secondary	#
INT	21	11	Hit Points	108
WILL	18	8	Stun Points	108
CHA	16	6	Initiative	3
AGI	13	3	Punch	10
STR	10	0	Kick	12
END	12	2	Run	20
SPD	10	0	Lift	100
Skills		LvL	MSB	Main Stat
Attack		5	3	AGI
Dodge		8	3	AGI
Perception		10	11	INT
Education		10	11	INT
Unarmed		6	3	AGI
Bison's STR		10	8	WILL
Create Water		10	8	WILL
Obscuring Fog		10	8	WILL
Shapeshifting		10	8	WILL
Weather Control		15	8	WILL

Bard		Edgar Poetonic		5
Stat	#	MSB	Secondary	#
INT	17	7	Hit Points	64
WILL	12	2	Stun Points	64
CHA	10	0	Initiative	8
AGI	12	2	Punch	11
STR	11	1	Kick	13
END	12	2	Run	32
SPD	16	6	Lift	121
Skills	LvL	MSB	Main Stat	
Attack	4	2	AGI	
Dodge	6	2	AGI	
Perception	5	7	INT	
Education	2	7	INT	
Unarmed	3	2	AGI	
Music Skills	4	Vary	Vary	
Poetry	6	7	INT	

Brother Achorne

Age: 34

Sex: Male

Race: Human

Alignment: Middle Man

Location: Small Church

*runs the branch of the monastery in the town

-Brother Achorne has chosen to run a mission in town. He is the main representative of the religious order from the Monastery. While the Mayor would like to see Achorne dead, the monk has made himself quite popular among the townspeople. He has never revealed anything about his life before he came to Purgatory.

Edgar Poetonic

Age: 26

Sex: Male

Race: Human

Alignment: Middle Man

Location: Graveyard Watchhouse

-Edgar is a depressing character. In his previous life he was in love with a knight's daughter.

When it was discovered, Edgar was put to death in front of his love. In Haven Hyline he waits in the Graveyard Watchhouse hoping that his love will return to him.

Monk		Brother Achorne		4
Stat	#	MSB	Secondary	#
INT	12	2	Hit Points	68
WILL	15	5	Stun Points	68
CHA	12	2	Initiative	8
AGI	18	8	Punch	18
STR	18	8	Kick	20
END	18	8	Run	20
SPD	10	0	Lift	324
Skills	LvL	MSB	Main Stat	
Attack	2	8	AGI	
Dodge	6	8	AGI	
Perception	6	2	INT	
Education	3	2	INT	
Unarmed	6	8	AGI	
Religion	3	2	INT	

Ranger		Ben Redwing		6
Stat	#	MSB	Secondary	#
INT	15	5	Hit Points	80
WILL	14	4	Stun Points	80
CHA	11	1	Initiative	16
AGI	17	7	Punch	16
STR	16	6	Kick	18
END	16	6	Run	38
SPD	19	9	Lift	256
Skills	LvL	MSB	Main Stat	
Attack	7	7	AGI	
Dodge	9	7	AGI	
Perception	7	5	INT	
Education	3	5	INT	
Unarmed	6	7	AGI	
Ranger Skill	5	Vary	Vary	

Ben Redwing

Age: 32

Sex: Male

Race: Human

Alignment: Sorta Good

Location: Redwing's House

-A recluse ranger, Ben spends his days watching those around him. He will only travel during the day and secures his house at night. When he first came to Haven Hyline he tried to navigate the fog to confront Hazkel, but when he returned he was not the same.

Ungar

Age: 34

Sex: Male

Race: Half-Orge

Alignment: Sorta Good

Location: The Wailing Cavern

* Ungar lives in isolation; he is scared to leave after dark

-Ungar came from far away. When Haven Hyline was created Ungar wasn't born yet, but his parents were natives to the island. His first days in life were spent hiding from the evil creatures that had risen from the graves. Now he is too scared to travel outside of the cave. The Wailing Cavern is called that because at night you can hear Ungar wailing in fear.

Barbarian		Ungar		7
Stat	#	MSB	Secondary	#
INT	6	-4	Hit Points	110
WILL	10	0	Stun Points	110
CHA	3	-7	Initiative	5
AGI	15	5	Punch	22
STR	22	12	Kick	24
END	20	10	Run	20
SPD	10	0	Lift	484
Skills	LvL	MSB	Main Stat	
Attack	7	5	AGI	
Dodge	3	5	AGI	
Perception	3	-4	INT	
Education	0	-4	INT	
Unarmed	7	5	AGI	
Weapon	DMG	RNG	Special	
Great axe	2d12			
A armor	AC	MxAGI	Special	
Leather	12	6		

Thief		Idgit		3
Stat	#	MSB	Secondary	#
INT	10	0	Hit Points	34
WILL	11	1	Stun Points	34
CHA	10	0	Initiative	14
AGI	17	7	Punch	10
STR	10	0	Kick	12
END	11	1	Run	34
SPD	17	7	Lift	100
Skills	LvL	MSB	Main Stat	
Attack	4	7	AGI	
Dodge	5	7	AGI	
Perception	6	0	INT	
Education	1	0	INT	
Unarmed	2	7	AGI	
Thief Skills	2	Vary	Vary	
Weapon	DMG	RNG	Special	
Shortbow	1d6	60		
Dagger	1d6			
Armor	AC	MxAGI	Special	
Padded	13	6		

Vectnew a.k.a. The Black Drifter

Age: 178

Sex: Male

Race: Black Elf

Alignment: Not So Good

Location: Mobile

-The Black Drifter came from unknown lands. He spends his time traveling Haven Hyline killing anyone who crosses him. He is almost as feared as the Black Knights. Hazkel has ordered that the Black Drifter be brought to him, but the townspeople are too scared. The Black Knights have spent extensive time searching for him.

Idgit

Age: 19

Sex: Female

Race: Halfling

Alignment: Middle Man

Location: The Wailing Cavern

* Idgit hides with Ungar and feeds him

-Idgit was one of those unlucky thieves who got set up by a smarter person. She was killed and ended up in Purgatory. She met Ungar while sneaking around a cave and decided it would be safer to hide with him than explore the dark land.

Fighter		The Black Drifter		12
Stat	#	MSB	Secondary	#
INT	14	4	Hit Points	154
WILL	18	8	Stun Points	154
CHA	10	0	Initiative	16
AGI	18	8	Punch	17
STR	17	7	Kick	19
END	17	7	Run	36
SPD	18	8	Lift	289
Skills		LvL	MSB	Main Stat
Attack		10	8	AGI
Dodge		7	8	AGI
Perception		8	4	INT
Education		6	4	INT
Unarmed		6	8	AGI
Blacksmith		10	4	INT
Weapon		DMG	RNG	Special
Katana		2d10	2	
Wrist crossbow		1d4	30	
Armor		AC	MxAGI	Special
Banded Mail		16	4	
Long Cloak, Veil, Turban				

The Darkest of the Darkest

Creatures of Purgatory

The creatures of Purgatory are limited to the undead. There are no living or demonic creatures on this lost island. Even the animal life is considered dead, even though it suffers the same fate as the denizens of Haven Hyline. When someone is killed in Purgatory their bodies become undead creatures that stalk the living. So when someone passes on, again, the body is cremated and the ashes spread.

Undead			Ghost	
Stat	#	MSB	Secondary	#
INT	12	2	Hit Points	40
WILL	16	6	Stun Points	40
CHA	10	0	Initiative	8
AGI	16	6	Punch	0
STR	0	0	Kick	0
END	20	10	Run	24
SPD	12	2	Lift	0
Skills	LvL	MSB	Main Stat	
Dodge	8	6	AGI	
Perception	6	2	INT	
Education	2	2	INT	
Unarmed	3	6	AGI	
Weapon	DMG	RNG	Special	
Ice Touch	1d12		Cold damage	
A armor	AC	MxAGI	Special	
Ethereal	0		May only take damage from magical attacks	

The Ghost is a lonely creature. It has not taken a physical form in Purgatory and is cursed to walk the Earth until they are redeemed. Anyone whose body is cremated in Haven Hyline will become a ghost. In Purgatory the ghost is not an aggressive entity, but it will defend itself or lash out at those who try to harm it or someone it has taken to. The graveyard is filled with ghosts who at night sit upon their graves and talk of the days when they were alive.



Undead		Skeleton		
Stat	#	MSB	Secondary	#
INT	8	-2	Hit Points	30
WILL	10	0	Stun Points	30
CHA	2	-8	Initiative	0
AGI	10	0	Punch	12
STR	12	12	Kick	14
END	15	5	Run	20
SPD	10	0	Lift	144
Skills		LvL	MSB	Main Stat
Attack		3	0	AGI
Dodge		2	0	AGI
Perception		2	-2	INT
Education		0	-2	INT
Unarmed		3	2	AGI
Weapon	DMG	RNG	Special	
Spear	2d10			
Armor	AC	MxAGI	Special	
Natural	10		Ignores puncture attacks, blunt causes damage times 10	

Undead		Skeleton Warrior		
Stat	#	MSB	Secondary	#
INT	10	0	Hit Points	36
WILL	12	2	Stun Points	36
CHA	2	-8	Initiative	7
AGI	15	5	Punch	15
STR	15	5	Kick	17
END	18	8	Run	24
SPD	12	2	Lift	225
Skills		LvL	MSB	Main Stat
Attack		8	5	AGI
Dodge		3	5	AGI
Perception		6	0	INT
Education		0	0	INT
Unarmed		3	5	AGI
Weapon	DMG	RNG	Special	
Longsword	3d6	2		
Armor	AC	MxAGI	Special	
Breastplate	15	3		
Natural	10		Ignores puncture attacks, blunt causes damage times 10	



Animated Skeletons are the result of necromancy. These bone warriors rise from the grave when summoned and unlike zombies they have no memories left in them. The skeleton is driven by the mad desires of their master. They can be found in the forests and in the fog. They do avoid the town of Haven Hyline, but will lurk outside if they are looking for someone.

Undead		Vampire		
Stat	#	MSB	Secondary	#
INT	15	5	Hit Points	40
WILL	19	9	Stun Points	40
CHA	16	6	Initiative	14
AGI	18	8	Punch	24
STR	24	14	Kick	26
END	20	10	Run	32
SPD	16	6	Lift	576
Skills		LvL	MSB	Main Stat
Attack		10	6	AGI
Dodge		8	6	AGI
Perception		10	5	INT
Education		3	5	INT
Unarmed		6	6	AGI
Weapon	DMG	RNG	Special	
Claws	2d6+STR			
Bite	1d6+STR			
Armor	AC	MxAGI	Special	
Natural	10			

Vampires



These undead creatures have followed us through history. While some have long since passed on, others are out to rule the world. There are three

types of vampires: Master, Minion and the savage. The master vampire is an ancient creature with centuries of experience under their belts. The Minion vampire is a young blood and has much to learn about the world of the undead. The savage is the worse kind of vampire. This creature has no sense of law or mortality. It hunts an area until all life is dead and then moves on. Most savages become this way after being buried alive without anyone knowing that they were to return from the dead. Since vampires start out as people we have set up vampires in Templates so player and GM's can better create them. Also vampires do have weaknesses which can be exploited.

While some games say you can load Holy

Water into a squirt gun, I'd think a GM might want to make his players work for a kill. Here is a list of vampire weaknesses:

Holy Water A vampire takes damage from this like it was a fire attack. They take 3d6 damage on contact.

Holy Symbol Using this, a vampire may be held at bay and can not attack the user. The catch is the player must have faith in the symbol he is using. So if a devil worshipper uses a Holy Cross, the vampire is gonna eat him.

Bells The constant sound of ringing bells can drive away a vampire.

Garlic For some reason vampires are deathly allergic to this stuff. They may not come within 10 feet of any Garlic. If they do they suffer -4 on all actions until it is taken away. A vampire in a bio suit CAN actually go near it without penalty, so take that in mind.

Stake in Heart	The classic stake in the heart deal. This will not kill the vampire but it will cause him to turn into a skeleton until the stake is removed.
Decapitation	Chop off the vampire's head and he is dead for good.
Fire	Fire does double damage to the undead creatures. They receive a -4 penalty on all actions if near fire.
Running Water	Mother Earth does protect us. Vampires cannot cross running water unless they are in their coffins with soil from their native lands.
Sunlight	Sunlight is the key to killing any vampire. Sunlight does an instant 1d6 times TEN against vampires!
Mirror	Vampires cannot stand the fact that they have no reflection. They will react if a mirror is presented to them.

Now that we got the weaknesses out of the way, we can move onto their abilities. Vampires can be very powerful creatures at times. GMs should really be careful how they use them in a game. The good thing is vampires are VERY rare, so rare that they aren't easy to come by. Even if vampires were to start mass producing the Church would hunt them down to wipe them out. If that didn't work there are the Guardians who would be more than willing to go after something big. Here are the vampire powers:

Damage Resistance	Vampires get an AC of 10 which can be used against lethal damage. A master vampire gets an AC of 30.
Regeneration	Vampires have limited regeneration. They may recover 4d6 HP once a day or once per feeding. They may not regenerate missing limbs though.
Mind Control	Master Vampires get this power at level 5, Minions at level 3, and Savages at level 2.
Transmutation	Vampires may turn into mist or an animal at their will (wolves & bats). This ONLY works for a Master vampire and minions. A Savage is not capable of doing it.
Night Vision	These creatures can see in the dark. They are not affected by dark rooms and total darkness.
Turning the Living	Anyone killed by a bite from a vampire will become a vampire on the following night. If the new vampire cannot feed that first night they will transform from a minion to a savage.

Flight	Flight equal to SPD. Savages do not have this.
Weather Control	Masters have this superpower at LEVEL 5. Minions at LEVEL 2. Savages do not have this.
Causing Blights & Crop Failures	Some vampires that rest in the ground cause entire farmlands to die. Savages do not have this.
Plague or Epidemic	This is usually caused by the deaths of many people. The savage vampire is guilty of this crime.

The Master Vampire

The master vampire is considered the most feared undead of them all. They have the ability to make minions and control them. Anyone turned by a master cannot attack them. They are usually protected by humans that want to become a vampire. The master vampire can be located at high class mansions or castles. The locals either fear the master or work for the master. Masters get the following bonuses:

STR x4, AGI x1.5, END x2, CHA x1.5, WILL x2

Raise any skill +6, a second skill +4, and a third +2

All Vampire Powers & Weaknesses

Bite: 2d6+STR

Claws: 3d6+STR

The Minion Vampire

These are the people who are transformed by a master vampire into a minion. They spend most of their time serving or doing the bidding their creator. When not at their master's side they are out hunting and causing problems for local authorities. Some of them even try to go out on their own to become their 'own' master. Any minion trying to get out like this does so with his or her master knowing and allowing it to happen. Minions have the following bonuses:

STR x2, END x1.5, WILL x1.5

Raise any skill +6, a second skill +4, and a third +2

All Vampire Powers & Weaknesses

Bite: 1d6+STR

Claws: 2d6+STR

The Savage Vampire

These poor souls become insane due to lack of blood. They rise from the dead, some buried with no chance of escape. Their need for blood makes them wild and beyond control. Some get free when they are exhumed for medical tests. Others are purposely transformed for sport by minions who like to see a savage vampire run loose in the city or country side. The savage gets the following bonuses:

STR x3, AGI x1.5, END x1.5, CHA -3, INT -3, WILL -3

Raise Basic Fight +6

All Vampire Powers & Weaknesses

Bite: 2d6+STR

Claws: 3d6+STR

Werewolf		Generic		
Stat	#	MSB	Secondary	#
INT	10/7	0/-3	Hit Points	24/72
WILL	10/20	0/10	Stun Points	24/72
CHA	10/7	0/-3	Initiative	7/19
AGI	12/24	2/14	Punch	12/48
STR	12/48	2/38	Kick	14/50
END	12/36	2/26	Run	30
SPD	15	5	Lift	144/2304
Skills		LvL	MSB	Main Stat
Attack		3	2/14	AGI
Dodge		6	2/14	AGI
Perception		10	-3	INT
Education		1	-3	INT
Unarmed		10	2/14	AGI
Weapon	DMG	RNG	Special	
Claws	4d6+STR			
Bite	3d6+STR			
Armor	AC	MxAGI	Special	
Natural	20		See Weakness	

Werewolves

The werewolf is a creature of curse. Unlike a vampire, a werewolf lives out their lives until they die. Most werewolves can live to be about 250 years old if they are lucky. These creatures rarely organize themselves, but once and a while you'll find small packs running through the forests. To become a werewolf one must be bitten by one. The effects of these bites don't occur until the full moon. At that point there is an unearthly transformation which leaves the person lost to the beast. They can take on the form of a beast which stands about three feet higher than they normally would as a human. Unlike folk lore, these creatures cannot transform into a wolf only take on a humanoid beast form.

There has yet to be any scientific explanation as to what causes the so called 'curse' because no one has gotten close enough to catch one. There werewolf has the following abilities and weaknesses:

Silver For some reason the werewolf cannot withstand an attack by silver. All silver weapons cause 2 times the normal damage.

Wolf's Bane This strange flower puts out a scent that a werewolf cannot stand. Any werewolf near this plant will get a minus three to all actions.

Curse of the Wolf Anyone bitten by a werewolf will transform into one at the next full moon. For the most part a werewolf will eat their prey, keeping them from returning. All offspring of the cursed will transform on the first full moon by their sixteenth birthday.

Heightened Senses A werewolf has an uncanny set of senses. They gain a plus four to all tracking and awareness checks. This can be exploited by the prey.

Night Vision These creatures can see in the dark. They are not affected by dark rooms and total darkness.

Increased AC

The AC of the werewolf is 20. Silver ignores this.

Regeneration

Any damage that is done other than by silver and magic can be regenerated. The werewolf can regenerate 4d6 LIF every 10 rounds. If a werewolf is killed by a regular weapon, their body will still regenerate until they wake up. They can even recover lost limbs.

Long Life

The werewolf can live to be up to 250 years.



Werewolves also get the following bonuses when in beast form:

STR x4, AGI x2, END x3, CHA -3, INT -3, WILL x2

Don't forget to modify derived stats as well.

Bite: 3d6

Claws: 4d6

Undead		Zombie		
Stat	#	MSB	Secondary	#
INT	8	-2	Hit Points	40
WILL	10	0	Stun Points	40
CHA	2	-8	Initiative	-2
AGI	8	-2	Punch	15
STR	15	5	Kick	17
END	20	10	Run	20
SPD	10	0	Lift	225
Skills		LvL	MSB	Main Stat
Attack		2	-2	AGI
Dodge		2	-2	AGI
Perception		1	-2	INT
Education		1	-2	INT
Unarmed		5	-2	AGI
Weapon	DMG	RNG	Special	
Bite	1d6+STR			
Armor	AC	MxAGI	Special	
Natural	20			

Zombies

Zombies are the result of not properly disposing of the bodies of your fallen comrades. These rotten corpses rise from their graves and wreck havoc on the people of Haven Hyline. Hence why there is a policy to burn the dead.

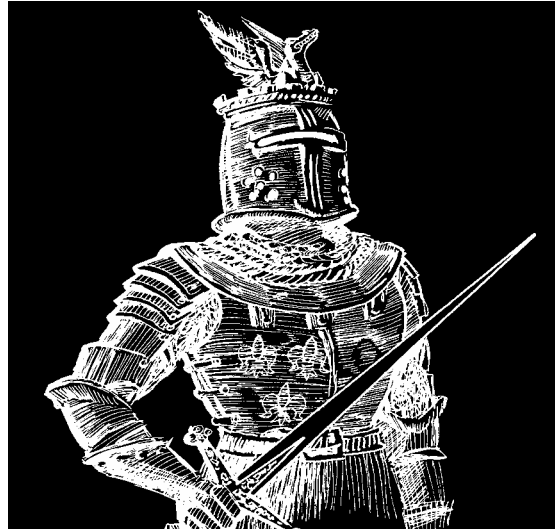


Noted Generic NPCs for Purgatory

Undead		Black Knights		25
Stat	#	MSB	Secondary	#
INT	18	8	Hit Points	310
WILL	25	15	Stun Points	310
CHA	10	0	Initiative	15
AGI	17	7	Punch	25
STR	25	15	Kick	27
END	30	20	Run	36
SPD	18	8	Lift	625
Skills		LvL	MSB	Main Stat
Attack		15	7	AGI
Dodge		10	7	AGI
Perception		15	8	INT
Education		4	8	INT
Unarmed		6	7	AGI
Weapon	DMG	RNG	Special	
Black Sword	4d10	2		
Armor	AC	MxAGI	Special	
Natural	10			
Full Black Plate	50	8	Magic does half damage	
Black Shield	40		Magic does half damage	

The Black Knights

As you've read at the beginning of this book, the Black Knights are undead warriors of Hazkel. They patrol the island and are immune to the fog that surrounds it. While Black Knights are servants, they have an unbelievable hatred of the living and the undead. Their wrath can be felt on both sides of good and evil. If a Black Knight is looking for you it is best to surrender and do as they wish. If you try to defy a Black Knight then they will hunt you down and make you wish that you'd never come to Purgatory. The Black Knight has glowing red eyes which are hidden inside of the Black Plate armor. When they speak it is in a deep voice that sounds almost demonic. There are always two Black Knights at the Dark Tower and the rest are patrolling or questing. It was said that there were only ten Black Knights, but only five have been seen.



Barbarian		Feral Barbarians		5
Stat	#	MSB	Secondary	#
INT	15	5	Hit Points	86
WILL	20	10	Stun Points	86
CHA	8	-2	Initiative	17
AGI	17	7	Punch	18
STR	18	8	Kick	20
END	18	8	Run	40
SPD	20	10	Lift	324
Skills	LvL	MSB	Main Stat	
Attack	8	7	AGI	
Dodge	7	7	AGI	
Perception	10	5	INT	
Education	1	5	INT	
Unarmed	8	7	AGI	
Weapon	DMG	RNG	Special	
Large Axe	2d12	2		

Feral Barbarians of Daylight's Gove

These savage warriors worship the Druid in Daylight's Grove. They will not hurt anyone who is respectful to nature. They wear the skins of bears and wolves. They will not leave the grove, and it is the one area in Haven Hyline where the forces of evil will not enter. When it comes to savage behavior these guys are it. Eating raw meat or even the meat of those who come to the grove.

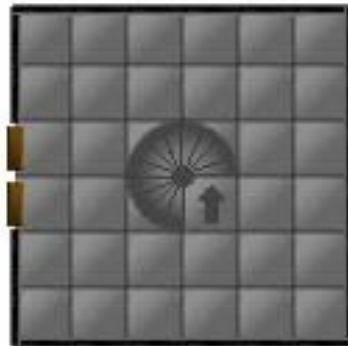


The Average Peasant

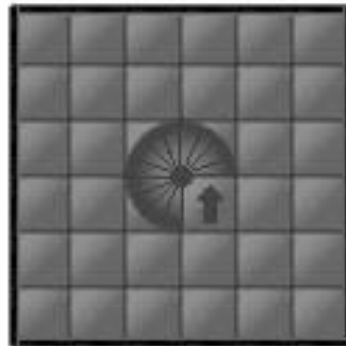
This is the average citizen of Haven Hyline. There aren't many of them, but they do make up the general population. They live their lives in fear and have hopes that someday they will be rescued. They are not friendly towards strangers. When it comes to standing up for themselves they don't do it. This has left them at the mercy of the mayor.

Peasant		The Average Citizen		
Stat	#	MSB	Secondary	#
INT	10	0	Hit Points	20
WILL	10	0	Stun Points	20
CHA	10	0	Initiative	0
AGI	10	0	Punch	10
STR	10	0	Kick	12
END	10	0	Run	20
SPD	10	0	Lift	100
Skills	LvL	MSB	Main Stat	
Attack	2	0	AGI	
Dodge	2	0	AGI	
Perception	2	0	INT	
Education	2	0	INT	
Unarmed	2	0	AGI	

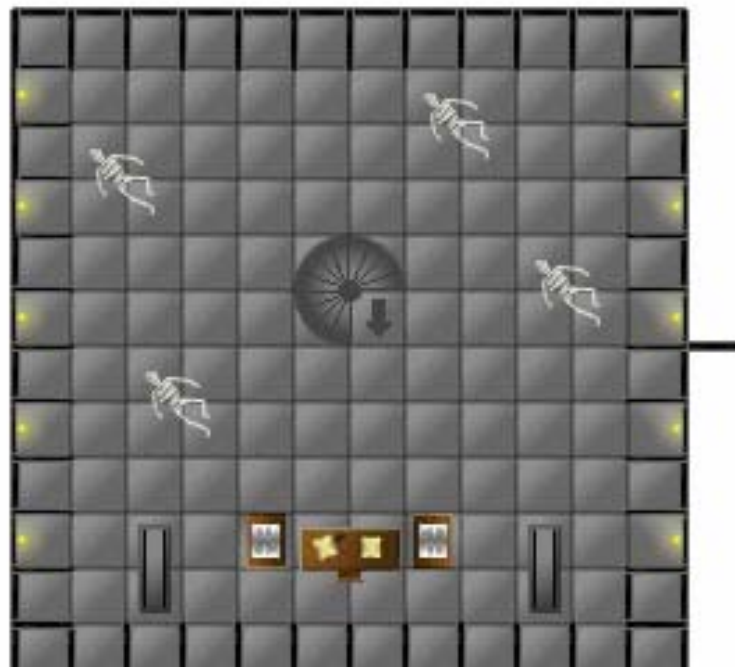
Level One



Levels 2-6



Hazkel's Lab



THE BASIC SYSTEM©

Character Name:

Character Sketch

Stat	#	MSB	Secondary	#
INT			Hit Points	
WILL			Stun Points	
CHA			Initiative	
AGI			Lift	
STR			Punch	
END			Kick	
SPD			Run	
			Jump	

Common Skills	LvL	MSB	Main Stat
Basic Fight			AGI
Dodge			AGI
Perception			INT
Basic Education			INT

Natural Ability	Bonus

Skill Headers	LvL	MSB	Main Stat	Skill Headers	LvL	MSB	Main Stat
Advanced Fight			AGI	Social Interaction			CHA
-			AGI	-			CHA
-			AGI	-			CHA
Melee/Firearms Combat			AGI	-			CHA
-			AGI	-			CHA
-			AGI	Extra-Curricular			Varied
-			AGI	-			
-			AGI	-			
Physical			AGI/STR	-			
-			AGI/STR	Skills w/ No Headers			
-			AGI/STR				
-			AGI/STR				
Advanced Education			INT				
-			INT				
-			INT				
-			INT				
-			INT				

THE BASIC SYSTEM©

The Extras	Description

Experience Level	<input type="text"/>	XP	<input type="text"/>
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<p>Campaign Setting</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>

Armor	AC	HP	Max AGI	Location	Special

Weapon	Damage	Range	Ammo	FR	# Hands	Special

Power	LvL	Description	Power	LvL	Description

<p>GAME NOTES</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
