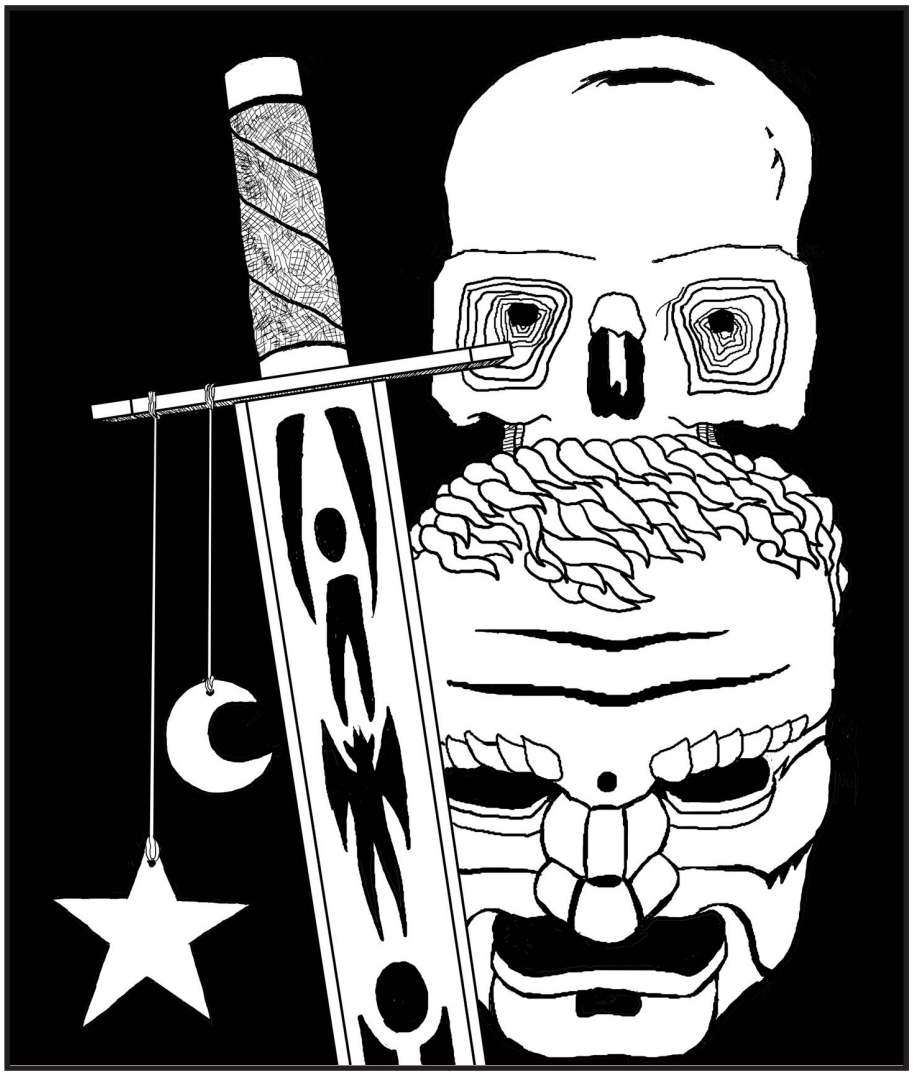


THE BLADE AND THE WILL

By M.C.MULLINS

Beta Edition 1.4

Legal Notes

The Blade & The Will(tm) is copyright 2006, 2008 M.C. Mullins, Albuquerque, NM, United States. Permission is granted to photo copy the Beta Edition 1.4 for personal non-commercial use. All other rights reserved, you may not duplicate the art or content of this book outside of a complete duplicate without the expressed permission of the author or copyright holding artists, except for review purposes.

The Twenty Explodes Engine(tm) is copyright 2006, 2008 M.C. Mullins. With some rights reserved. The trademark may be used by other author's and the ideas expressed in the "Twenty Explodes Engine Manifesto built upon royalty free provided the work credits M.C. Mullins as the owner of the Trademark and the original author of the Twenty Explodes Engine Manifesto. This permission does not extend to other copyrighted works written by M.C.Mullins (or other 20 Explodes Engine authors) or trademarks.

This book is dedicated to the memory of Dominic, a good friend who died too soon.

Credits

Written By M.C. Mullins

Artists

Kim Vivian, Justin Case, C.M. Mullins, and M.C. Mullins

Play Testers

Alan, Clare M, Dan “the barbarian”, Dany, Dominic, Jeremy, Justin, Emily H., Kim V., Kris V., Maggie, Matt H., Raine V., Edwina, and Tatanya.

Additional Thanks

I want to thank Eric Chris Garrison who runs www.homebrew.net/games/, I probably owe almost all of the hits *The Blade and the Will* has received to his site. Check the site out, it is packed full of other great free role-playing game offerings.

I would like to thank everyone that read and commented on the Alpha Edition of *The Blade & the Will* on the *Rpg.net's* forums. Your advise helped shape this edition of the book and was greatly appreciated.

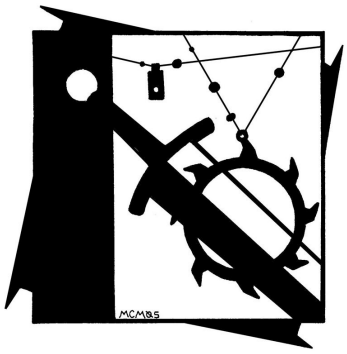
Thanks to RPG.net poster Xenongames for observing that the Beta 1.0 versions PDF was massively oversized. The criticism forced me to learn some new layout tricks.

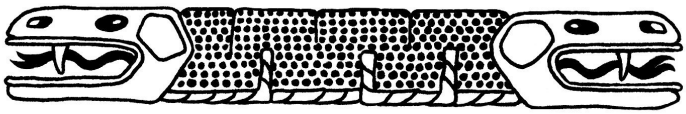
Disclaimer

1. Any likeness between individuals living or dead in this book are coincidental. All characters written about in this text are fictional.
2. Sorcery, monsters, and other fantastic elements described in this manual are also fictional.

Questions or Comments

Email me at
twentyexengine@hotmail.com.





INTRODUCTION

Justin flicked his cigarette off the porch and said, "So when are you going to finish the rules for your game?"

I said, "I don't know. Right now it's playable and I've got so much work to do that I have stalled out in the equipment chapter."

He laughed and said, "It's playable if you run it, but I'd like to run some games with it."

"I'll get right on it."

"I'll believe it when I see it."

This book is for friends that have gamed with me that requested I compile my homebrew notes, role-players with a hunger for rules sets that can be plundered for their own homebrews, role-players looking for new favorite game, or individuals interested in starting role-playing.



The Blade and the Will is a homebrew fantasy role-playing game based on my *Twenty Explodes Engine Manifesto.* I wrote it over years of role-playing in small snippets, during those years I played tons of other games and developed some fairly strong opinions about what they did right. This book is my attempt at getting as much of what I felt was "right" in terms of role-playing rules in one place. As a result of this method of building the rules I make no claims that this game is anything other than old school in its assumptions about role-playing. For me, the game rules in this manual are a well-worn easy chair that I can sit comfortably in while I run a game.

Note, *The 20 Explodes Engine Manifesto* is not recommended reading unless you want see me write on the subjective in the voice of a fascist dictator. It is only notable, because it provided an outline that made writing this book possible for me. If I hadn't written the manifesto this game would still be a pile of disjointed notes and ideas in various binders around my home.

So what were my goals when I wrote these rules? My big goal was a system that emulated the fantasy novels I read for entertainment better than those I was finding available commercially. I'm not a big fan of characters that progress from dorks into deities, but most games where built with this assumption. This mode of character development failed to emulate the sword and sorcery novels I read where the characters began the story as competent individuals and ended it great individuals, but still mere mortals. In *The Blade and the Will* the baseline assumption about the player's characters is that they are competent for a life of adventure.

My other goal was making a game with play mechanics that are simple and result in outcomes that are plausible within the context fantasy stories. Realism was never a goal with this system, but the players can expect a knife between the ribs to mess someone up and powerful spell to cause awe in witnesses.

Combat is a cornerstone of most role-playing systems and this stands true in *The Blade and the Will*. That said I love watching players deal with a story more than I love bean counting the outcomes of tactical combat, although I love that too. With this in mind I wrote the combat system for the game with a low whiff factor. It's fast, tactical, and over with a decisive outcome shortly after weapons are drawn. The rules may abridge things like fist fights where two equally matched opponents might wrestle for a good half hour unable to land a telling hit, but realism be damned I want more story and less time spent rolling dice pointlessly on missed sword swipes.

I think the rules that make up *The Blade and the Will* accomplish my goals as stated above. You may not agree with these goals or after reading the book may not feel that they were accomplished to your liking. This manual may be valuable for you regardless, because even if you don't like the mechanic there may be some gem of an idea worth stealing in here. My hope is that you will play this game and enjoy it, but even if it is just a pit stop on your way to a role-playing system that is your proverbial easy chair, I'm glad you've found it. This book is a celebration of all those hours spent telling tales and rolling dice with my friends and family.

WHAT IS NEW HERE?

The Beta 1.4 version of *The Blade and the Will* is primarily an editing update. I ordered and received a test copy of a softbound 1.3 version from Lulu.com and finally got a chance to sit down and read a printed version (my laser printer has been out of toner and is ancient so getting a new cartridge hasn't been an agenda item), the experience was comic and



depressing. I'm not going to catalog all the errors, but I did find a wide variety of them. The 1.4 version of the game contains all the corrections I made as a result of this proof reading.

The only major rules shift from earlier versions of The Blade and the Will is that Fate Points are now exclusively tools for players' characters. A gamemaster's non-player characters and creatures are legion, they do not require the same protection from the potential randomness of the system that players' characters do.

The rules for characters buying bonuses for rolls and rerolls with Fate Points were also tweaked slightly. Bonuses purchased now apply to any rerolls of the roll the purchase was made for, until that roll is resolved.

THANKS FOR YOUR PURCHASE

Don't forget to check out M.C. Mullins' lulu store for additional free material for *The Blade and the Will*.

TABLE OF CONTENTS

CHAPTER 1 BASIC CONCEPTS 17
What is the 20 Explodes Engine 17
What is Role-Playing 17
Why Role-Play 17
What Characters Does The Blade and the Will Feature For Role-Playing 18
So That is Role-Playing, But How Do I Role-Play 18
Key Terms 18
Action 18
Attributes 19
Bonuses & Penalties 19
Campaign 19
Campaign World(s) 19
A D20 or twenty-sided die 19
Fantasy Role-Playing 19
Fate Pool 19
Game Time 19
Gamemaster (GM) 19
Metamechanics 19
Non-Player Characters (NPC) 20
Player 20
Player Character (PC) 20
Rolls 20
Scene 20
Session 20
Simulationist Mechanic 20
Skills 20
Statistics & Scores 20
Stories & Chapters 20
System Mechanics 20
The Open Ended Roll 20
The Base Result (BR) VS the Final Result (FR) Of a Roll 21
The Set Difficulty and the Opposed Roll 21
Set Difficulty (SD) Rolls 21
Opposed (OP) Rolls 21
Action Rolls & Resist Rolls 21
Action Bonuses & Penalties 22
The GM and Rolls 22
Percentage Model for Roll Success Based Upon Final Modifiers 22
Rolls Only the GM Should Make 22
Zero Roll 22
Success Points (SP) and Failure Points (FP) 22
ROLL MODIFIER & PERCENTAGE CHANCE OF SUCCESS CHART 23
For OP Rolls Modifier to BR versus Opponents Modifier to BR 23
Rolls Scaled By FR 23
Standard Format for SD Rolls Descriptions in the Rules 23
Standard Format for OP Rolls Descriptions in the Rules 23
The Rule of Rounding 23
Attributes 23
Strength 24
Reflexes 24
Body 24
Intelligence 24
Willpower 24
Presence 24

Discipline 24
Sorcery 24
Luck 24
Spirited 24
CHAPTER 2 CHARACTER CREATION 25
Steps of Character Creation 25
Step One: Pick Your Characters Race 25
Attribute Score Maximums and Minimums 25
The Natural Reach of a Character 25
RACE CP COST CHART 26
Racial Templates 26
Cat Man 26
Dwarf 26
Elf 26
Exo-Morph 26
EXO-MORPH SHIFTS CHART 27
Goat Man 28
Goblin 28
Half-Elf 28
Hive Spawn 29
Human 29
Lizard Man 29
Magi-Mutants 29
Orc 29
MAGI-MUTANT MUTATION OPTION CHART 30
Rat Man 30
Troll 31
Vesp 31
Wee Folk 31
Wolf Man 31
STEP TWO: Select your character's Archetypes, Character Flaws, Special Abilities & Disadvantages 31
CP COST FOR STATISTIC PURCHASES CHART 32
MAXIMUM ALLOWABLE CP PURCHASE BY STATISTIC 32
STEP THREE: Select Universal Skills 33
STEP FOUR: Spend CP on Attributes, Skills, Spells, and Wealth 33
Twenty Skill Cap 33
The Cost of Increasing Universal Skills 33
Spells & Memorization 34
Initial Fate Pool 34
STEP FIVE: Purchase Equipment with Wealth 34
STEP SIX: Flesh Out Character Details 34
New Player's Common Question 34
ALTERNATE CAMPAIGN STYLE CP & MAXIMUMS CHARTS 35
Alternate CP and SB Maximum Caps For Different Campaign Styles 35
Examples of Character Creation 35
CHAPTER 3 READY-MADE CHARACTERS 39
Apothecary 39
Assassin/Sorcerer/Shaman 39
Barbarian Vagabound 40
Burglar 40
Caravan Merchant 41
Destroyer of Worlds 41
Dwarf Enchanter 42
Dwarf Infantry 42
Elf Scoundrel 42
Elf War Dancer 43
Exo-Morph Infiltrator 43
Florentine Madman 44
Goblin Scout 44
Knight Errant 45
Magi-Mutant Bounty Hunter 46
Orc Bandit 46
Orc Shaman 47
Poacher 47
Street Tough 48
Tavern Hero 48
Tourist 49
Witch 49
CHAPTER 4 PERSONAL TRAITS 51
The Personality Archetypes 51
CHARACTER ARCHETYPE LIST 51
Archetypes 52
Apologist 52
Artist 52
Barbarian 52
Citizen 52
Codependent 52
Competitor 52
Conformist 52
Cynic 52
Defender 52
Enforcer 53
Fiend 53
Individualist 53
Joker 53
Judas 53
Leader 53
Liar 53
Manipulator 53
Mediator 53
Optimist 53
Pacifist 54
Prophet 54
Rebel 54
Romantic 54
Servant 54
Slayer 54
Thinker 54
Truth Teller 54
Zealot 54
Changing An Archetype 54
Character Flaws 54
CHARACTER FLAW LIST 55
Benefits of Character Flaws 55
Character Flaw Description 55
Trait Rolls 55
Experience Points and Reducing Negative Trait Bonuses 55
Character Flaw Descriptions 55
Alcoholic 55
Arrogant 55
Attention Deficit Disorder 56
Big Spender 56

Blood Guilt 56
Blood Lust 56
City Slicker 56
Code of Honor 56
Compulsive Liar 56
Compulsive Thief 56
Day Person 56
Druggie 56
Favorite Weapon 57
Fighter 57
Greed 57
Guppy 57
Hatred 57
Honest 57
Indecisive 57
Insomniac 57
Lecher 57
Loner 57
Low Self Esteem 57
Lucky Charm 58
Masochist 58
Neat Nut 58
Never Surrender 58
Night Person 58
Pack Rat 58
Phobia 58
Poor Loser 58
Rebellious 58
Socialite 58
Thrill Killer 58
Violent Temper 59
Wild Spirit 59
Wuss 59
Wuss 59
Xenophobic 59
The Fate Pool 59
A Re-roll 59
Cheat Death 59
Purchase a Bonus for an Action Roll 60
Purchase a +5 Bonus for a Resist Roll 60
Fate Points and -1 Cumulative Penalty on Trait Rolls 60
Pray for a Miracle 60
Faith and Favor Score 60
CHAPTER 5 SPECIAL ABILITIES AND DISADVANTAGES 61
MAJOR SPECIAL ABILITIES LIST 61
MINOR SPECIAL ABILITIES LIST 62
MAJOR DISADVANTAGES LIST 62
MINOR DISADVANTAGES LISR 62
Special Ability & Disadvantages Description 63
Restrictions on Disadvantages Purchases Based On Racial Abilities 63
Special Abilities 63
Ambidextrous 63
Animal Bond 63
Animal Friend 63
Astral Armor 63
Attentive 63
Attractive 63
Boxer 63
Charmer 63
Commander 63
Dead Eye 63
Disease Resistant 63
Double Jointed 63
Drunken Legend 63
Elemental Empathy 64
Evil Glare 64
Fearsome Visage 64
Fleet Footed 64
Frog 64
Fish 64
Genius 64
Gifted 64
Good Balance 64
Healer 64
Healthy 64
Increased Racial Maximum 65
Internal Compass 65
Iron Will 65
Kills Hard 65
Leather Hide 65
Lightning Reflexes 65
Linguist 65
Long Limbed 65
Machine Empathy 65
Magical Amplifier 65
Massive Frame 65
Mind Reader 65
Nightvision 66
Ninja 66
Persuader 66
Photographic Memory 66
Poison Resistant 66
Quick Thinker 66
Ravager 66
Salty Dog 66
Scavenger 66
Second Wind 66
Sixth Sense 66
Spelunker 66
Spider 66
Spiritually Favored 66
Tough as Nails 66
Weapon Empathy 66
Witch Sight 66
Wolf Nose 67
Disadvantages 67
Accident Prone 67
Allergy (Major) 67
Allergy (Minor) 67
Albino 67
Astral Beacon 67
Bad Memory 67
Bleeder 67
Chemical Sensitivity 67
Cyclops 67
Deaf 67

Diseased 68
Disfigured 68
Distinctive Features 68
Doomed 68
Elemental Bane 68
Glass Jaw 68
Gremlins 68
Gullible 68
Ill Fated 68
Light Boned 68
Light Weight 69
Lightning Rod 69
Magical Dampener 69
Missing Arm 69
Missing Leg 69
Noisy 69
Obnoxious 69
Partially Deaf 69
Prey 69
Short 70
Sickly 70
Spiritually Unpopular 70
Stupid 70
Tongue Tied 70
Two Left Feet 70
Ugly 70
Unique Diet 70
CHAPTER 6 SKILLS **71**
Skills Statistics 71
Linked Attribute 71
Innate & Knowledge Skills 71
Skill Bonus 71
SB COMPETENCY REPRESENTATION CHART 72
GENERIC SITUATIONAL MODIFIER CHART 72
Description 72
Skill Rolls 72
Generic Situational Modifiers 72
Skills That Require Tools and Situational Modifiers 72
SKILLS' LINKED ATTRIBUTE CHART 73
Skill Listing 74
Acrobatics 74
Animal Training 74
Arcana 74
Athletics 74
Awareness 74
Berserker 74
Centering 74
Combat Surgery 74
Contortion 74
Crafts 75
Crafts Specialization 75
Disarm Trap 75
Divination 75
Drinking 76
Empathy 76
Etiquette 76
Fast Talk 76
Gambling 76
Hedge Magic 77
Information 77
DETAIL LEVEL OF INFORMATION BASED ON SUCCESSFUL SD INFORMATION ROLL 76
Initiative 77
Leadership 77
Lip Reading 77
Magic Resistance 77
Martial Arts 77
Meditation 78
Melee Weapons 78
Missile Weapons 78
Nautical Navigation 78
Navigation 79
Pick Lock 79
Pick Pocket 79
Physician 79
Prayer 79
Read & Write Language 79
Riding 80
Rope Work 80
Sailing 80
Scan 80
Shield Specialization 80
Shooting 80
Slaughter 80
Speak Language 80
Spell Improvisation 81
Spell Specialization 81
Spellcasting 81
Stealth 81
Survival 81
Swimming 81
Tactics 81
Thrown Weapons 81
Toughness 81
Toxin Resistance 81
Unarmed Combat 82
Weapon Specialization 82
CHAPTER 7 EQUIPMENT **83**
Costs 83
Hauling the Load 83
The Weight of Money 83
Weapons 83
Damage Bonus 83
Damage Type 83
Hands Required 83
MELEE WEAPON LIST 84
SHIELD LIST 85
THROWN WEAPON LIST 85
MISSILE WEAPONS LISTS 85
AMMO PRICE LIST 86
ARMOR LIST 86
Reach Score 86
Range Increment 86
Action Points for Reload 86
Shields 86
Armor 86
CLOTHING LIST 87
CLOTHING MODIFICATIONS 87

PERSONAL ACCESSORIES LIST 87
Armor Rating 87
PERSONAL ACCESSORY MODIFICATIONS 88
GENERAL EQUIPMENT LIST 88, 89, 90
Action Penalty 90
Action Points to Suit Up or Down 90
Clothing and Personal Accessories 90
General Equipment 91
Medicines, Narcotics, and Poisons 91
Proper Mixing 91
MEDICINE, NARCOTIC, & POISON LIST 92
Medicine, Narcotics, and Poison Costs 92
Medicine, Narcotics, and Poison Weights 92
Addiction 92
Narcotics & Legality 92
Poison Statistics 93
Medicine, Narcotic, & Poison Effect Descriptions 93
Medicines 93
Anti-venom 93
Calm Sleep 93
Numbing Bitters 93
Fever Leaves 93
Immune System Booster 93
Purge Root 94
Red Powder 94
Narcotics 94
Brute Root 94
Lady Death 94
Laughing Leaf 94
Sweet Nowhere 94
Tiger Blood 95
Poisons 95
Blinder 95
Death's Grip 95
Knee Weakener 95
Paralysis 95
Psychic Twist 95
Viper Venom 95
ANIMAL LISTING 96
VEHICLE LISTING 96
TITLE & LICENSURE COST CHART 97
Animals & Transport 97
Animals 97
Vehicles 97
Titles & Licensure 97
SERVICE COST LISTING 98, 99
Services 100
CHAPTER 8 CHARACTER DEVELOPMENT 101
Experience Points 101
When Can a Player Spend EP 101
EP Records 101
The Costs and Training Times of Statistics 101
EP DEVELOPMENT COST AND TRAINING TIME CHART 102
Who Can Tutor? 103
Training Time 103
Developing Augmented Statistics 103
The Rule of Two 103
Buying EP 103
Spirited Attribute and the Development of Discipline or Sorcery 103
Taking Up Sorcery or Favor Score if Disciplined 103
The Value of Tracking Total EP 103
CHAPTER 9 COMBAT 105
Universal Concepts 105
Initiative 105
Holding Initiative 105
ACTION POINTS CHART 106
The Combat Turn 107
Combat Actions 107
Close Combat 107
The Close Combat Mode & Engagements 107
Penalties for Multiple Engagements 108
Weapon Reach & Engagements 109
Reach Advantage Reversal 109
How Close do Opponents Need to be to Engage? 109
Maximum Number of Opponents that May Surround 109
Restricted Engages 109
Multiple Weapon Engagements 109
CLOSE COMBAT OPTIONS & MODIFIERS CHART 110
Surprise Attacks 111
Prone Opponents 111
Helpless Defender 111
Taking a Hit 111
Total Defense Close Combat Mode 111
Berserking 111
Blind Fighting 112
Fighting in Enclosed Spaces 112
Seven, Thirteen, Double Impact, and the Dreaded Double Impact 112
Additional Close Combat Options 113
Attacking to Disarm 113
Attacking to Knock Down 113
Attacking to Stun 113
Burying the Blade 113
Cautious Engagement 113
The Grapple 114
The Grapple and Gag 115
Intentional Double Impact 115
Making a Stun Attack Lethal 115
Ranged Combat 115
Thrown Weapon Attacks 115
Missile Weapon Attacks 115
Area Effect Attacks 115
RANGED PENALTIES FOR TARGET MOVEMENT CHART 116
Range Penalties 116
Cover & Target Movement Penalties 116
Ranged Attacks against Prone Targets 116
Ranged Attacks into Crowds 116
Holding Shots to Cover Zones 116
Blind Shots 116
Ranged Attacks in Response to Close Combat Engages 116
Surprise Ranged Attacks 116
QUICK REFERENCE RI PENALTY CHART 117
Mounted Combat 118
Mounts Share the Riders' Initiative 118
Benefits of Mounted Combat 118
Making a Mount Attack 118

Ranged Attacks from Mounts 118
Two-Handed Weapon Attacks While Mounted 118
The Dangers of Mounted Combat 118
CONDITION RESIST ROLL EFFECT CHART 119
Injury and Death 119
Attack Resolution 119
The Condition Resist Roll 119
MAIMING ROLL CHART 120
The Function of Injury Points 120
The Function of Wound Points 120
Maimed But Alive 120
Healing 121
Example of Combat 121
CHAPTER 10 GAMEMASTERING 123
Gamemaster's Tasks 123
1st Rule of Gamemastering 124
2nd Rule of Gamemastering 124
3rd Rule of Gamemastering 124
Getting Start 124
A Setting 124
Introducing Players to the Setting 124
How Many Players? 125
A Good Discussion for Starters 125
The Game's Tone 125
The Game's Scope 126
Role-Playing Style 126
Making Stories 126
Preparation & Improvisation 127
The Players' Share in Stories 127
Making Non-Player Characters 128
Non-Player Characters' Roles 128
Non-Player Characters' Fate Pools 128
Characters' Personality Traits, the GM, and the Story 128
Disadvantages and Character Flaws Players Took 129
Making the Game Challenging 129
Scene Management 130
GM Rolls & Fate Point Insurance 131
GM Fiat 131
Storied Deaths 131
Story Rewards 131
On Take Backs 132
The GM and Magic 132
Players as Inspiration 132
Problem Players 132
Play for Fun 133
"Rob" the Library 133
Making Up New Rules & Game Balance 133
Awarding Experience Points 133
Gamemaster Systems 133
Dangers to Life and Limb 133
Damage from Falling 134
Fires 134
FIRE DAMAGE RESIST PENALTY CHART 134
DISEASE CHART 135
Suffocation 135
Diseases 135
Disease Descriptions 135
Common Cold 135
Corpse Rot 135
Pleasure's Price 135
Red Death 135
Slobbering Madness 136
Traps 136
Trap Description 136
Trip Wire 136
TRAP CHART 137
Ankle Snare 137
Open Pit Fall 137
Lock Barb 137
Bolt Shooter 137
Trap Door 137
Wall Spears 137
Starvation and Dehydration 138
Attribute Damage 138
How to Break Stuff 138
OBJECT ARMOR RATING & STRUCTURE SCORE CHART 139
OBJECT CONDITION RESIST ROLL EFFECT CHART 139
Repairing Objects 139
Crafts and Quality 139
OBJECT QUALITY MODIFIERS CHART 140
Travel 140
Traveling More Than Six Hours in a Day 140
Travel Rates for Groups 140
Getting Lost 141
BASE PERSONAL & VEHICULAR TRAVEL RATE PER SIX-HOUR PERIOD 141
Rest on the Road 141
PERSONAL, TERRAIN, & WEATHER MODIFIERS TO TRAVEL DISTANCE 142
Sleeping in Armor 143
Hot Climates & Armor 143
Perception 143
Personal Awareness 143
Sight 143
SIGHT BASED ACTION PENALTIES 144
NOISE BASED ACTION PENALTIES & BONUSES 144
Normal Vision, Nightvision, and Other Forms of Sight 144
Sound 145
The Other Senses 145
Socialization Guidelines 145
Armor is Just Plain Rude 145
Clothes Are a Social Tool 145
Skills & Reputation 145
CLOTHING ACCEPTABLE FOR ETIQUETTE ROLLS CHART 146
Esteem & First Impressions 146
Levels of Esteem 146
INITIAL IMPRESSION DETERMINATION CHART 147
SOCIAL INTERACTION MODIFIERS CHART 147
Dire Enemy 147
Enemy 147
Disliked 147
Neutral 147

Friend 147
Confidant 147
Ruler 148
Long Term Contact and Shifts in Esteem 148
Common Social Interactions 148
After an Arrest 148
Black Market Purchases 148
Bribery 148
Favor Requests 148
FINDING GOODS ETIQUETTE- MERCHANT MODIFIERS CHART 149
Small Favor 149
Large Favor 149
Huge Favor 149
Finding Goods & Services 149
Flirting 149
Goat Purchasing 149
ASSASSIN'S GEAR CHART 150
SUCCESSFULLY INVESTIGATED ASSASSIN'S RESULT CHART 150
Haggling 150
Hired Assassins 150
HOST A GATHERING CHART 151
Hosting A Gathering 151
Interviewing (Gotcha, variety) 152
Investigation 152
Lies and Lie Detection 152
Making Illegal Purchases 152
INVESTIGATION MODIFIER CHART 153
QUALITY OF INFORMATION RECEIVED FROM INVESTIGATION CHART 153
CRIMINAL INVESTIGATOR'S SKILL MODIFIER DETECTING ILLEGAL ACTIVITY CHART 154
QUALITY OF NEWS AND RUMORS GATHERED CHART 154
Rhetoric, Basic 154
Rhetoric, Technical 154
Rumor Gathering 154
THREAT OP ROLL MODIFIER CHART 155
Threaten 155
Who is the Leader 155
MODIFIER FOR SKILL ROLL TO DETERMINE LEADER OF THE MOMENT CHART 155
Guidelines for Dramatic Actions 156
Ambushes 156
Arm Wrestling Contests 156
Big Lifts 156
Boozing it Up 157
Climbs 157
CLIMBING MODIFIERS CHART 157
Concealing Weapons 158
Escaping Bonds 158
Games of Strategy 158
Herb Gathering 158
HERB GATHERING CHART 159
Lock Picking 159
Long Jumps 160
Playing Dead 160
SWIMMING MODIFIERS CHART 160
Races (On Foot) 160
Scouting 161
Silent Kills 161
Swimming 161
Sneaking Around 161
MODIFIERS FOR BALANCE ACTIONS CHART 161
Stalking 161
Hiding 161
Tightrope Walking and Other Feats of Balance 162
Tracking 162

CHAPTER 11 SPELLCASTING 163

Spell Descriptions 163
Name 163
Difficulty Penalty 163
Cost & Sorcery Condition Resist Rolls 163
Range 164
Casting Time 164
Effect Description 164
Spells Known and Memorized 164
The Size of the Spell Book 164
Making Your Own Spell Books or Fetish Objects 164
How to Cast a Spell 164
POWER OF CASTING CHART 165
Determining a Spell's Power of Casting 165
The Centering Skill 166
Armor and Spellcasting 166
Touch Spell Engages 166
A Note on Spells That Create Wards, Symbols, and Runes 166
Spells with Mass Targets 166
Spell Effect Singularity & Effect Stacking Limits 166
Boons & Magic 167
Common Grimiore 167
Spells 167
Acid Blood 167
Alarm Zone 167
Analyze Spell 167
Animate Corpse 167
Antimagic Ward 168
Archmage's Labyrinth 168
Armor Charm 169
Astral Awareness 169
Aura Sight 169
Ball of Flame 169
Black Cloud 169
Blinding Speed 169
RANDOM FAMILIAR CHART 170
Call Familiar 170
Cat's Landing 171
Command Undead 171
Curse of Unhealing Wounds 171
Dark Nimbus 171
Decrease Attribute 172
Dispel Magic 172
Domination Animal 172
Domination Sentient 172
Don't Go Yet 173
Eight Eyes 173
Elemental Immunity 173
Elemental Protection 173

Enchant Object 173
Force Wall 174
Full Lung 174
Gate 174
Ghoul Curse 174
Heal Wounds 174
Hooch Fairy 174
Illumination 175
Imbue Daily Spell 175
Increase Attribute 175
Iron Skin 175
Lightning Bolt 176
Maybe Later 176
Mind Link 176
Mirage 176
Nightvision 176
Nimbus of the Overlord 176
Nobody Here 177
Open Book 177
Paralyze 177
Password Lock 177
Permanence 177
Polar Blast 177
Portal 178
Protection from Magic 178
Protection from Missiles 178
Read Thoughts 178
Shape Shift 178
Share Sense 179
Shatter 179
Shield Spell 179
Since You Were Born 179
Storm Call 179
Telekinesis, Major 180
Telekinesis, Minor 180
Third Eye 180
Time to Forget 180
Trace Spell Origin 181
Universal Tongue 181
Unnatural Sleep 181
Vocal Letters 181
Ward Against Undead 181
Weapon Charm 181
Whisper 182
Wild Meet 182
AN ALTERNATIVE SPELLCASTING METHOD 182
Hedge Magic 182
A Hedge Mage's Conception of Magic 182
Characters with Both Forms of Spellcasting 182
CHAPTER 12 PRAYERS & BOONS **183**
Faith, Favor, and Boons 183
Favor Score & Tenants of Faith 183
Purchasing Favor: Offerings and Rituals 183
Favor Score and Boon Points 184
Favor Score and Crisisof Faith 184
Boon Statistics 184
Name 184
Difficulty Penalty 184
Cost 184
Range 184
Prayer Time 184
Description 184
The Boon Request 184
POWER OF BOON GRANT CHART 185
Prayer Success and a Boon's Power 185
The Deity Determines the Available Boons 185
Touch Boon Engages 185
The Prayer's Favor Score & Effects 185
Boons & Magic 185
Boons with Mass Target 185
Boon Effect Singularity & Effect Stacking Limits 186
Archetypical Tenants of Faith 186
Agricultural Deity 186
Chaos Deity 186
Competitor Deity 186
Hunter Deity 187
Justice Deity 187
Knowledge Deity 187
Trickster Deity 187
Underworld Deity 188
War Deity 188
The Boons of the Deities 188
The Agricultural Deity's Boons 188
Animal Friend 188
Bountiful Acre 188
Heal Injuries 188
Heal Wounds 189
No More Hunger, No More Thirst 189
Restore Life 189
The Chaos Deity's Boons 189
An Army of the Damned 189
Call Chaos Spawn 189
ZOMBIE STATISTICS 189
CHAOS SPAWN RANDOM HEAD DETERMINATION CHART 190
CHAOS SPAWN RANDOM BODY DETERMINATION CHART 191
CHAOS SPAWN RANDOM LIMB DETERMINATION CHART 192
CHAOS SPAWN CHART FOR KNOWN SPELLS 193
CHAOS SPAWN REACTION CHART 194
Chaos Sphere 194
TOUCH OF THE CHAOS SPHERE EFFECT CHART 195
Dispel Magic 195
Grounds of Contention 195
Happy Smile 196
Word of Confusion 196
The Competitor Deity's Boons 196
Fearlessness 196
Honored Victor 196
Keep it Fair 196
Know No Pain 196
Know No Sleep 196
Righteous Challenge 197
Witnesses All 197
The Hunter Deity's Boons 197
Center of the Hunt 197
Certain Track 197

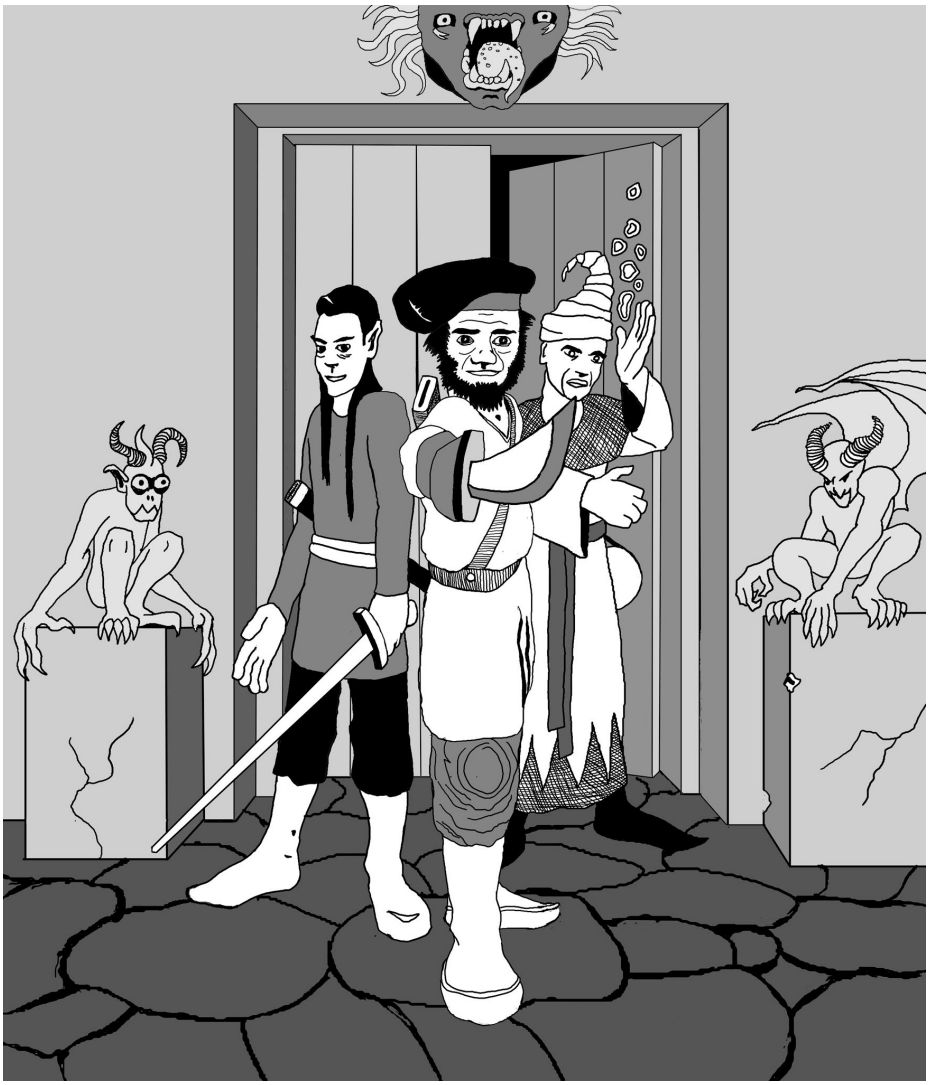
Dinner Call 197
Eye of the Predator 198
Night's Veil 198
The Hunter's Aim 198
Slayer's Quest 198
The Justice Deity's Boons 198
Blood's Call 198
Criminal's Road 198
Law's Finger 199
One Question 199
Shackle 199
Smite 199
Whole Truth 199
The Knowledge Deity's Boons 199
Around the Bend 199
Decipher Script 199
Front Row 200
Ghost Text 200
Know How 200
Trivia Spirit 200
Universal Tongue 200
The Trickster Deity's Boons 200
Coin Trick 200
Drop Spot 201
Forgettable 201
Like the Wind 201
Mark 201
Spot Patsy 201
Yes of Course 201
The Underworld Deity's Boons 202
Dead Can Talk 202
Death's Cold Kiss 202
Death's Coin 202
Destroy Undead 202
Earth's Embrace 202
Underworld Shortcut 202
Ward Against Undead 203
The War Deity's Boons 203
Battle Lock 203
Chosen Reapers 203
Close Wounds of the Warrior 203
Ethereal Weapon 203
Great Shout 203
Spirit of the Berserker 204
Weapon Charm 204
Generic Boons 204
Armor of Faith 204
DEITY'S AVATAR STATISTICS 204
Astral Awareness 204
Call Avatar 204
Daily Blessing 205
Evil Eye 205
Guiding Hand 205
Alternative Models of Faith 205
Shamanic Faith Model 205
Monotheistic Faith Model 206

CHAPTER 13 MAGICAL ITEMS 207

Effects Created By Magical Items 207
Destroying Magical Items 207
Magical Items Descriptions 207
Bag-O-Teeth 207
Banishing Weapon 207
Bowl of Silver Food 207
Coffin of Timelessness 208
Crown of Blasphemy 208
Crystal Ball 208
Distantslayer Spear 208
Guardian Blanket 208
GUARDIAN BLANKET STATISTICS 209
Hell Weapon 209
Horn of Nations 209
Light Crystal 209
The Lonely Shield 209
Matched Burners of Conversation 209
Pebble of Cleanliness 209
Prison of Armor 209
Scarf of Wholeness 210
Screaming Monkey Stick 210
Universal Key 210
X-Ray Monocle 210

CHAPTER 14 ANIMALS & CREATURES 211

The Statistics Blocks 211
Name 211
Attributes 211
Natural Reach 211
Natural Armor 211
Unarmed Combat Skill Bonus 211
NATURAL WEAPONS LIST 212
Natural Weapons & Damage Bonuses 212
Animal and Creature Skills 212
A Brief Note on Animal Carrying Capacity 212
Special Abilities & Powers 212
ANIMAL STATISTIC LIST 213
The Creatures 214
Arachnid, Giant 214
Cockatrice 214
Dragons 214
ARACHNID, GIANT STATISTICS 214
COCKATRICE STATISTICS 214
Fell Hound 214
Lug 215
DRAGON, ANCIENT STATISTICS 215
DRAGON, MATURE STATISTICS 215
DRAGON, PUP STATISTICS 215
Plague Varmint 215
Soul Stealer 216
FELL HOUND STATISTICS 216
LUG STATISTICS 216
PLAGUE VARMINT STATISTICS 216
SOUL STEALER STATISTICS 216



The Blade and the Will is a Fantasy Role-Playing system built around the *20 Explodes Engine*. This chapter describes the key concepts that underlie all of the rules in this book. It also touches a process and jargon associated with pen and paper role-playing.

What is the 20 Explodes Engine?

The 20 Explodes Engine is a set of seven maxims for game designing. A system created with the *20 Explodes Engine* only uses one type of dice, a twenty-sided die. The system is constructed around a statistics as bonuses for rolls mechanic, with two types of rolls used to resolve all dramatic actions within the game.

A game built around the *20 Explodes Engine* has a consistent internal logic that allows actions to be resolved in a fast and plausible fashion.

What is Role-Playing?

Role-playing is form of improvised theatre. Two or more players gather together, agree on a rules set, create characters based on the rules chosen, and then with the guidance of the player designated the gamemaster (GM) create stories with those characters as stars.

Why Role-Play?

Role-playing games are a unique variety of entertainment. The game's uniqueness stems from its shared nature. When a group of people comes together to role-play the goal is not to determine an individual winner, but to create a shared story that all the participants can enjoy. The players' ability to interact with the story is the greatest draw of the hobby. In most entertainment venues the consumer assumes a passive role to the creative process. You watch a movie, read a book, sit through a play, or soak in television shows, all without being able to interact with the content in a fashion more concrete than to offered criticism.

When a group of players gather to role-play no barrier exists between the story and the participant. The players are not only expected to hear the story told, but to tell a portion of it with his or her character. Each player is an actor who while the game is played pretends that he or she is another person or if the player is the gamemaster (GM) a slew of other people.

The in a role-playing players are bound by a set of guidelines intended to simulate the chance of success or failure in proposed actions by the players based on the statistics of their characters. The idea that failure is a possibility is a part of the kick of the hobby as it allows players to gamble without risking anything more substantial than an imaginary proxy. A game's rules provide the GM with a means to arbitrate the disputes and create challenges for the players to overcome.

How a group of Role-players decides to enjoy the hobby is up to them. Some players are enamored with the acting of characters personalities, others enjoy the strategy elements inherit in the hobby, and most players enjoy both aspects of the game to some degree. The fact that there is no "right way" to enjoy the role-playing hobby is its most attractive trait.

Lastly, role-playing is a way to hang out with friends and have fun.

What Characters Does The Blade and the Will Feature For Role-Playing?

The Blade and the Will is a game about wild-eyed adventurers. Men and women that choose a life of daring in far away worlds, refusing a work a day life. These characters are heroes in the classic sense, that is to say they are excessive and separate from their fellow sentient folk by virtue of extraordinary daring (Men and women need are not always human under distant suns). If the players choose they may save the less brave from danger, but they may also simply choose adventure for personal profit.

These heroes roam in far away lands and times battling all manner of fantastic danger. Some of the battles are fought with cold steel against other men or beasts. Others are of a more subtle nature as the characters deal with societies that thrive on an organized form of life that makes citizens fear that gleam the players' characters' eyes.

What sort of careers do the characters have? The character will be sword wielding vagabonds, knights, soldiers, traveling merchants, burglars, army scouts, mighty wizards, saints of deities, pit fighters, brigands, brash young nobles, or any other concept you can think off that fits the fantasy genre. *The Blade and the Will's* system allows the player to create a character with the skill, equipment, and titles that fit their chosen role. Today's Viking is tomorrow's merchant, and next Thursday's king.

Which lands are the heroes in? That depends on the GM, but if your playing a game of *The Blade and the Will* there had better be flashing steel and wicked sorceries afoot there. Otherwise why use the tools this game provides. This game is all about the use and misuse of the genre elements of fantasy by the players. The players decide if their unique status as movers and shakers in the world is for good or for ill, but it should always be for the player group's entertainment.

So That is Role-Playing, But How Do I Role-Play?

Simple, you speak as your character and explain their actions when the GM presents a scene. If you are Grenwald the bodyguard that slurs his speech as a result of one to many blows to the head, then you slur your speech when you have him speak with the other players' characters. When the GM asks what Grenwald does when faced with a charging bull, you choose and explain whether he leaps aside or punches that uppity bull in the face.

The following is an example of an exchange made between players that are role-playing. In the example, Jim is the GM, Sandra is playing a human burglar named Ruby, and Ted is playing professional dwarf pit fighter named Derrick.

GM: The moonlight filter through the trees sporadically in wood that surrounds the fabled tomb of Odvain the Mad. For your human eyes the underbrush appears alive with all manner of evil looking shapes as you walk the trail, but Derrick your night vision reveals that there is nothing particularly unusual here.
Sandra as Ruby: It seems ghost have filled the forest in disapproval of our errand.
Ted as Derrick: Not as I see it, we are lucky the forest seems clear this evening.
Sandra: Alright then, Ruby continues along the path.
Ted: As does Derrick.
GM: After roughly ten minutes of walking you see a clearing ahead. In the center there is small circular mausoleum decorated with twelve Doric columns and domed roof.
Sandra: Ruby sneaks over to the edge of the clearing and looks around for any potential onlookers or dangers.
Ted: Can I see a door on mausoleum?
GM: (Rolls dice) Ruby does not see anyone out in the shadows of the forest, but you are struck by the oddly lumpy ground that spreads between the edge of the clearing and the tomb. It is doubly notable for the complete lack of grass or brush. Derrick there is an iron wrought gate on the tomb with what looks like a large padlock.
Ted as Derrick: (whispers) Shall we go over and knock then?
Sandra as Ruby: If by knock you mean pick that lock and get the old codgers book of recipes for Flavis then, yeah lets knock.
Sandra: I get my picks out and start walking towards the door.
Ted: I follow keeping an eye on the surroundings.
GM: When you reach the door you see that the massive lock appears badly rusted. This task could be tricky. Through the iron grill you see a stairway leading down. Derrick your Nightvision reveals that it is a short stair and you can see a massive marble coffin in the center of small chamber below.
Sandra: Ruby gets out her oil and pours some in the lock, and then starts picking.
Ted: Derrick keeps an eye on our back while she works.
GM: As Derrick watches the clearing you notice the ground starts crawling along the path you took here. Moments later seven kitten sized glowing green larvae surface at various points along the path and begin wriggling towards you.
Ted: Derrick draws his mace.
Sandra: Ruby continues her work on the lock.
And so it goes on…

KEY TERMS

This section provides definitions for a variety of terms and concepts that relate to role-playing.

Action: Anything a player has his or her character do within the story is considered an action. It is assumed that the characters in a game of *The Blade & the Will* are capable everything that a person can do and those characters may be capa-

ble of doing a variety of things via magic that the players will never be able to do outside the imaginary venue of the game.

To have a character perform an action during the course of the game a player proposes the intended action to the GM. When an action is deemed to have a chance of failing by the GM then the player may have to make a Skill or Attribute Roll to determine if the character succeeds.

An action is only considered completed once the roll or rolls related to it have been made and the GM has explained the end results of the activity.

Attributes: In *The Blade and the Will* characters and creatures have their basic physical, mental, and mystic aptitudes represented via tem basic attributes (although no character will have all ten and some characters have unique attributes not covered here). Three of the attributes are physical. These attributes are: Strength, Reflexes, and Body. Another three attributes are mental. These attributes are: Intelligence, Willpower, and Presence. The Discipline Attribute represents combination of physical and mental elements. The last three are mystical, the Sorcery, Luck, and Spirited attributes.

A character will have a score in each of Attribute that for most humans will be between one and twenty (except the Spirited Attribute). A score of one represents extreme deficiency in abilities related to the Attribute, while a score of twenty represents an exceptional aptitude in the attribute.

A character's standard attributes function as bonuses for Resist rolls and determine how easily he or she may obtain various skills that are linked to the attribute. Some attributes scores only reflect various resource capacities for a character.

Bonuses and Penalties: A character's chances of succeeding at any given endeavor is based upon his or her scores/bonuses based on personal ability and any penalties based on the challenges presented by the character's condition and environment. A bonus is always indicated as a number added to the Base Result (BR) of a roll and a penalty is always subtracted from the BR.

Campaign: A campaign is a series of serialized stories the players involve their characters in. The stories may be linked or share nothing beyond the player characters involved. Campaigns are one of the most satisfying experiences in role-playing and you have not experienced the hobby to its fullest until you participate in one.

Campaign World(s): The world(s) that a campaign takes place on, the purpose of which is to lend the stories in a campaign a common thread. The world is the stage that the players' adventures get played out upon. A GM may; create their own campaign world, borrow one from their favorite fantasy novels, or utilize a published campaign world written by someone else.

A D20 or Twenty-Sided Die: A D20 is polyhedral die with twenty sides. It is the only die you need to play *The Blade and the Will* or any other *20 Explodes Engine* game. It is a good idea for each player to have his or her own die.

Fantasy Role-Playing: The fantasy genre is time honored in role-playing. The trappings of stories made within the genre are; brave heroes, powerful magics, and otherworldly creatures. *The Blade and the Will* is a *20 Explodes Engine* system designed to give players the means to tell stories that contain the genre conventions given above, although the rules are serviceable for historical and swashbuckling role-playing games as well with a few nips and tucks.

Fate Pool: A character's Fate Pool is numerical representation of how much Fate favors him or her at the moment. A character's Fate Pool will never exceed their Luck Attribute Score in size. The points in it are earned via role-playing the character's personality archetypes and a player can spend them to alter the outcomes of situations so that they are more favorable for their character.

Game Time: Rules often refer to increments of time required for various activities. These references do not indicate that this is the amount of time the players must spend at the game session if their characters carry out these acts.

The time is listed for the actions are given so that they may be fit into a dramatic timeline for resolution. The amount of real-time required for resolution of the rules depends on the situation at hand. An action that takes six hours for the PC or NPC might be resolved in under a minute at the game table, provided it is the only thing the characters in the story are involved in (i.e. an uneventful journey of six days between two cities). Conversely, if numerous characters are taking part in shared actions a small period of game time might take an hour to resolve (i.e. a pitched battle).

Gamemaster (GM): The GM is the player who creates the story the other players interact with. He or she creates the events, locations, and people the players encounter in the game. The role of GM is a challenge and a pleasure. Every player should try his or her hand at the task from time to time and players who love to tell a yarn should do it every chance they can get.

The GM is also the arbitrator of the rules of the game. The GM should work with the players to make sure that the rules suit the group's goals in play, but his or her word on any given ruling relating to their game is final.

Metamechanics: A metamechanic is rule within the game that does not relate specifically to resolving a task.

Metamechanics are designed to quantify things that are not typically figured into the accomplishment of mechanical tasks. This includes things like a character's drive in relationship to a task and how they feel about them self in relation to their ideals.

Non-Player Character (NPC): Any character the GM runs in the game.

Player: One of the participants in the game responsible only for his or her player character(s) actions. The players' job is to attempt and interact with the GM's world in a fashion that is true to the character they create.

Player Character (PC): The player's make believe persona within the game.

Rolls: When the rules request a roll it indicates that a D20 should be tossed. The Base Result (BR) of the toss is based on the number indicated on the highest plane on the die that is parallel to the rolling surface. The BR then has any bonuses or penalties applied based upon the circumstances surrounding roll was made in the first place to obtain the Final Result (FR).

Scene: A single event played out in a story. Scenes include; battles, social encounters, chases, and any other single occurrence that must be played out by the role-playing group.

Session: Any time players gather to role-play it is considered a session. Most Role-Playing sessions last between 3-8 hours.

Simulationist Mechanics: A rule or system that is designed to simulate a mechanical action like leaping onto a horse or whacking an opponent with a sword is considered a simulationist mechanic or to possess simulationist mechanics.

Skills: A character's skill statistics represent the meat of his or her pen and paper persona. His or her abilities within the game are almost entirely dependent on the skills possessed. The Skill Chapter provides a list of standard skills for making a character for fantasy genre role-playing game.

Statistics & Scores: All characters in the game have their abilities represented by a variety of scores. In *The Blade & the Will* all characters' abilities are represented in game based upon their Attributes, Skill Bonuses, and Fate Pool. Some characters have other scores too, but all share the ones listed above.

Each score represents a character's aptitude in a single area. The higher a score is the better that character is at actions that relate to the stat or resists made using it. If a character makes a roll related to the score it becomes his or her initial bonus for that roll.

Stories and Chapters: The story in a role-playing game is a series of events the players become involved in. The events lead towards a singular decisive moment that changes the nature of a situation the players are involved in. The GM decides when stories begin and end. References to chapters in a story, indicates that the story is serial in nature, because it has required more than a single session of gaming to resolve. Sessions and chapters are interchangeable terms.

THE SYSTEM MECHANICS

The system mechanics section describes the core concepts behind every other rule in this book.

The Open Ended Roll

In games that use *The 20 Explodes Engine* all rolls are open ended. Open-ended rolls make super high or super low results possible, but most rolls will fall within a predictable mid-range. The potential for any roll to go super high or super low merely represents the fact that fate may deliver impossible victories or defeats to characters that tempt her.

The open ended roll works as follows. If the base result (BR) of a roll of the die comes up as a twenty or a one then the die gets rolled again, with the result of the next roll added or subtracted from the initial result. If the second roll results in another twenty or a one then the process occurs again, the die gets another toss and has the result of that toss added or subtracted from the rolls that proceeded it.

Whether or not the initial BR of the rolls following the first are added or subtracted from the next roll depends on if the current die toss came up a twenty or a one. If the die came up 20 then the next roll is added to the proceeding rolls to determine the BR.

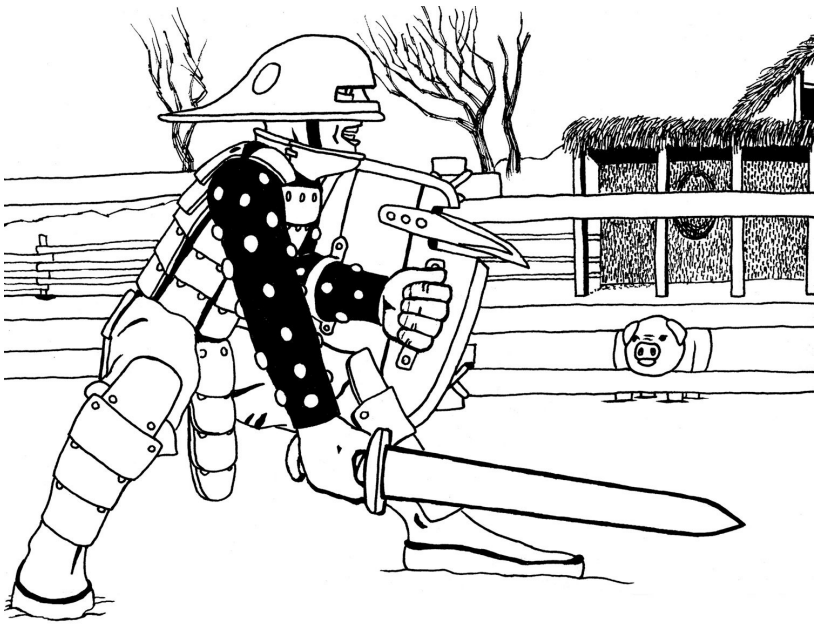
If the die came up a one then the next roll's result is subtracted and all proceeding rolls continue to be subtracted, unless another result of one is rolled. If a second one result is rolled than each toss that follows that has its result added to the previous tally.

An open ended roll ends on the die toss that comes up as a number other than one or twenty. The final BR for the roll is the total received after all the positive and negative tosses of the die are added up.

Open Ended Rolls Example #1: El Rojo Grande makes an open ended roll to jump from a third story balcony to the street below. The first toss comes up a 20, so his player is obliged to roll again. The second roll comes up a 20 as well, so the player rolls yet again. At last the die comes up a 3 and the open ended roll is completed with a BR of 43 for El Rojo Grande.

Open Ended Rolls Example #2: Asyric tries to introduce himself to Count Von Filburg, so the GM has his player roll for her character's Etiquette- Noble skill. She manages to

roll a 1 for her initial toss. On her second toss she gets a 20 and is obliged to make another roll. The third roll comes up a 1 again, so she rolls once more. Her last roll comes up a 10 and ends the process. Asyric's BR result for the roll is a -10 (1 + (-20) + (-1) + 10 = -10).



The Base Result VS the Final Result of a Roll

A roll is not considered completed when the BR is acquired for the die toss(es). A roll's Final Result (FR) is based on the Base Result (BR) added to all the modifiers to the roll based on the character's related ability and circumstantial modifiers. When all the modifiers (bonuses/penalties) and added to the BR the total is the FR for the roll. Whether the FR of a roll indicates success or failure depends on what type of roll is being made.

What modifiers are applicable to any given roll depends on the Action it is intended to resolve. Almost all rolls are Skill Based Action rolls that have the character's Skill Bonus, Action Modifier, and any circumstantial modifiers indicated by the rules or the GM's view of the difficulty of the action applied to them.

Example of modifiers applied to a BR to determine the FR of the roll: Eldrimir finds his apprentice with his hands in a box indicated as strictly verboten to the young mage. Eldrimir decides to make an example of the rascal for his other pupils by casting the dreaded Acid Blood spell on him.

Eldrimir rolls a BR of 7 for skill roll. The roll is then modified by his Skill Bonus of +20 in Spellcasting, the spells Difficulty Penalty of -15, and an Action Penalty of -3 because he suffered a Wound Point as result of tumble down some stairs due to this very apprentice's inability to clean up the lab. After all of the modifiers are added together and applied to the BR the roll's FR is a 9.

The attempt to turn his dimwitted assistant comes to naught as result and leaves Eldrimir with a splitting headache. See the Set Difficulty rolls rules below for an explanation of why the FR 9 resulted in a failure for the angry old goat and a few more hours of life for his assistant.

The Set Difficulty and the Opposed Roll

The 20 Explodes Engine and therefore *The Blade & the Will,* uses to types of roll to resolve character actions and circumstantial responses. These are the Set Difficulty (SD) and Opposed (OP) rolls. Whether or not a character succeeds or fails in a situation depends on the FR scored on a roll as it relates to the type of roll made. What success or failure entails on the roll in question depends on what the character is doing or having done unto them.

Set Difficulty (SD) Rolls

If a roll is designated as a Set Difficulty roll a FR of 10 or more indicates success. An FR of 9 or lower indicates failure.

SD rolls are used for actions that do not involve a target that can respond to the act (i.e. all actions related to inanimate objects, environment, and immobile persons). SD rolls are also used for Resists against various potential threats. The bonuses and penalties depend on how good the character is in the statistic related to the action the roll is made for and the GM perception of the set piece difficulties present.

Opposed Rolls (OP) Rolls

OP rolls are made when one character makes an action that another character has the means and desire to oppose. The individual that gets the highest FR in an opposed roll is considered to have succeeded. The character with the lower FR is considered to have failed. In the event that an OP roll results in tied FR the individual that stands to lose something is considered the winner, if both individuals might lose something then both individuals are considered to have "failed" on the roll.

OP rolls are used exclusively for actions. Common OP rolls include close quarters attacks, races between athletes, and public debates. The bonuses and penalties applied to OP roll depend on the circumstances that surround the opposed action.

Action Rolls & Resist Rolls

There are two basic categories that all rolls fall under; a roll is either an Action roll or a Resist roll. The category of roll is important because it determines whether the

roll is subject to Action Bonuses or Penalties.

All action rolls are subject to those bonuses and penalties. Almost all Skill rolls are considered action rolls and any Attribute roll used to resolve an action initiated by the player is also considered an action roll. Anytime rolls are discussed within the rules in this manual you may assume it is considered an action unless the rule indicates the roll is a resist roll.

Resist rolls are not subject to action bonuses or penalties because they represent attempts on the part of the character's instincts, body, or soul to protect the character from harmful influences. Resist rolls are almost always made with one of the character's Attribute Scores used as the bonus and are indicated in the applicable rules as resist rolls.

Action Bonuses & Penalties

A character may receive action bonuses or penalties as a result of various factors. The most common factors are; Armor Penalties, Encumbrance Penalties, the Motivation Score Bonus, and Wound Penalties.

A character's Action Modifier is the cumulative total of all Bonuses and Penalties they have. The Action Modifier a character possesses at any given time is applied to all Action Rolls he or she makes while the factors creating it exist.

The GM and Rolls

The GM decides when rolls are necessary to resolve actions in his or her game of *The Blade & the Will*. This manual is full of rules and guidelines for situations that can be resolved with various rolls. Action and Resist rolls are both tools for shaping the story you create. They are intended to create dramatic tension, if a the possibility of failure on the part of a character in the story does not provide the possibility for the stories course to change then a roll may not be necessary. If it does then a roll may be appropriate.

Which roll is required depends on the nature of the action. Characters in a *The Blade & the Will* may possess a wide variety of skills and each one is designed to handle a variety of actions. The GM should have a good enough grasp of which skills and attributes apply to certain kinds of action to call for a skills use (i.e. the application of the appropriate Skill Bonus or Attribute Score Bonus to a roll). You should also have a comfortable grasp of how to apply a circumstantial bonus or penalty to those rolls. If these ideas seem a little hard to grasp at first just read on. They will make more sense as you look at the rules laid out in the rest of this book. You just need to remember that all the modifiers applied to any given roll are cumulative and are applied for a reason. The reason may be to represent the character's aptitude at a task via skill/attribute or to represent the adversities that the environment the action takes place provides to the attempt.

Percentage Model for Roll Success Based Upon Final Modifiers

This section provides a quick model of what a character's approximate chances of success are in a situation based upon the cumulative modifier (via bonuses and penalties) on any given SD or OP roll. The GM should note that in any OP roll where one character's modifier exceeds the others by 10 or more success is virtually guaranteed.

Rolls Only the GM Should Make

From time to time a player may have his or her character perform an action where success or failure may not be immediately evident. Some examples of this sort of actions include, but are by no means limited to; trying to walk quietly, building a trap, or making a divining attempt. When a player has his or her character take an action where the success terms may be ambiguous, the GM and not the player should roll the die for the action. The result should be kept secret and the player left to extrapolate whether or not the action succeeded based on how the events that surrounded the action unfold.

Zero Roll Option

Whenever a roll is called for in the rules a player may opt for a zero roll rather than toss the die.

A zero roll is just that, a roll result of zero with the calculated modifiers for the roll added on.

This mechanic is handy for cutting down on unnecessary rolls in game, because it allows characters the GM to gauge when rolls may be necessary. If the final modifier for a roll is +10 or more and the roll has a SD then a zero roll assures success.

There are occasions when a zero roll also assures failure or has a low probability if giving a character a desirable level of success (i.e. the calculated modifier for the roll is lower than a +10 or it is an OP roll).

There are also cases where the success is relative and dependent on the Success Points or Failure Points Scored on the roll (both are explained below).

Success Points (SP) and Failure Points (FP)

Some of the rule systems covered in this manual use Success Points (SP) or Failure Points (FP) to determine the scale of effect an Action or Resist roll has in the game. SP and FP effect depends on the situation the roll was made to resolve, but the way that they are scored is universal and dependent on whether the system asked for a SD or OP roll.

The SP scored on a SD rolls is equal to the FR minus ten. (i.e. a FR of 18 on a SD roll has scored 8 SP). The FP scored on a roll is equal to 10 minus the FR. (i.e. a FR of -25 indicates 35FP where scored).

The SP scored on an OP roll is equal to the FR of the

Roll Modifier & Percentage Chance of Success Chart	
For SD Rolls Modifier to BR of Roll	**Approximate Percentage Chance of Success***
-10	5%
-9	10%
-8	15%
-7	20%
-6	25%
-5	30%
-4	35%
-3	40%
-2	45%
-1	50%
0	55%
+1	60%
+2	65%
+3	70%
+4	75%
+5	80%
+6	85%
+7	90%
+8	95%
For OP Rolls Modifier to BR versus Opponents Modifier to BR	
= to opponents	50%
1 > than opponents	55%
2 > than opponents	60%
3 > than opponents	65%
4 > than opponents	70%
5 > than opponents	75%
6 > than opponents	80%
7 > than opponents	85%
8 > than opponents	90%
9 > than opponents	95%

Roll Modifier & Percentage Chance of Sucess Key
*: The percentage given is approximate, because of the open-ended nature of rolls. There is a 10% that any die rolled will break off the scale of 20 assumed as the standard for these success percentages.

character that won on the OP roll minus the FR of the character that lost (i.e. if the winners has FR 20 and the loser has a FR of 5, then the winner scored 15 SP). The loser's FP is equal to the winner's SP when an OP roll is the source of the calculation.

Rolls Scaled By FR

Some rolls have their result determined via FR scaling. This is done with a chart that shows the effects of various FR on a roll. The Condition Resist Roll Effect Chart used to determine how badly a character takes getting jostled, stabbed, blasted, or dropped is an example of this sort of mechanism. The chart may be found in the Combat Chapter. It is used by comparing the FR of the prescribed roll and cross-referencing the cumulative effects.

Standard Format for SD Rolls Descriptions in the Rules

Through out this manual references are often made to SD rolls. The standard format these descriptions are given in is SD (#) applicable skill/attribute and a note on whether roll is a resist or not. The number in parentheses is the circumstantial modifier the rule entry suggests and may be a variable. The listed Skill or Attribute is the one used to resolve the roll (i.e. have its Skill Bonus or Score added for determining the FR).

Standard Format for OP Rolls Descriptions in the Rules

When a rules system calls for an OP skill roll to resolve an action a skill VS skill format is used to describe it. The first skill listed is that of the initiator of the action and the second one is the skill used to oppose it. In some instances a character may have a choice between skills to apply to the OP roll, although only the skill that is chosen has its bonus applied.

The Rule of Rounding

Whenever numbers are divided in *The Blade and the Will* fractions/decimals are always rounded up to the next whole number.

Example, Bulthus has is wielding a Two-Handed sword. His Damage Bonus with the weapon is equal to Strength Score of 18 + Melee Martial Arts Skill Bonus of 11 divided by two. His Damage Bonus with the weapon is 15 (29/2 = 14.5 which rounds up to 15).

ATTRIBUTES

The Key Terms section mentions the ten attributes used to gauge the physical, mental, and mystical prowess of characters and creatures. This section gives a brief description of each of the attributes. Attributes are used primarily for

Resist rolls and determining how easily a character picks up various skills. Specific rules related to Attributes are given in various chapters in this manual.

The GM may have characters use their Attribute Scores as bonuses for Action rolls, but this is usually handled using the procedures for unskilled action attempts covered in the Skill Chapter. If an action can be handled with a skill rather than an attribute, the skill systems always trump the attribute for handling resolution.

Each of the ten basic attributes is described below.

Strength

This attribute represents a character's physical brawn. Strong characters tend to be able to hit harder, haul more equipment, and handle physical exertion better than their weaker counterparts.

Reflexes

The Reflexes score represents how well the character controls their physical movements.

Body

This attribute represents a character's general physical health. Characters with high Body scores tend to survive injuries and strain better than most.

Intelligence

A character's Intelligence Score represents his or her ability to spot patterns in things and turn them to his or her advantage. The attribute is a combination of perception and problem solving skills on the part of the character.

Willpower

The Willpower Attribute represents the resolve a character possesses. It represents a character's memory and ability to control his or her emotional states.

Presence

A character's Presence Attribute represents their ability to mold the level of attention others pay to them. A character with a high Presence score tends to have numerous friends, but also know how to avoid being noticed when necessary.

Discipline

A character's Discipline Attribute represents their personal drive for self-improvement of mind and body. A character with this attribute receives additional Experience Points at the end of game sessions equal to their Attribute Score. A character may not have a Discipline Attribute Score if they have a Sorcery Attribute Score or have developed a Favor Score with a Deity.

Sorcery

A character's Sorcery Attribute represents his or her link with magical forces in the world. It determines how well they resist the drain effects of spells and is sacrificed to power really potent spells. A character with a Sorcery Attribute Score cannot have a Discipline Attribute Score or the Spirited Attribute.

Luck

A character's Luck Attribute represents the universe's tendency for letting them get their way. It governors their Fate Pool, a character may not have a number of points in that pool that exceeds their Luck Attribute Score.

Spirited

A character only has the Spirited Attribute if they have a score of zero in both the Discipline and Sorcery Attributes. A character also loses this Attribute if they develop a Favor Score with a deity. It is the only attribute that a character receives no score in, however a character that possesses this Attribute receives one Fate Point at the beginning of each new scene.



The Blade & the Will's character creation system is fast and flexible. The process has six steps and is done via point-based selections. The system allows the player to create characters that are as specialized or broadly skilled as they like within limits. The points used to build a character are referred to as Creation Points (CP). A player receives 200 CP to build his or her character with.

The six steps of character creation are listed below.

STEPS OF CHARACTER CREATION

1. Pick the race of your character.
2. Select your character's Archetypes, Character Flaws, Special Abilities & Disadvantages.
3. Select Universal Skills
4. Spend CP on Attributes, Skills, Spells, Fate Pool, and Wealth.
5. Purchase Equipment with wealth.
6. Flesh Out Character Details.

STEP ONE: Pick Your Character's Race

This manual provides a wide variety templates for some archetypical and bizarre fantasy races. Your GM may provide other options as well based on his or her campaign. The races are listed below along with their CP cost if chosen. The cost paid for being a member of a race covers its special abilities and maximum stat bonuses. The racial templates are given following the list and brief section on Racial Attribute Maximums.

Attribute Score Maximums & Minimums

For humans and any attribute possessed by other races listed without modifier in their template the "maximum" score that may be developed in an attribute is a twenty. After character creation it may be possible to develop an attribute score in excess of twenty, but only with incredible amounts of effort by the character (i.e. a player spends lots of EP on the character's attributes once the game has begun).

Non-human characters often have racial maximum modifiers to attributes. For the purposes of development these race's "maximum" is equal to twenty plus the race's attribute modifier. Members of that race may develop their score in attribute up to that maximum, before incredible efforts are required to push it beyond that threshold. Example, Goblins have -5 Strength penalty, thus the maxim Strength score of a Goblin is 15).

A race's bonuses and penalties to attributes have no effect on the actual scores possessed by characters of that race other than limiting the maximum purchasable rating during character creation. A character's scores are determined strictly on the basis of the CP spent on purchasing them in the fourth step of character creation.

The Natural Reach of a Character

Unless stated otherwise all the races listed are considered to have a Natural Reach Score of zero. The Natural Reach Score is explained in the Animals & Creatures chapter, its primary function is to represent the stature of an individual or beast.

Race CP Cost Chart	
Race	**CP Cost**
Cat Man	10
Dwarf	10
Elf	20
Exo-Morph	20
Goat Man	10
Goblin	5
Half Elf	10
Hive Spawn	0
Human	0
Lizard Man	10
Magi-Mutants	20
Orc	5
Rat Man	5
Troll	15
Vesp	20
Wee Folk	+15 Bonus CP*
Wolf Man	5

RACE CP COST CHART KEY
* A player gets 15 extra CP for character creation if this racial template is chosen.

Racial Templates

The templates for the races below offer a brief and generic description of each race. The race's attribute modifiers, special racial abilities, and in some cases weaknesses are listed.

Cat Man

A cat man is a feline humanoid that stands as tall as a man. Their heads appear as those of a mountain lion or puma. There bodies are covered in fur that ranges between black and blonde. The powerful walking legs of a Cat Men are inverted like the hind legs of their namesake and all of them have a tail that serves as a commentator on their moods. The average lifespan of this race is 60 to 80 years.

Attribute Maximum Modifiers: +3 Strength, +3 Reflexes, -2 Body, -4 Willpower











Special Abilities: Nightvision 60 yards, Natural Weapons: Bite and Claws (see the Animals & Creatures chapter for natural weapon guidelines).

Dwarf

Dwarves are children of the earth. They most often live in caverns or in high mountainous terrain. The average dwarf is short standing between 3'6" to 4'8". There compact bodies are packed with physical power and their natural athleticism more than compensates for the lack of height. The males of most tribes pride themselves on their beards, but exceptions to every rule do exist. The life span of the average dwarf is approximately 150-250 years.

Attribute Maximum Modifiers: +2 Strength, -2 Reflexes, -2 Willpower

Special Abilities: Nightvision 60 yards, +5 Bonus to awareness and Scan skill rolls to spot traps or secret doors.

Elf

Elves are a classic race in fantasy. They have an appearance similar to humans, but with pointed ears and often slanted eyes. They tend to be tall (6' to 6'5") and move with a natural grace. Their skin and hair come in a myriad of colors, most often these are earth tones not dissimilar to humans. Elves are immortal, unless killed through violence or they simply lose the will to live.

Attribute Maximum Modifiers: -2 Strength, +4 Reflexes, -2 Body, +4 Willpower, +4 Presence

Special Abilities: Nightvision 60 yards, Immunity to Diseases: No mundane disease can affect an elf.

Exo-Morphs

These humanoids live in underground complexes within mountains. There bodies are encased in an insect like exoskeleton and when among themselves their faces are smooth with two black circular eyes half way up spaced equally apart and a jaw that opens like double door at the base of the skull. When in the presence of other races they morph their faces to mimic the structure of their hosts.

Exo-Morph Shifts Chart

Morph Cost	Morph Effect
10	Arm Blade: Uses shortsword statistics, but resolve attacks with Unarmed Combat skill.
15	Arm Sword: Uses one handed bastard sword statistics, but resolve attacks with Unarmed Combat skill.
25	Bolt launcher: Resolve attack as Heavy Crossbow. Exo-Morph may only fire a number of spike bolts equal to half Body Score per 24 hours. Spike launch shots count against this total.
25	Closed breathing system: Allows breathing underwater, renders Exo-morph immune to air born diseases while active, and poisons in clouds meant for inhalation.
30	Electrical Projection: May attack with a Lightning Bolt as per spell with a DB and range increment equal to the Exo-Moprh's Presence Score. The attack counts as expending a bolt as per bolt launcher ability. The Exo-Morph pays no Drain Cost.
25	Exo-Wall: The Exo-Morph fills a space equal to their Body Score radius feet with carapace around them: he or she cannot move but receives a Natural AR equal to their Body Score and is rooted to the spot. A smaller space may get filled at the character's discretion.*
10	Expanded Frame: Gives the Exo-Morph a +1 Natural Reach Score.*
5	Fangs: Natural Weapon Bite (See Creatures and Animals Chapter)
30	Grenade: Expends 5 bolt shots to make an area attack using Missile Weapons skill with a radius equal to the Exo-Morph's Body Score and Damage Bonus of +20. The Damage Type is lethal for this attack.
20	Heavy Armor: Provides a Natural Armor Rating of 9.
20	Imperfect Ground: Provides a +6 Bonus for resisting electrical effects and six points of Natural Armor against electrical attacks.
5	Light Armor: Provides a Natural Armor Rating of 3.
10	Medium Armor: Provides a Natural Armor Rating of 6.
5	Mimic face: The Exo-Morph's face takes on an abstract similarity too a single race it chooses.
5	Mimic hair: The Exo-Morph generates long flexible spines that mimic a head of hair.
5	Natural State: Smooth carapace and no other morphs active. When socializing with other Exo-Morphs any morph combination other than this single active morph is treated as being armored and applies a -10 penalty on Etiquette, Empathy, Fast Talk, and Leadership skill rolls.
25	Perfect Ground: Renders Exo-Morph immune to electrical effects.
10	Shrink Frame: Reduce height by half and apply -1 Natural Reach modifier.#
20	Spike Launch: Resolve attack as Hand Crossbow: Exo-Morph may only fire a number of spike bolts equal to half Body Score per 24 hours. Bolt launch shots count against this total.
10	Spider hooks: +10 bonus on all Athletics skill rolls for climbing and allows climbing on ceilings.
5	Talons: Natural Weapon Claws (See Creatures and Animals Chapter).
25	Thermal Adapt: Grants a +6 Bonus Against all Fire, Heat, and Cold Resist Rolls and a Natural AR 6 against those elemental attacks.
30	Thermal Mastery: Provides immunity from fire damage and cold damage.

Exo-Morph Shifts Chart Key

*: If this morph is used while an Exo-morph is wearing armor he or she suffers an number of Lethal Damage equal to twice the armor's listed rating and the armor is destroyed.

#: If the Exo-morph was wearing armor it does not shrink and causes a -3 Action Penalty due to hampering their movement. If this morph ends while an Exo-morph is wearing armor specially fitted for the smaller size, then the effect is the same as initiating a size increase while wearing armor with a morph as listed in "*" entry above.

When in a neutral state their exoskeleton is smooth with small spines around the joints. When morphed their appearance can vary immensely. The color of the carapace can be almost anything under the rainbow. Exo-Morphs stand between 6' and 7' tall. They can live between 90 and 110 years of age. The race is an egg laying species, partners pair off and breeding takes roughly two years for one egg.

Attribute Maximum Modifiers: None

Special Abilities: Exo-Morphs have a unique Shift Attribute Score. It is purchased in the same fashion as other Attributes and developed at the same experience cost. A player that makes an Exomorph character must give him or her a minimum score of 5 in the Shift Attribute.

The Shift Attribute represents the amount of control an Exo-Morph has over their exoskeleton. Its score represents the character Morph Pool. When an Exo-Morph wishes to shift its carapace it must spend 3 Action Points, then the player may select what morphs are made with Morph costs that do not exceed their Morph Pool. The available Morphs and their Morph Point costs are listed on the chart below. Any morphs made remain in effect until another three Action Points are spent for a new morph. A character may leave unspent point in a morph pool.

An example of a morph, En'ja has a Shift Attribute Score of 20, this gives him a morph pool of 20 that he currently has invested in Arm Blade (10pts) and Medium Armor (10pts). He encounters a group of Ex-morphs and decides he wants to chat, so he expends three action points and takes on the Natural State Morph (5 points), leaving fifteen unspent morph points, but allowing polite conversation. When he parts way with his fellows he spends another 3 Action Points and applies the Arm Blade and Medium Armor morphs again.

Goat Man

Goat men are stubborn and stupid bunch in most cases. They have the heads and legs of goats, but the humanoid arms and torsos. Most of them live in wild bands that roam the wild. Many of their tribes prefer living in mountains or hilly terrain. They stand between 5' and 6' on average and live between 30 and 40 years.











Attribute Maximum Modifiers: +2 Reflexes, -4 Intelligence, +2 Willpower

Special Abilities: Natural Weapon: Horns (See Creatures and Animals Chapter), Natural AR 2 due fur and leathery hides.

Goblin

Goblins are short humanoids with skin that ranges from dark brown, pale white, or a sickly green. Their noses tend to hook downwards, they have pointed ears similar to elves, and are universally hairless. Most goblins stand between 3' to 4' in height and are natural cowards, a trait that many scholars believe accounts for their continued existence. The race's average lifespan is 100-150 years.

Goblins are nocturnal by nature and find direct sunlight uncomfortable.

Attribute Maximum Modifiers: -5 Strength, +2 Reflexes, -5 Body, +5 Intelligence

Special Abilities: Nightvision 60 yards, +5 bonus to all Stealth skill actions, +5 bonus to Awareness skill rolls. Natural Weapon: Bite (Animals & Creatures Chapter for Natural weapon chart).

Disadvantages: Goblins suffer a -3 Action Penalty during the daytime and a -1 Action Penalty around dawn or dusk. Goblins are also natural cowards. A goblin suffers a -6 penalty to all resist rolls against mundane and magical fear effects.

Half-Elf

Once in a while the arrow of love stings a mortal and an elf. The result of one of these unions is a Half-Elf. These individuals have ears that start to angle towards a point and posses a little of the Elven parents grace. They tend to lean more towards human impulsiveness when it comes to their personal conduct than Elven rationality. The average lifespan of a half-elf is 300-400 years.

Attribute Maximum Modifiers: +2 Reflexes, +2 Presence

Special Ability: Nightvision 60 yards.

Hive Spawn

Hive spawn are short furry humanoids with massive pointy ears. Their eyes glow with a faint green phosphorence, their teeth are sharp, and their lope bow legged. Unlike most other humanoid races Hive Spawn breed in a fashion closer to ants. They live in hives with a single fertile queen that breeds with the current alpha male and lays an egg sack that is filled with ten to thirty Hive Spawn once every three months. Hive Spawn stand between 3' and 3'8". They live from 15 to 25 years. Hive Spawns are considered adults at 2 years of age.

The race has a collective memory. It contains the rudiments of metalworking, animal husbandry, and warfare. Individuals vary, but it is rare that Hive Spawn achieve new technologies or innovations, beyond the basic framework they are born with.

Attribute Maximum Modifiers: -5 Strength, -5 Reflexes, -5 Body, -5 Intelligence, -5 Willpower, -5 Presence, -10 Sorcery

Special Abilities: Nightvision 60 yards, Racial Memory, a Hive Spawn has the following universal skills at the listed SB; Melee Weapons SB +10, Missile SB +10, Crafts-Blacksmithing SB+10, Forest Survival SB +5, and Jungle Survival SB +5. These skills added at the Universal skills step of character creation, along with the standard skills chosen at that step.

Disadvantages: Hive Spawns are short and have a Natural Reach Score of -1.

Human

The human race is the yardstick that all other races are measured against. Humans have no special advantages or disadvantages.

Lizard Man

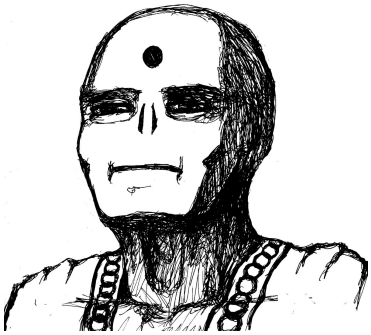
Lizard Men are tall humanoid lizards. Most stand between 6' and 7' in height. The race is not always known for its smarts, but nobody denies their keen predators' instincts. Most lizard men have an appearance similar to a bipedal iguana, although sub species may certainly exist. Most members of this race live between 70-90 years.











Attribute Maximum Modifiers: +3 Strength, +3 Reflexes, +3 Body, -6 Intelligence, -3 Willpower.

Special Abilities: Tough Hide: Natural Armor Rating 3, Natural Weapon: Bite, Tail Slap (resolved as punch), +3 Bonus to all Athletics skill rolls.

Magi-Mutants

In certain rare instances when a human fetus is exposed to magical enchantments over excessive periods during a pregnancy mutations occur. The player of a Magi-Mutant pays 20CP for the race and receives 20 mutation points that are used for purchasing their mutation special abilities from the chart below. The mutations selected by the player are their permanent racial abilities and all have associated physical features. Other humans consider Magi-Mutants uncomfortable reminders of human frailty.

Example of Magi-Mutant special ability selection, Ingrid decides she want her character Sheena to be a Magi Mutant. With the 20 Mutation points allotted she selects Red Eyes (5pts) and a Prehensile Tail (15pts). These choices cost all her points and giver a character that looks like a human woman with glowing red eyes and what she describes as leathery pointed tail.

Special Abilities: As chosen by player as described above.

Disadvantages: Magi-Mutants suffer -10 penalty on all Empathy skill, Leadership skill, Fast Talk skill, and Etiquette skill rolls with other humans.

Orc

Orcs are humanoids with jet black eyes and fangs. Their skin ranges from light green, gray, brown, or midnight black. They are capable of being peace loving and organized, but their weak wills result in them often getting bullied into work ing for aggresive civilizations. Most of them stand between 5'5" and 6'5" and their average lifespan is 40 to 50 years.

Attribute Maximum Modifiers: -4 Willpower

Special Abilities: Nightvision 60 yards,

Magi-Mutant Mutation Options Chart

Mutation Point Cost	Physical Feature	Related Special Ability
5	Bark skin	Natural Armor Rating 3
5	Claws	Natural Weapon Claws
15	Extra Arm	Fully functional third arm*
15	Eyes that look like windows on cosmos without pupils or iris	As per Witch Sight Special ability.
5	Fangs	Natural Weapon: Bite
15	Flesh is full of open sores that visible crawl around body	Immune to diseases
15	Gills	Character can breath underwater.
5	Horns growing from forehead.	Natural Weapon: Horns
15	Marble skin	Natural Armor Rating 6
15	Prehensile tail	+6 on Athletics skill rolls for climbing and Natural Weapon Tail.
5	Piggy Nose	Character may use sense of smell for tracking.
5	Red eyes that glow	Nightvision 60 yards
15	Snake skin	Immune to poison.
15	Green goop on Natural Weapons	If Magi-Mutant deals a wound the victim is injected with Viper Venom (see Equipment Chapter).
15	Vestigial Wings (bat like or feathered)	+6 bonus on all Acrobatics skill rolls.*
5	Webbed feet and fingers	+6 bonus on all Swimming rolls.
5	Thin layer black fur	+3 Bonus on all Stealth skill rolls.
15	Transparent flesh and organs	Humanoids must make SD Willpower(-Magi-Mutant's Presence Score) Resist Roll if they come within 10 yards and see the character. If the roll fails they suffer a penalty equal to the failure score of the roll on all actions against the character. The penalty lasts a number of rounds equal to the failure points scored. Once the time has elapsed the fear effect ends and cannot occur again for 24 hours.
5	Transparent rainbow hewed hair	+1 bonus for resist rolls against spells, boons, and magical effects.

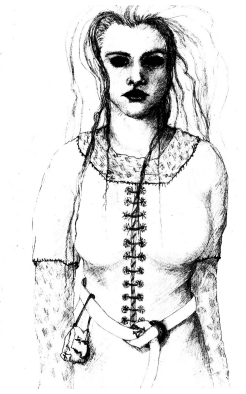
Magi-Mutant Mutation Options Chart Key
*: A character with a third arm or Vestigial Wings has the cost of all armor made form them doubled, since it requires unique customization.

Natural Weapon Bite (see Creatures and Animals Chapter).

Rat Man

These humanoids have the heads, hindquarters, and tails of rats, but the standard torsos and limbs. They are quick, smart, and greedy. They are scavengers and can be found in the shadows of better-organized civilizations, eating their leftovers. They stand between 3' and 3'8" on average.
Attribute Maximum Modifiers: -4 Strength, +4 Reflexes, -4 Body, +4 Intelligence

Special Abilities: Nightvision 60 yards, +4 Bonus on Disease Resist Rolls



Disadvantages: -1 Natural Reach Score due to their diminutive stature.

Troll

Trolls are massive humanoids that stand between 7' to 8' tall. Their bodies almost always appear heavily muscled and their skin has consistency that looks like bark. Trolls are incredibly hairy, with their hair usually being a dark brown or black.

Trolls are exclusively carnivorous and have sharp fangs to facilitate this, eating plants upsets a troll's stomach.

Attribute Maximum Modifiers: Strength +8, Body +8, Intelligence -4, Willpower -4, Presnce -4.

Special Abilities: +1 Natural Reach for size (see the Animals & Creatures Chapter for rules concerning the benefits of NR bonuses). Natural Weapon: Bite, Tough Hide provides Natural Armor rating of 3.

Disadvantages: Credit Cost for weapons and armor of the appropriate size is doubled. Attempts to wield weapons build for smaller humanoids suffer a -6 penalty, although undersized two-handed weapons may be wielded in one-hand.

Vesp

The Vesp are travelers of the dimensions that settle on worlds in secluded locations. When possible the race likes to live near the sea.

A Vesp has a skinny humanoid frame. Their facial features are similar to a human, although they have no external ears or nose. A double slit serves for the olfactory organ where a human's nose would be and Vesps do have the ability to hear, but no visible organs for it. The face of Vesp tends to be longer than that of a human with a prominent forehead. Vesp's do not have any body hair and their skin has rubbery quality do it. The race stands between 6' and 7' in height.

Attribute Maximum Modifiers: Strength -4, Reflexes -4, Body -4, Intelligence +8,
Willpower +8.

Special Abilities: Vesp are capable of self-levitating. This causes the Vesp 1 IP of stun per Action Point of levitation performed. Each Action Point spent allows it to move 5 yards in any direction. The Vesp makes its Condition Resist Roll at the end of the Combat Turn in which it levitates. A Vesp cannot suffer a Dead result on this Condition Resist Roll and treats those results as reading Knocked Unconscious.

A Vesp may arrest a free fall on its part by expending 3 Action Points and 3 IP. This telekinetic power only affects the Vesp, who may carry as much weight while levitating as they could haul while walking.



Wee Folk

Wee folk look like humans only about half as tall. There societies tend to mimic human societies minus the militarism, due to the fact that there are not many things that cannot beat them in a fight. Most stand between 2'8" and 3'6" in height. Their average lifespan is between 40 and 50 years.

Attribute Maximum Modifiers: -5 Strength, -5 Body

Special Ability: Wee folk receive an additional 15 Creation Points for other steps of character creation.

Disadvantages: -1 Natural Reach Score as result of short stature.

Wolf Man

Wolf men have their namesake's heads, hindquarters, and tails, but standard humanoid torsos and arms. They are famed for their discipline, loyalty, and sometimes to their ill, willingness for service of powerful organizations. They stand between 5'8" and 6'8" on average and tend to live between 50 and 60 years.

Attribute Maximum Modifiers: Willpower -4

Special Abilities: Wolfmen can use their sense of smell for tracking purposes. Bite Attack (See Creatures and Animals Chapter for guidelines)

STEP TWO: Select your character's Archetypes, Character Flaws, Special Abilities & Disadvantages

Every character has two personality Archetypes that represent his or her outlook on the world. The player must select two listed in the Personality Traits Chapter or propose alternatives the GM built on the models represented in that chapter.

CP Cost for Statistic Purchases Chart

Statistic / Spell	CP Cost
Attribute Scores	Number of CP = Attribute Score Purchased
Skills with SB = or lower than linked Attribute Score.#	Number of CP = to desired SB in skill.
Skills with SB in excess of Linked Attribute Score.#	Each point of SB in excess of the Linked Attributes score costs 3CP to purchase.
Knowledge of a Spell*	CP cost is equal to the maximum DC + WC cost of the spell when cast. If a spell has a variable cost the variable is treated as 1 or the lowest variable cost given. (i.e. a spell that cost 2DC per target and 1 WC to cast would cost 3 CP to know).
Favor Score	2 CP per point of favor purchased.
Wealth	1 CP = 200 Credits worth of wealth.

KEY FOR CP COST FOR STATISTIC PURCHASES CHART
#: See the Skill Chapter for a complete list of skills and their linked attributes. A character is considered to know a skill provided he or she has an SB of one in it.
***:** A character may not purchase spells unless they have an SB of 1 in Arcana, Centering, and Spellcasting. See the Spellcasting Chapter or the quick reference spell statistic chart at the end of this book for lists of spells.

Maximum Allowable CP Purchase By Statistic

Statistic	Maximum Allowable Value at Character Creation
Attributes	= Character's Racial Maximum for the Attribute.
Skills	SB 20
Spells	No limit on purchasable spells.
Favor Score	= Character's Presence Attribute Score
Wealth	No limit on purchasable wealth.

If the player is planning on playing a Crusader character dedicated to a Deity he or she should choose the deity at this step. The player should write down the tenants of the Deity's faith to reference during play.

A player may opt for extra CP for their character at this stage of character development by choosing character flaws or disadvantages (see below for more on disadvantages). The available flaws are listed in Chapter 3 Personal Traits. When a player selects a Character Flaw they pick a value between one and twenty for it. This represents the intensity of the flaw and is also the number of additional CP they receive for character creation for selecting it. A player may only earn 60 additional CP via Character Flaws and may not select more than 3 Character Flaws. Example, Dan decides he will take a Phobia: Undead flaw with a value of 20. He receives 20 extra CP for building his character.

Lastly for this stage, a player may select Special Abilities or Disadvantages for their character. Special Abilities cost CP and disadvantages grant them. A character may purchase one Major Special Ability for a cost of 30 CP or purchase up to two Minor Special Abilities at cost of 15 CP each. A character that has a Major Special may not buy any minor abilities.

A player that selects disadvantages for their character receives CP rather than paying them. A player may get an additional 30 CP for accepting a Major Disadvantage or 15 CP per Minor Disadvantage. A player may not give a character more than two Minor Disadvantages and cannot accept a Minor Disadvantage if they take a Major Disadvantage.

Special Abilities may be combined with disadvantages in any fashion that does not violate the limits on how many of either type a character can have. See the Special Abilities and Disadvantages chapter for lists of both categories and the applicable rules. Certain Special Abilities and Disadvantages modify a character's Racial Maximums for attributes in the same fashion as Racial Templates.

Example of Special Ability and Disadvantage selection, Jenny is making a human barbarian warrior named Kim. She selects the Major Ability Massive Frame and the Major Disadvantage Stupid. The two items offset their CP cost, but modify Kim's Racial Maximums. Her Massive Frame Ability provides a +1 Strength and +1 Body and her Stupid

Disadvantage gives a -3 Willpower and -3 Intelligence. Thus, Kim's Racial Maximums are Strength 21, Reflexes 20, Body 21, Intelligence 17. Willpower 17, Presence 20, Luck 20, and Sorcery 20.

STEP THREE: Select Universal Skills

The third step of creating a character is to select his or her universal skills. Universal skills being the character's spoken languages, written languages, and information skills relating to specific locations.

All characters have one Speak Language skill at an SB of 10 and one Information Location (the character's home town or city) Skill at an SB of 10.

In addition to these mandatory skills a player may select three more universal skills, each which has an SB of 10. The selections are made from one of the skills listed below. Each language, location, and region requires a separate skill.

Universal Skill Options

Information- Location
Information- Region
Read & Write Language
Speak Language

Example of Universal skill selection, Don is making a Dwarf Warrior. He selects Speak Dwarven and Information-City of Gutterpit as his to mandatory selections for Universal skills. With his other 3 options he selects Read & Write Dwarven, Speak Human, and Speak Elven skills. All of these skills have an SB of 10.

STEP FOUR: Spend CP on Attributes, Skills, Spells, and Wealth.

The fourth step of character creation is the meat of the whole process. The player spends his or her CP to purchase the Attribute Scores, Skills, Spells, Favor Score (if religiously inclined) and Wealth of the character. The player has a number of CP for this step equal to two-hundred minus the cost of their race selection for the character and plus any points gained for Character Flaws. Example, a player creating an Elf has 180 CP to spend on this step.

Before the player begins this process he or she should have a good idea of what sort of character they want to play. The idea is important, because some types of characters require the acquisition of specific skills and scores to function. Magic users and crusaders (those favored by a deity to receive boons) must have an SB of at least one in the skills listed on the chart below, as well as a score of at least 1 in the Sorcery Attribute and in the case of the Crusader must purchase a Favor Score of 1.

Skills, Spell, and Sorcery Attribute Required For Tradition Magic User (must purchase SB 1 or higher. must know one spell)

Arcana Skill, Centering Skill, Spellcasting Skill, knowledge of 1 spell, and Sorcery Attribute Score of 1.

Skills, Spell, and Sorcery Attribute Required For Hedge Magic User (must purchase SB 1)

Hedge Magic Skill, Spell Improvisation, and a Sorcery Attribute Score of at least 1.

Skills & Favor Score Required For A Crusader (Must purchase SB 1 and Favor Score 1 or higher)

Prayer Skill (appropriate to deity) and a Favor Score of 1 or more from the same deity.

If a player is not going to be playing a Magic User or a Crusader then they do not need to purchase these skills or scores, but they must fulfill the following prerequisite. All characters must have a score of at least 1 in each of the following seven basic attributes; Strength, Reflexes, Body, Intelligence, Willpower, Presence, and Luck. The Sorcery Attribute may be left at zero and only magic using characters have any use for it. Other than that there are no "required" expenditures of CP.

Remember, that characters with a Sorcery Score cannot have a Discipline Attribute Score and vice versa. Also, a character that is made without a score in Discipline, Sorcery, or a Deity's Favor Score possesses the Spirited Attribute with no score in it.

The chart below shows the cost of purchasing Attribute Scores, Skills by SB desired, Spells Known, Fate Pool Points, Favor Scores, and Wealth with CP. There is a limit to the number of points that may be purchased in the various statistics using CP. The chart above gives the maximum purchasable statistic for starting characters.

This step of character creation is considered completed when all of a player's CP for the character have been spent.

The Twenty Skill Cap

No starting character may have more than twenty skills total, including their Universal skills. This rule is represents the fact that there are only so many things any individual may be familiar with prior to adventuring. Also, it prevents headaches during play and a character with thirty-nine different skills with an SB of 1 is a headache waiting to happen.

The Cost of Increasing Universal Skills

A player may increase the SB of any of the "Universal Skills" obtained during Step Three. Each addition-

al point of SB for one of these skills beyond the initial rating of 10 costs 1 CP if the SB is equal or lower than the linked attribute or 3 points per point purchased in excess of the character's linked attribute. The maximum purchasable SB is still a twenty.

Example, Drendel wants to improve his City of Aguron (Location Knoweledge) Universal skill to an SB of 15 during Step Four of character creation. He has a score of 14 in the linked attribute so the CP cost is 7 (1 CP per each point over 10 equal to or less than 14 and 3 CP for the one point in excess of the linked Attribute).

Spells & Memorization

All spells a traditional magic user acquires during character creation are considered to by memorized, unless the character purchases a number of spells that exceeds their Willpower Score. If this occurs the player simply chooses which spells the character has memorized and which ones they simply know at the moment. See the Spellcasting Chapter for rules on memorization.

Hedge Magic Users Initial Spells

Characters that use Hedge Magic do not spend CP on those spells. The player selects ten plus their character's Willpower Score spells that make up their conception of magic. See the Spellcasting Chapter for complete rules on Hedge Magic users.

Initial Fate Pool

A character's initial Fate Pool is equal to their Luck Score.

STEP FIVE: Purchase Equipment with Wealth

The player may purchase equipment, animals, or services for his or her character with any Credits bought with CP. A character may possess anything listed in the Equipment Chapter that they can afford.

If a character was created with no Credits they are considered to have a set of Poor Clothing and nothing else.

The player does not need to spend all of his or her Credits on equipment and may save as many of them for use once the game begins as he or she desires. This step of Character Creation is considered complete when the player is satisfied with the equipment purchased for the character.

STEP SIX: Flesh Out Character Details.

The last step of character creation is to record the statistic for any gear purchased, name the character, give a physical description, and write up any background history you want to have for the character.

Then allow your GM to look over the character you created. If the GM approves of your character you are ready to begin play.



New Player's Common Question

Skill based role-playing systems like *The Blade & the Will* often intimidate new players. New players will want to know what the most important elements are for a successful character. This section addresses these issues by giving answers to some questions new player of *The Blade & the Will* may have.

Q: What are the most important attributes?
A: Which attributes are most important depends on the skills the character gets constructed around (see the Skill Chapter for skill's linked attributes). Skills aside, low scores in Reflexes, Willpower, or Presence will result in characters that will have difficulty surviving combat and encounters with supernatural forces. A score is considered low if it below fifteen (average scores of 10 do not count as high in perilous circumstances).

Q: Which skills are most important?

Alternate Campaign Style CP & Maximums Chart		
Campaign Style	**CP for Character Creation**	**Maximum Starting SB**
Regulars	250	20
Veterans	300	25
Heroes	360	25
Living Legends	500	30

A: Regardless of a player's character concept, the possession of either Melee Weapons or Unarmed Combat skills are vital to any character that a player intends to get involved in combat. Anything below a SB15 in one of these skills indicates a character that is a non-combatant. If he or she picks fights with trained opponents they will end up dead fast. If you are playing a magic user or crusader character maxing out the SBs in related skills will also be important (i.e. Spellcasting, Arcana, Centering, & Prayer). Lastly, the Combat Surgery skill is incredibly handy. Wounded comrades will end up dead comrades unless a couple of characters have this skill.

Q: Should I make a character that concentrates on a specific area of expertise or a character with a broad range of skills with low SBs?
A: New players should probably make characters with tight concepts (i.e. a melee warrior, a ranged fighter, a stealth expert, a wilderness expert, a magic user, or a crusader). It is possible to play characters with broader concepts, but it's more challenging, especially if the player has not gotten a feel for the system yet.

Q: How important are is the Luck Attribute and Fate Points?
A: The Luck Attribute and the Fate Points it provides are very important, when dealing with combat or dramatic dangers they allow re-rolls that can save a character's imaginary life. In The Blade & the Will the first person to land a hit will often win the fight, Fate Points allow a combatant to improve his or her odds when the question of who will strike first arises. They also allow characters to cheat death when he or she loses a fight or cannot receive proper medical attention.

Q: What sort of spells should my starting magic user have?
A: Your best bet are spells with a Drain Cost that is lower than your character's Sorcery Attribute score, since these spells cannot result in a dead result on Sorcery Condition Resist rolls. Powerful spells tempt novice characters, but the price of failed Sorcery Condition Resist rolls with them is covering their comrades with bits and pieces of exploded cranium.

Alternate CP and SB Maximum Caps For Different Campaign Styles

The Blade & the Will's Character Creation Chapter assumes that players' characters are 200CP "novices" when a campaign starts. Some GMs may wish to start campaigns with more experienced characters. The chart above provides alternate CP values and SB maximums for different campaign styles.

The attribute maximums and other character elements are not altered by shifts in campaign style for character creation.

If a GM selects one of the alternate campaign styles listed above all player characters should be generated under that style within a campaign, even replacements for dead characters or characters of new players. If the campaign started out as a "Regulars" campaign, but has been run for a few months when a new player arrives, his or her character should be introduced using the "Regular" CP allotment and then given a number of Experience Points (EP) equal to the lowest total of any existing group members as covered in the Character Development Chapter. The new player should not be allowed to create a "Veteran" campaign style character (or any other style for that matter), characters made with different styles are very different animals and CP and EP are not interchangeable.

Examples of Character Creation

The examples of character creation that follow assume that the standard "novice" style rules with 200 CP are in use.

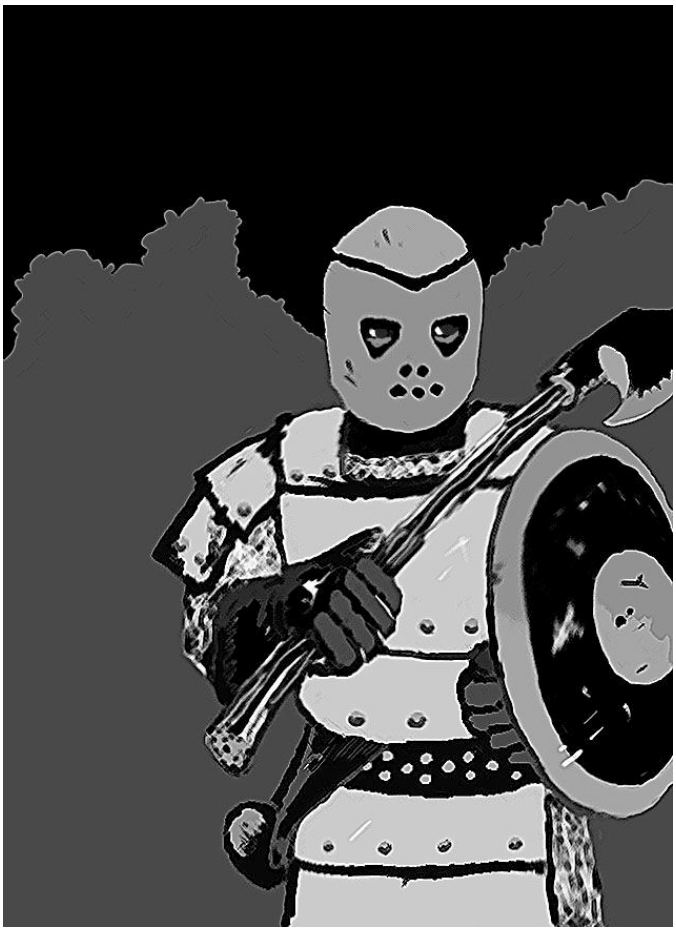
EXAMPLE 1

Jim is creating a character for his friend Wanda's campaign. He enjoys playing combatants and does not feel like complicating his life by having to deal with magic or boons. He confers with Wanda and she suggests that his character could be a mercenary used to dealing with Merchants and Nobles to receive work. He agrees that this sounds like a reasonable idea. He looks at the various races and decides he is most comfortable with the idea of playing a human (Step One of Character Creation).

Jim then proceeds to select his personality archetypes (Step Two of Character Creation). He decides that the Leader and Citizen archetypes fit his character's mercenary model best. He looks at the list of Character Flaws and decides an additional 20 CP is appealing and opts for the City Slicker Character Flaw at 20 points.

He also decides that the Persuader Minor Special Ability and Light Weight Minor Disadvantage are good fits for his character.

Wanda approves of his Archetypes and Character



Flaws. She tells him that his character must select the Speak Kierg and Information Grelda Town skills in Step Three of Character Creation as the campaign takes place in Kierg and begins in Grelda Town, other than those requirements she leaves Jim free to select the other three universal skills for his character that relate to her campaign. He opts for the Read & Write- Kierg, Information- Kiergland (region), and Speak Frasen skills.

Now Jim has arrived at Step Four of Character Creation, with a little help from Wanda he spends his 220CP (His Character Flaw raised it 20pts from the normal 200) on the following attributes and skills. He purchases attributes first, because the costs of skills in CP are derived from a character's attribute scores. At one point he considers raising his Berserker skill to a +16 which is a point above the skill's linked attribute of 15, but Wanda talks him out of it. She explains the purchase is a waste, it is cheaper to just raise the Willpower score and Skill SB one point each than waste an additional 3CP to increase the skill above the linked attribute on its own (the skills total cost would have been 18CP for a SB +16). Jim sees her point and decides to just leave the Willpower Score and Berserker skill at +15 each.

Attributes
Strength +15
Reflexes +20
Body +10
Intelligence +10
Willpower +15
Presence +10
Luck +5
Spirited
85 CP total for attributes..
Special Abilities
Persuader

Disadvantage
Light Weight

Skills
Awareness +5
Berserker +15
Etiquette- Kierg Merchant +8
Etiquette- Kierg Noble +8
Information- Grelda Town +10
Information- Keirgland +10
Initiative +8
Martial Arts- Melee +15
Melee Weapons +20
Read & Write- Keirg+10
Riding +5
Scan +5
Speak- Frasen +10
Speak-Kierg +10
Tactics +10
Weapon Specialization- Battle Axe +16
115 CP total for skills (Note Universal skill's SB do not count towards the cost total).

Character Flaw
City Slicker +20

Wealth
20CP for 4000 Credits worth of gear.

And that's it for Jim's CP.

Step Five of Character Creation for Jim is a simple matter of buying some gear with the important tools being his battle axe, armor, and clothing for socializing with his various clients.
Jagenvorl's starting equipment…
Scale Mails 30lbs (AR 7)
Noble's Clothes 6lbs
Merchant's Clothes 4lbs
Full Helm 8lbs (AR +3 Action Penalty -1)

Battle Axe 8lbs (one handed DB +12 Lethal/two-handed DB +14 Lethal, RS +1)
Footman's Kite Shield 7lbs (AR +3 DB +4 Stun)
Knife .25lbs (DB +4 Lethal, RI 5y)
Battle Axe Harness 8lbs
Knife Scabbard .25lbs
Backpack 4lbs
Small Sack 1lbs
1 Weeks Trail Rations 21lbs
Whetstone .5lbs
Bedroll 5lbs
345 silver coins 3.45lbs

Total Weight Carried: 106.45lbs
Carrying Capacity: 150lbs
Action Penalty: -1

The last thing Jim does is flesh out his character with a name selected from a list provided by Wanda, he names the character Jagenvorl. He also writes up a brief description of his character's appearance and records the skill derived bonuses his character possesses in the appropriate section of his record sheet, he also makes a note of the fact that his heavy armor gives his character a -1 Action Penalty when worn.

Jagenvorl's derived skill bonuses are…
+8 on Condition Resist Rolls while berserking.
+15 added to Strength for DB calculation for melee weapons with Strength.
+4 DB on all attacks made with a battle axe.
+2 Additional Engages before multiple engagement penalties occur.

Jagenvorl's Drinking Capacity is…
Zero, because he took the Light Weight Disadvantage.

Now, Jim is ready to start adventuring with Jagenvorl.

+8 on Condition Resist Rolls while berserking.
+8 bonus for DB calculation for melee weapons with Strength.
+4 DB on all attacks made with a battle axe.

Now, Jim is ready to start adventuring with Jagenvorl.

EXAMPLE 2

Marla is a member of Wanda's group and is making a character along with Jim. Marla wants to play a Magi-Mutant priestess of the Chaos God Olanghast of the Million Eyes, who also dabbles in sorcery. Marla views her character as an outcast wanderer of the back alleys of Keirgland. Wanda is agrees that this is a reasonable character concept so Marla proceeds with character creation.

Marla's decision to play a Magi-Mutant means that she immediately pays 20 CP for the racial template. It also means that she has twenty Mutation Points to spend. Marla purchases the fifteen-point Marble Skin and the five point Red Eyes abilities with those points.

Marla picks the Archetypes of Liar and Rebel for her character. She decides that she is not interested in taking any Character Flaws, she does want a disadvantage though. She opts for the Ill Fated Major Disadvantage. This grants Marla an additional 30 CP for character creation.

As a player in Wanda's game she is required to take the Speak- Keirg and Information- Grelda town. For her three additional Universal skill options she picks Read and Write- Keirg, Speak- Orc, and Informaton- Keirgland.

Now Marla assigns her attribute points. She spends a total one-hundred and one CP on attributes. She buys Strength 4, Reflexes 15, Body 4, Intelligence 18, Willpower 18, Presence 18, Luck 9, and Sorcery 15.

Marla then spends another 80 CP on skills. She purchases the following skills; Prayer- Olanghast (Chaos) +18, Spellcasting +18, Arcana +7, Centering +7, Melee Weapons +15, and Thrown Weapons +15.

Marla purchases a Favor Score of 10 with her God for another 10 CP.

For spells Marla picks the following for her character Third Eye, Minor Telekinesis, Share Sense, and Shatter. The total cost of the spells is 13 CP.

Marla uses her 6 remaining CP for the purchase of Credits. This gives her character a total of 1200 silver.

Attributes
Strength +4
Reflexes +15
Body +4
Intelligence +18
Willpower +18
Presence +18
Luck +9
Sorcery +15
101 CP total for attributes..

Special Abilities
Marble Skin (Provides Natural AR 6)
Glowing Red Eyes (Nightvision 60 yards)

Disadvantages
Ill Fated (Major +30 CP)
Disliked by humans (-10 for social skill rolls with them)

Skills
Arcana +7
Centering +7
Information- Grelda Town +10
Information- Keirgland +10
Melee Weapons +15
Prayer- Chaos +18
Read and Write- Keirg +10
Speak- Keirg +10
Speak- Orc +10
Spellcasting +18
Throwing Weapons +15
80CP total for skills (Universal skills are not included in the tally).

Favor Score 10pts

Spells
Minor Telekinesis (4pts)
Share Sense (4pts)
Shatter (4pts)
Third Eye (1pt)
13 CP total on spells.
Fate Points: 9

Wealth
6CP for 1200 Credits worth of gear.

Maria's character's starting equipment…
Shortsword 3lbs (DB +1 Lethal)
2 Throwing knives 2lbs each (DB +1 Lethal, RI 2y)
Set of Poor Man's Winter Lined Clothes 5lbs
2 Knife Scabbards 2lbs each
Shortsword's Scabbard 3lbs
Satchel 3lbs
50 page book on Olangast Many Eyes 2.5lbs
50 silvers .5lbs

Total Weight Carried: 25lbs
Carrying Capacity: 50lbs
Action Penalty: 0

After thinking about it for a bit, Marla names her creation Zynella. This concludes her character creation.



The Ready-Made Characters Chapter contains twenty-two sample characters generated using the standard 200 Creation Point novice character creation rules. Each character provided has complete statistics and equipment. A gamemaster introducing new players to the *The Blade and the Will* may have the players select one of the ready-made characters as means of starting play quickly. The player simply copies the listed statistics, gives the character a name and chooses their gender, selects their universal skills, and then the game can begin.

The characters provide a GM with quick statistics for NPCs in a pinch as well. GM overuse of these characters will result in overly predictable encounters, so GMs are encouraged to make their own NPCs files, full of novice build characters and unique non-player characters.

APOTHECARY

An apothecary is human wandering doctor. He or she tells the occasional fortune, but most of their skill is of a genuine medical nature.

Attributes
Strength: 10
Reflexes: 15
Body: 5
Intelligence: 20
Willpower: 20
Presence: 10
Luck: 10
Discipline: 20

Character Flaws: Insomniac +20

Disadvantages: Ugly

Skills: Athletics +10, Combat Surgery +20, Divination- Bone Tossing +10, Melee Weapons +15, Physician +20, Survival- Arctic +5, Survival- Forest +5, Survival- Jungle +5, Survival- Mountain +5, Survival- Prairie +5, Survival- Swamp +5, and Toxin Resistance +10

Derived Bonuses: +2 Bonus on Disease and Poison Resist Rolls.

Drinking Capacity: 1
Fate Points: 10

Equipment: Set Poor Man's Winter Lined Clothes, Bastard Sword (1 handed DB +3 Lethal, 2 handed DB +4 Lethal, RS +1), Quarterstaff (DB +2 Stun RS +3), Bastard Sword Scabbard, Satchel, Backpack, Bandages (20 WPs worth), Trail Rations (1 week worth), Wineskin, Skull & Bones for tossing, Flint & Steel, Mortar & Pestle, Surgeon's Kit, 10 Doses Unprepared Immune System Booster, 6 Doses Unprepared Anti-Venom, 5 Doses Unprepared Fever Leaves, 5 Doses Unprepared Calm Sleep, 2 Doses Unprepared Viper Venom, and 74 silvers.

Armor Rating: 0

ASSASSIN/SORCERER/SHAMAN

An assassin/sorcerer/shaman is a human that believes in covering all the angles and owns a poor moral compass. These individuals thrive in big cities and will happily separate people from their lives if the coin offered is right.

Attributes
Strength: 10

Reflexes: 20
Body: 5
Intelligence: 15
Willpower: 15
Presence: 15
Luck: 10
Sorcery: 10

Character Flaws: City Slicker +20

Special Abilities: Ninja (Major)

Skills: Arcana +5, Centering +10, Etiquette- Underworld +10, Melee Weapons +15, Prayer- Shamanic +10, Stealth +10, and Sorcery +10.

Derived Bonuses: Ninja special ability provides a +3 bonus on all Stealth skill, Acrobatics skill, Contortion skill, and Athletics skill rolls.

Drinking Capacity: 1

Fate Points: 10
Favor Score With Shamanic Spirits: 10

Spells: Alarm Zone, Nobody Here

Equipment: Foil (DB +2 Lethal, RS +2), Dagger (DB +2 Lethal, RI 2y), Foil Scabbard, Dagger Scabbard, Small Sack, Set of Merchant's Clothes, and 505 Silver Coins.

Armor Rating: 0

BARBARIAN VAGABOND

A barbarian vagabond is a human wanderer from some cold northern land. This individual has a knack for languages, which is helpful since their pride and tempers give them reason for quick leave takings of various cities.

Attributes
Strength: 20
Reflexes: 20
Body: 20
Intelligence: 10
Willpower: 10
Presence: 15
Luck: 10
Discipline: 10

Character Flaws: Violent Temper +20, Lecher +20

Special Abilities: Linguist (Major)



Skills: Athletics +10, Martial Arts- Melee +11, Melee Weapons +20, Missile Weapons +10, Riding +10, Survival- Forest +4, Survival- Mountain +4, Survival- Prairie +5, and Weapon Specialization- Broadsword +11.

Derived Bonuses: +3 DB on all attacks made with a Broadsword. Add SB in Martial Arts- Melee to Strength Score when determining DB for Melee Weapons.

Drinking Capacity: 4

Fate Points: 10

Equipment: Broadsword (DB +11 Lethal, RS +1), Broadsword Scabbard, Set of Tribal Clothes, Open Helmet w/horns (+1 AR), Spiked Shield (DB +4 Lethal, AR +2), Ring Mail (AR 5), Riding Horse, Backpack, Wineskin, Trail Rations (1 week worth), Flint & Steel, and 249 silver coins.

Armor Rating: with Shield: 8 without Shield: 6

BURGLAR

A burglar is a human that for thrills and profit separates people from their property. The burglar's best friends are stealth and speed.

Attributes
Strength: 15
Reflexes: 15
Body: 5
Intelligence: 15

Willpower: 10
Presence: 15
Luck: 20
Spirited

Character Flaws: Big Spender +20, Compulsive Thief +20

Special Abilities: Fleet Footed (Minor), Nightvision (Minor)

Skills: Athletics +15, Awareness +10, Disarm Trap +15, Etiquette- Underworld +10, Melee Weapons +15, Pick Lock +15, Stealth +15, and Swimming +15.

Drinking Capacity: 1

Fate Points: 20

Equipment: Dagger (DB +3 Lethal, RI 3y), Dagger Scabbard, Leather Armor (AR 2), Satchel, Lock Pick Set, Sounder, Grappling Hook, 50ft of Hemp Rope, Set of Courtier's Clothes, Set of Poor Man's Clothes, and 280 Silver.

Armor Rating: 2

CARAVAN MERCHANT

A caravan merchant is a human trader that runs goods for individuals with export and import licenses. They are forever concerned with proper social behavior, since the best money comes from good social contacts.

Attributes
Strength: 10
Reflexes: 15
Body: 10
Intelligence: 20
Willpower: 10
Presence: 20
Luck: 5
Spirited

Character Flaws: Day Person +20, Greed +20

Special Abilities: Persuader (Minor)

Disadvantages: Cyclops (Minor)

Skills: Etiquette- Merchant +20, Etiquette- Noble +20, Etiquette- Underworld +10, Fast Talk +10, Information- Math +10, Melee Weapons +15, Missile Weapons +15, and Riding +10.

Derived Bonuses: Persuader grants a +6 bonus on Etiquette skill rolls for haggling, it also grants +3 bonus on Fast Talk and Empathy skill rolls. Cyclops causes a -3 penalty on all ranged attacks and Scan Skill rolls.

Drinking Capacity: 2

Fate Points: 5

Equipment: Bastard Sword (1 handed DB+3 Lethal, 2 handed DB+4 Lethal, RS +1), Bastard Sword Scabbard, Heavy Crossbow (DB+15 Lethal, RI 20y, Requires 3 Action Points for a reload), 20 Crossbow Bolts, Quiver, Hardened Leather Armor (AR 4), Full Helm (+3 AR -1 Action Penalty), Round Shield (DB+2 Stun, AR+2), Set of Noble's Clothes, Set of Merchant's Clothes, Dues Paid Member of Merchant's Guild, Trail Rations (4 weeks worth), Large Sack, Bed Roll, Small Enclosed Wooden Wagon, Pack Horse, Backpack, Bit and Bridle, Flint Steel, 10 Torches, 50 ft of Hemp Rope, Horse Feed (2 weeks worth), Wineskin, and 34 silver coins.

Armor Rating: with shield: 9 without shield: 7

Action Penalty: -1

DESTROYER OF WORLDS

A destroyer of worlds is a human mage that sees no power higher than destructive force. This individual has thus far only studied and reveled in magic that feeds this belief.

Attributes
Strength: 5
Reflexes: 20
Body: 5
Intelligence: 20
Willpower: 20
Presence: 5
Luck: 5
Sorcery: 20

Character Flaws: Arrogant +20, Blood Lust +20

Skills: Arcana +20, Centering +20, Melee Weapons +20, Spellcasting +20, and Thrown Weapons +20.

Drinking Capacity: 1

Fate Points: 5

Spells: Ball of Flame, Force Wall, Lightning Bolt, Open Book, Polar Blast, and Protection From Missiles.

Equipment: Spear (1 handed DB+1 Lethal, 2 handed DB +2 Lethal, double weapon as quarterstaff DB+1 Stun one or two handed, RS+3, RI 1y), Broadsword (DB+2 Lethal, RS+1),

Broadsword Scabbard, Set of Courtier's Clothes, Satchel, and 180 silver coins.

Armor Rating: 0

Note: This character has a 100 square inch tattoo of various demonic looking elemental creatures ripping cities and castles apart on their torso.

DWARF ENCHANTER

A dwarf enchanter is a mystic concerned with imbuing items with magical power. He or she often follows troops and makes sure the officers enter battle with enchanted steel.

Attributes
Strength: 10
Reflexes: 10
Body: 10
Intelligence: 20
Willpower: 18
Presence: 10
Luck: 5
Sorcery: 20

Special Abilities: Nightvision 60 yards, +5 Bonus on all Scan & Awareness skill rolls made to detect traps and secret doors.

Derived Bonuses: Only walks 4 yards per Action Point with assistance of peg leg. Suffers a -10 penalty on all Athletics, Acrobatics, and Swimming skill rolls. The character's running distance is reduced by ten yards.

Disadvantages: Missing Leg (Major)

Skills: Arcana +18, Centering +18, Melee Weapons +10, and Spellcasting +20

Drinking Capacity: 2

Fate Points: 5

Spells: Analyze Spell, Anti-magic Ward, Armor Charm, Dispel Magic, Heal Wounds, Third Eye, and Weapon Charm

Equipment: Mace (DB +3 Lethal, RS +1), Mace Harness, Peg Leg, Set of Courtier's Clothes, Backpack, Trail Rations (1 week worth), Wineskin, Flint & Steel, Small Sack, and 425 silver coins.

ARMOR RATING: 0

DWARF INFANTRY

A dwarf infantryman is a trained soldier. He or she knows how to fight, but not much else.

Attributes
Strength: 22
Reflexes: 18
Body: 20
Intelligence: 5
Willpower: 10
Presence: 10
Luck: 5
Discipline: 20

Character Flaws: Bloodlust +20, Fighter +20

Special Abilities: Nightvision 60 yards, +5 Bonus on all Scan & Awareness skill rolls made to detect traps and secret doors.

Skills: Awareness +5, Gambling +3, Martial Arts- Melee +20, Martial Arts- Thrown Weapons +20, Melee Weapons +18, Scan +5, Thrown Weapons +18, and Unarmed Combat +18

Derived Bonuses: Add SB in Martial Arts- Melee to Strength Score when determining DB for Melee Weapons. Add SB in Martial Arts- Thrown Weapons to Strength Score when determining RI for Thrown Weapons.

Drinking Capacity: 4

Fate Points: 5

Equipment: Battle Axe (1 handed DB +11 Lethal, 2 handed DB +14 Lethal, RS +1), Spear (1 handed DB +9 Lethal, 2 handed DB +11 Lethal, double weaponed as quarterstaff 1 handed DB +7 Stun or 2 handed DB +9 Stun, RS +3, RI 6y), Tower Shield (DB +7 Stun, AR +4, Action Penalty -1), Chainmail (AR 6), Open Helmet (AR +1), Backpack, Battle Axe Harness, Set of Peasant's Clothes, Flint & Steel, Trail Rations (1 week), 10 Torches, Dice Set, Deck of Playing Cards, and 15 silver coins.

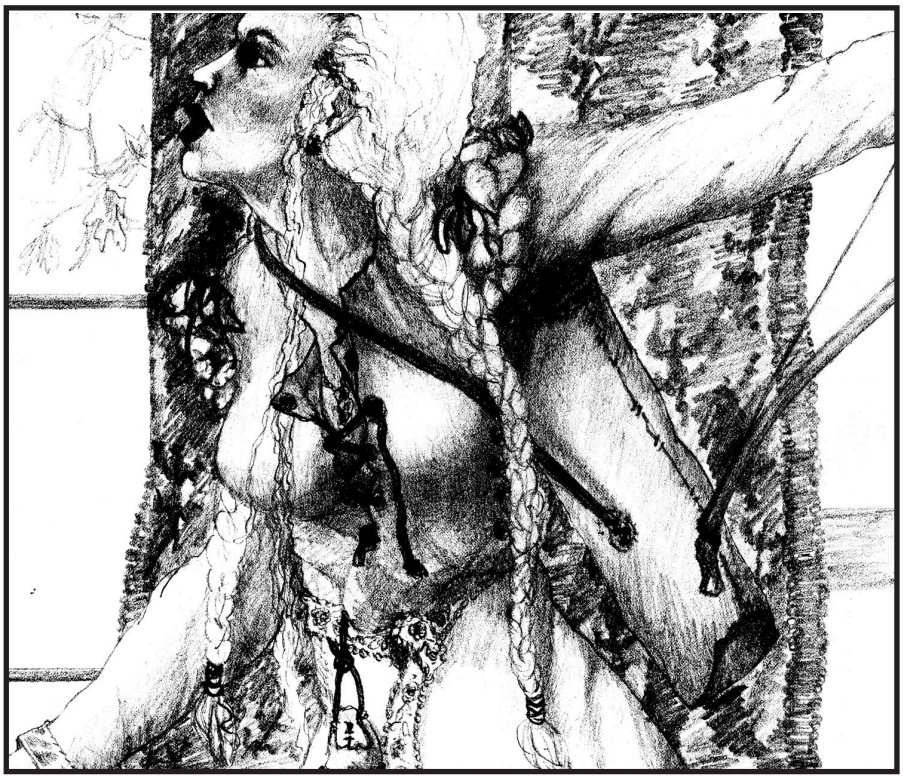
Armor Rating: with shield: 11 without shield: 7

Action Penalty: with shield: -1 without shield: 0

ELF SCOUNDREL

Elf scoundrels frequent human cities. Their credo, "Human girls (or boys) are easy."

Attributes
Strength: 10
Reflexes: 24
Body: 10
Intelligence: 10



Willpower: 10
Presence: 24
Luck: 5
Spirited

Character Flaws: Lecher +20

Special Abilities: Nightvision 60y, Immune to mundane diseases.

Skills: Empathy +20, Etiquette- Merchant +5, Etiquette- Street +5, Etiquette- Underworld +5, Fast Talk +10, Gambling +10, Melee Weapons +20, Pick Lock +5, Pick Pocket +5, and Stealth +15

Drinking Capacity: 2

Fate Points: 5

Equipment: Bastard Sword (1 handed DB +3 Lethal, 2 handed DB +4 Lethal, RS +1), Hardened Leather Armor (AR 4), Courtier's Clothes, Bastard Sword Scabbard, Satchel, Trail Rations (1 week worth), Wineskin, Small Sack, and 114 Silver Coins.

Armor Rating: 4

ELF WAR DANCER

An elf war dancer is worshipper of a war deity that guards the forest domains of their people. He or she is supporter of any and all conflicts with those that would invade the elves' homelands.

Attributes
Strength: 18
Reflexes: 20
Body: 10
Intelligence: 10
Willpower: 10
Presence: 24
Luck: 5

Character Flaws: Fighter +20, Wild Spirit +20

Special Abilities: Nightvision 60y, Immune to mundane diseases.

Skills: Athletics +5, Crafts- Dancing +5, Etiquette- Noble +5, Initiative +5, Melee Weapons +20, Missile Weapons +15, Prayer- War Deity +20, Riding +5, Survival- Forest +4, and Tactics +11

Derived Bonuses: Tactics grant the character 3 additional engages after the first without penalty in combat.

Drinking Capacity: 2

Fate Points: 5
Favor Score with War Deity: 20

Equipment: 2 Daggers (DB +3 Lethal, RI 4y), Shortbow (DB +3 Lethal, RI 9y), 20 Arrows, 2 Dagger's Scabbards, Quiver, Padded Cloth Armor (AR 1), Set of Noble's Clothes, Wineskin, Backpack, Flint & Steel, Trail Rations (1 week worth), 5 torches, and 49 silver coins.

Armor Rating: 1

EXO-MORPH INFILTRATOR

An exo-morph infiltrator is one part scout and one part assassin for their colonies. He or she specializes in gaining access to secured locations.

Attributes
Strength: 15
Reflexes: 20
Body: 10

Intelligence: 10
Willpower: 10
Presence: 10
Luck: 5
Shift: 20
Spirited

Special Abilities: Exo-morphs have special Shift abilities explained in their racial template.

Skills: Athletics +10, Awareness +7, Initiative +5, Scan +5, Stealth +10, Survival- Mountains +10, Swimming +10, and Unarmed Combat +20.

Drinking Capacity: 2

Fate Points: 5

Equipment: Set of Courtier's Clothes, Satchel, 100ft of Silk Rope, Trail Rations (1 week worth), Grappling Hook, Flint and Steel, 5 torches, Climbing Spikes, Climbing Harness, Wineskin, and 49 Silver Coins.

ARMOR RATING: 0

FLORENTINE MADMAN

A Florentine madman is a human warrior that wields a broadsword in on hand and a battle axe in the other. He or she is pretty dumb, but hits really hard in battle.

Attributes
Strength: 20
Reflexes: 20
Body: 20
Intelligence: 8
Willpower: 17
Presence: 10
Luck: 5
Spirited

Special Abilities: Ambidextrous

Disadvantages: Stupid

Skills: Athletics +1, Berserker +17, Etiquette- Noble +2, Etiquette- Street +3, Martial Arts- Defense +20, Martial Arts- Melee Weapons +20, Melee Weapons +20, Weapon Specialization- Battle Axe +6, and Weapon Specialization- Broadsword +6.

Derived Bonuses: +9 Bonus on Condition Resist Rolls while Berserking. Martial Arts- Melee adds 20 points to Strength



Score when calculating melee weapon Damage Bonuses. Martial Arts- Defense provides four points of Natural Armor. Weapon Specialization skills add a +2 DB for all attacks made with Battle Axes or Broadswords.

Drinking Capacity: 4

Fate Points: 5

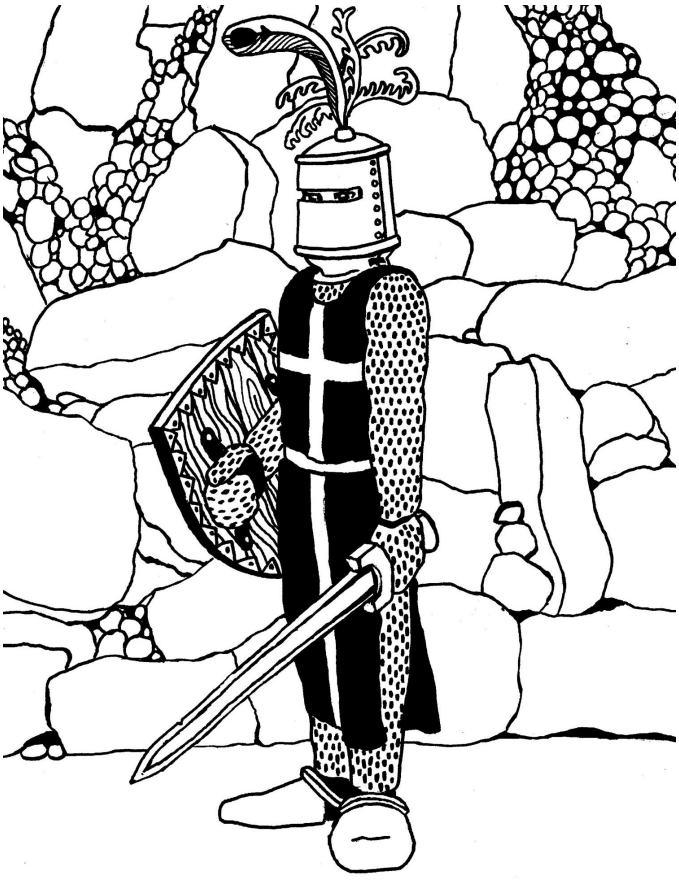
Equipment: Broadsword (DB +12 Lethal, RS +1), Battle Axe (1 handed DB +12, Two handed DB +16 Lethal, RS +1), Set of Merchants Clothes, Broadsword Scabbard, Battle Axe Harness, Backpack, Large Sack, and 90 Silver Coins.

Natural Armor Rating: 4

GOBLIN SCOUT

A goblin scout serves as a light infantry spotter for their comrades. He or she is slick enough to avoid most combats, but skilled enough that survival of one might be expected.

Attributes
Strength: 10
Reflexes: 22
Body: 10
Intelligence: 10



Willpower: 10
Presence: 10
Luck: 10
Discipline: 20

Character Flaws: Night Person +20, Wuss +20

Special Abilities: Nightvision 60y, +5 bonus on all Awareness & Stealth skill rolls.

Disadvantages: -3 Action Penalty during the daytime and -1 Action Penalty at Dusk. -6 Penalty on all resist rolls against fear effects.

Skills: Athletics +10, Awareness +10, Initiative +10, Martial Arts- Missile Weapons +20, Melee Weapons +20, Missile Weapons +20, Navigation +10, Stealth +10, Survival- Forest +5, and Swimming +8.

Derived Bonuses: Add Martial Arts- Missile Weapons SB to Strength Score when determining RI for applicable missile weapons.

Drinking Capacity: 2

Fate Points: 10

Equipment: Foil (DB +2 Lethal, RS +2), Composite Bow (DB +2 Lethal, RI 30y), Hardened Leather Armor (AR 4), Foil Scabbard, 20 Arrows, Quiver, Set of Poor Man's Clothes, Satchel, Set of Forest Camouflage Clothes, Wineskin, Trail Rations (1 week worth), 50ft Hemp Rope, Grappling Hook, Flint & Steel, 5 Torches, and 79 Silver Coins.

ARMOR RATING: 0

KNIGHT ERRANT

A knight errant is a young human noble that travels looking for adventure and fiefdom of their own. He or she is trained warrior, with a head full of pretty ideals.

Attributes
Strength: 20
Reflexes: 20
Body: 20
Intelligence: 10
Willpower: 10
Presence: 10
Luck: 10
Discipline: 10

Character Flaws: Code of Honor +20, Honest +20
The Knight Errant's Code of Honor
1. Never attack an opponent first.
2. Never attack someone that has yielded in combat.
3. Do not let a woman's honor get insulted in your presence.
4. Never refuse a challenge to honorable one on one combat.
5. Wear at least one sign of a noble ladies favor on your person at all times.

Special Abilities: Ravager (Major)

Disadvantages: Distinctive Features (Minor), Gullible (Minor)

Skills: Athletics +5, Empathy +4, Etiquette- Noble +4, Martial Arts- Melee +15, Melee Weapons +20, Riding +5, Weapon Specialization- Broadsword +11, and Weapon Specialization- Lance +11

Derived Bonuses: Ravager grants +2 DB bonus on all close quarters attacks. Weapon Specialization skills give a +3 DB for Broadswords and Lances. Add Martial Arts- Melee SB to Strength Score for calculating melee weapon DB.

Drinking Capacity: 4

Fate Points: 10



Equipment: Broadsword (DB +14 Lethal RS +1), Lance (DB +14 Lethal RS +3), Full Chainmail (AR 9, Action Penalty -1), Full Helmet (AR +3, Action Penalty -1), Footman's Kite Shield (DB +7 Stun, AR +3), Noble Title- Knight, Set of Courtier's Clothes, Broadsword Scabbard, War Horse, Saddle, Saddle Bags, Bit & Bridle, Stirrups, Backpack, Bedroll, Tent (Individual), Flint & Steel, Trail Rations (1 week worth), Horse Feed (1 week worth), 5 torches, and 90 silver coins.

Armor Rating: with shield: 15 without shield: 12

Action Penalty: -2

MAGI-MUTANT BOUNTY HUNTER

A magi-mutant bounty hunter is a private hunter of criminals. He or she sees a fist full of silver coins when an announcement is made for someone wanted dead or alive.

Attributes
Strength: 20
Reflexes: 20
Body: 10
Intelligence: 10
Willpower: 10
Presence: 10
Luck: 10
Spirited

Character Flaws: Thrill Killer +20

Disadvantages: Suffers a -10 penalty on all Empathy skill, Fast Talk skill, Leadership skill, and Etiquette skill rolls made with humans.

Special Abilities: Natural Weapon: Horns (DB +3 lethal), Witch Sight, Ambidextrous (Major)

Skills: Awareness +5, Empathy +5, Etiquette- Street +5, Etiquette- Underworld +5, Martial Arts- Melee +4, Melee Weapons +20, Navigation +5, Rope Work +5, Scan +4, Stealth +4, and Weapon Specialization- Battle Axe +6.

Derived Bonuses: Add Martial Arts- Melee SB to Strength Score for determining melee weapon DB. Weapon Specialization Battle Axe provides a +2 DB with that weapon.

Drinking Capacity: 2

Fate Points: 10

Equipment: Battle Axe (1 handed DB +8 Lethal, 2 handed DB +10 Lethal, RS +1), Footman's Kite Shield (DB +3 Stun, AR +3), Scale Mail Armor (AR 7), Battle Axe Harness, Set of Merchant's Clothes, Satchel, 50ft of Hemp Rope, Wineskin, Hand Shackles, and 54 Silver Coins.

Armor Rating: with shield 10, without a shield 7

ORC BANDIT

An orc bandit steals from the rich, poor, or middle class with equal abandon. He or she is the stone cold killer waiting in ambush around the next bend.

Attributes
Strength: 20
Reflexes: 20
Body: 20
Intelligence: 10
Willpower: 10
Presence: 10
Luck: 5



Discipline: 20

Character Flaws: Bloodlust +20, Greed +20

Special Abilities: Nightvision 60y, Natural Weapon: Bite Attack (DB +3 Lethal)

Skills: Athletics +10, Empathy +10, Martial Arts- Melee +20, Melee Weapons +20, Missile Weapons +20, Navigation +5, Stealth +10, Survival- Forest +5, and Swimming +10.

Derived Bonuses: Add SB in Martial Arts- Melee to Strength Score when determining DB for Melee Weapons.

Drinking Capacity: 4

Fate Points: 5

Equipment: Flail (DB +14 Lethal, RS +1), Spiked Round Shield (DB +5 Lethal, AR +2), Composite Bow (DB +8 Lethal, RI 20y), 20 Arrows, Quiver, Flail Harness, Ring Mail (AR 5), Flint & Steel, Trail Rations (1 week worth), Tent (Individual), 5 Torches, Wineskin, Bedroll, and 79 Silver Coins.

Armor Rating: with shield: 7 without shield: 5

ORC SHAMAN

An orc shaman is the spiritual advisor of a tribe. He or she is competent warrior and spirit medium.

Attributes
Strength: 10
Reflexes: 15
Body: 10
Intelligence: 10
Willpower: 10
Presence: 20
Luck: 5

Special Abilities: Nightvision 60y, Natural Weapon: Bite (DB +2 Lethal)

Skills: Awareness +5, Combat Surgery +10, Divination- Augury Reading +5, Melee Weapons +15, Physician +10, Prayer- Shamanic +20, Scan +5, Survival- Desert +5, Survival- Forest +5, Survival- Jungle +5, and Survival- Mountain +5

Drinking Capacity: 2

Fate Points: 5
Favor Score With Shamanic Spirits: 20

Equipment: Spear (1 handed DB +2 Lethal, 2 handed DB +3 Lethal, double weaponed as quarterstaff DB +2 Stun, RS +3, RI 2y), Dagger (DB +2 Lethal, RI 2y), Studded Leather Armor (AR 3), Dagger Scabbard, Satchel, Flint & Steel, 5 Torches, Bedroll, Trail Rations (1 week worth), and 280 silvers.

Armor Rating: 3

POACHER

A poacher is a human that sneaks onto land claimed as exclusive hunting grounds for nobles and kills animals. He or she has the necessary skills sneak, killer, and thief.

Attributes
Strength: 15
Reflexes: 15
Body: 15
Intelligence: 10
Willpower: 10
Presence: 10
Luck: 10
Discipline: 20



Skills: Awareness +5, Martial Arts- Missile Weapons +15, Melee Weapons +10, Missile Weapons +15, Navigation +5, Riding +5, Scan +5, Stealth +5, Survival- Forest +10, Survival- Jungle +5, and Survival- Mountains +5

Derived Bonuses: Add SB in Martial Arts- Missile Weapons to Strength when determining RI of applicable missile weapons.

Drinking Capacity: 3

Fate Points: 10

Equipment: Dagger (DB +3 Lethal, RI 3y), Longbow (DB +4 Lethal, RI 30y), Dagger Scabbard, Quiver, 20 Arrows, Set of Peasant's Clothes, Riding Horse, Saddle, Bit and Bridle , Stirrups, Bedroll, Flint & Steel, Horse Feed (1 week worth), Trail Rations (1 week worth), 5 Torches, Satchel, and Small Sack.

ARMOR RATING: 0

STREET TOUGH

A street tough is a human that works as bouncer, bill collector, or mugger. He or she is comfortable and dangerous denizen of the city.

Attributes
Strength: 20
Reflexes: 20
Body: 10
Intelligence: 10
Willpower: 10
Presence: 20
Luck: 10
Spirited

Character Flaws: Big Spender +10, City Slicker +20

Special Abilities: Lightning Reflexes (Major)

Skills: Drinking +2, Empathy +20, Etiquette- Merchant +5, Etiquette- Street +5, Etiquette- Underworld +20, Gambling +5, Information- Appraisal +5, Information- Math +5, Initiative +5, Melee Weapons +20, and Toughness +5

Derived Bonuses: +1 Drinking Capacity. Lightning Reflexes provides +3 bonus on all Initiative skill rolls and allows dodging missile weapons with full Melee Weapon SB.

Drinking Capacity: 3

Fate Points: 10

Equipment: Club (DB +4 Stun RS +1), 2 Knives (DB +3 Lethal, RI 5y), 2 Knife Scabbards, Club Harness, Hardened Leather Armor (AR 4), Set of Poorman's Clothes, Satchel, Dice Set, Deck of Playing Cards, 50ft of Hemp Rope, and 20 Silver Coins.

Armor Rating: 4

TAVERN HERO

A tavern hero is a talented human psycho fueled by hooch. This individual is a competent warrior when sober and a killing machine when properly wetted.

Attributes
Strength: 15
Reflexes: 20
Body: 10
Intelligence: 10
Willpower: 20
Presence: 10
Luck: 5
Discipline: 10

Character Flaws: Alcoholic +20

Special Abilities: Drunken Legend (Major)

Skills: Berserker +10, Drinking +20, Etiquette- Street +10, Gambling +5, Melee Weapons +20, and Unarmed Combat +20

Derived Bonuses: +4 Drinking Capacity, +5 on all Condition Resist Rolls while berserking.

Drinking Capacity: 6

Fate Points: 5

Equipment: Warhammer (DB+3 Lethal, RS+1), Warhammer Harness, Shortsword (DB+3 Lethal), Shortsword Scabbard, Target Shield (DB+2 Stun, +1 AR), Padded Cloth (AR 1), 2 Gallons of Wine in 2 Clay Jugs, Set of Peasant's Clothes, Satchel, Backpack, and 165 Silver Coins.

Armor Rating: with shield: 2 without shield: 1

TOURIST

A tourist is a human that regularly journeys around their home nation and beyond. He or she has a range of social skills for moving about in society.

Attributes
Strength: 15
Reflexes: 15
Body: 15
Intelligence: 15
Willpower: 15
Presence: 15
Luck: 15
Spirited

Skills: Athletics +5, Combat Surgery +10, Crafts- Drawing +10, Drinking +5, Empathy +5, Etiquette- Merchant +5, Etiquette- Noble +5, Etiquette- Rural +5, Etiquette- Street +5, Melee Weapons +15, Riding +5, and Swimming +5

Derived Bonuses: Drinking Capacity +1

Drinking Capacity: 4

Fate Points: 15



Equipment: Knife (DB +2 Lethal, RI 4y), Quarterstaff (DB +3, RS +3), Shortsword (DB +3 Lethal), Leather Armor (AR 2), Set of Merchant's Clothes, Set of Noble's Clothes, Backpack, Knife Scabbard, Shortsword Scabbard, Riding Horse, Stirrups, Saddle, Bit & Bridle, Saddle Bags, Bedroll, Trail Rations (1 week worth), Horse Feed (1 week worth), 10 charcoal sticks, 10 sheets of paper, Flint & Steel, Surgeon's Kit, 5 torches, 50ft silk rope, Bandages (20WP worth), Wineskin, and 163 Silver Coins.

Armor Rating: 2

WITCH

The witch is a human sorcerer that uses Hedge Magic. He or she is a skilled woodsman as result of being most comfortable living on the edges of society.

Attributes
Strength: 10
Reflexes: 15
Body: 10
Intelligence: 15
Willpower: 20
Presence: 20
Luck: 5
Sorcery: 20

Skills: Etiquette- Rural +4, Etiquette- Tribal +4, Hedge Magic +20, Spell Improvisation +20, Stealth +10, Survival- Forest +10, and Throwing Weapons +15

Drinking Capacity: 2

Fate Points: 5

Spells (within conception of magic): Alarm Zone, Analyze Spell, Aura Sight, Astral Awareness, Armor Charm, Ball of Flame, Black Cloud, Call Familiar, Cat's Landing, Command Undead, Curse of Unhealing Wounds, Dispel Magic, Domination Animal, Don't Go Yet, Eight Eyes, Elemental Protection- Air, Elemental Protection- Cold, Elemental Protection- Earth, Elemental Protection- Fire, Elemental Protection- Lightning, Full Lung, Heal Wounds, Illumination, Lightning Bolt, Mirage, Nightvision, Nobody Here, Paralyze,

Shape Shift, and Whisper

Equipment: Dagger (DB +2 Lethal, RI 2y), Quarterstaff (DB +2 Stun, RS +3), Dagger Scabbard, Set of Tribal Clothes With Winter Lining, Backpack, Candle Shield Lantern, Candles (10 sticks), Flint and Steel, Chalk Sticks (10 sticks), Bedroll, Trail Rations (1 week worth), Wineskin, and 93 Silver Coins.

Armor Rating: 0



Characters in *The Blade & the Will* have two major personal traits. The personal traits represent the character's outlook on the world, goals, and degree of faith in a higher power. The two primary traits are Archetype and Faith respectively. The secondary traits Fate Pool and Favor Score are linked to the major traits. The contributions each of these traits makes to a character are described below.

This chapter also covers Character Flaws, these are optional personality traits a player may give a character for additional character creation resources at the beginning of play, but will haunt that character after play begins.

THE PERSONALITY ARCHETYPES

A character's archetypes are his or her personality's mode of interacting with the world. The character derives personal strength from acting in accordance with his or her chosen archetypes. This is represented directly through the earning of Fate Points (FP) towards the character's Fate Pool when

Character Archetype List
Apologist
Artist
Barbarian
Citizen
Codependent
Competitor
Conformist
Cynic
Defender
Enforcer
Fiend
Individualist
Joker
Judas
Leader
Liar
Manipulator
Mediator
Optimist
Pacifist
Prophet
Rebel
Romantic
Servant
Slayer
Thinker
Truth Teller
Zealot

he or she accomplishes acts in accordance with it. This award for acting in accordance with an archetype may be earned once per archetype per scene.The Fate Pool will be discussed following the archetypes.

The section below gives descriptions of various archetypes along with actions that grant a character that defines them self with them Fate Points. A player may create his or her own archetype using the model presented below with the permission of the GM.

ARCHETYPES

Apologist

You are a bad person and will proudly own the fact that you are. The world is full of rotten apples just like you and you would probably end it all if not for the grace of those who forgive you for your misdeeds. The greatest beauty you find in this cold cruel world is the relief at being let off the hook when you reveal to someone that you have done him or her wrong.

EARN A FATE POINT WHEN: You reveal that you have done someone wrong and the recipient of the slight lets bygones be bygones.

Artist

You love to create things for others. What you create depends on your temperament, but it is designed to be beautiful and to glean the goodwill of those faced with it. It is the appreciation of your creations by others that drives you. You can think of no greater pleasure than to feel the connection with the world that comes from making something that other people want.

EARN A FATE POINT WHEN: Other people praise one of your creations (object, painting, dance performance, or song) in your presence for the first time.

Barbarian

You loath the weakness represented in civilization.

A civil man is a prisoner. He cannot follow the call of instinct or trust his spirit. He second-guesses everything.

Not you, in your heart the beast is free. When you act it is with your instincts and desire, the spirit of the wild manifests in you.

EARNS A FATE POINT WHEN: You accomplish an objective by flouting the mores of civilized society and doing what no polite person would dream of.

Citizen

The greatest crime a person can commit is to not consider the common good when he or she acts. To turn your back on the community is immoral.

When you act it is always with an eye towards improving the lot of your peers. To do otherwise is unimaginable.

EARN A FATE POINT WHEN: Your accomplishment of an action proves to be for the good of your comrades as well.

Codependent

There is special person without whom your life would not be worth much. This person may change from month to month, but there is always a "special" someone. Your only pleasure in life comes from their good graces, so your actions are always aimed at gaining those good graces.

EARN A FATE POINT WHEN: An action you take on the behalf of your "special" someone earns you their praise.

Competitor

In life winning isn't everything, but it's the best thing. For you there is nothing more important than the big win. Your life is devoted to seeking out people to win against. These people are everywhere. All you have to do is convince them to compete with you so a win can prove your natural superiority.

EARN A FATE POINT WHEN: You win a formal or informal competition with one or more parties.

Conformist

People who refuse to accept the morals and values of society are like rocks flung into ponds. The ripples they create just disrupt the lives of other members of society. You hate these disruptions and would not dream of inflicting them on others. Real wisdom is being able to get over yourself and adhere to the norms expected by your fellows.

EARN A FATE POINT WHEN: A goal is accomplished by sticking to the dictates of the status quo.

Cynic

If you always expect the worst from people you need never be disappointed. Optimism is a fool's game. It is your job to remind those fools of this point and your job it seems is never done. Still, you persevere because the world always provides plenty of evidence that yours is the right outlook.

EARN A FATE POINT WHEN: A situation someone tried to put a silver lining on comes out just the way you predicted, rotten.

Defender

People are weak and require protection. You believe you have the strength to provide this protection. You get satisfaction from standing up to those who would threaten or harm others. It is your duty to involve yourself in their issues, if for no other reason than to teach them how they might be strong.

EARNS A FATE POINT WHEN: Gets an aggressor to

leave an individual alone whom they had or would have harassed, extorted from, or injured.

Enforcer

A civilized man lives by rules and enforces them. Those who break rules would like to watch society go straight to hell.

You know the only way to keep the collective out of that basket is to enforce the rules.

EARN A FATE POINT WHEN: When you remind someone in violation of a rule of its existence and they comply with that rule.

Fiend

Cruelty is your bread and butter. You are always looking for new ways to shock people with the blackness within your heart. The horror people express at your behavior is the fuel that charges your soul. You often return to the scene of your crimes just to bask in the glow of the victim's outrage and sorrow.

EARN A FATE POINT WHEN: You commit some act intended to frighten or disgust someone and get to see the desired reaction from your audience.

Individualist

Other people just tend to complicate things. You have yet to find a task that you did not feel got handled better alone, than with the assistance of others. Oh sure, there are those things contingent on groups of people working as teams, but those are just constructs created by people to afraid to wake up in the morning and admit that in the end we all take this trip alone.

EARNS A FATE POINT WHEN: You accomplish an objective without the assistance of others.

Joker

Life is funny. No, I mean really funny. People call you a fool, but you know that it takes one to know one. This mentality has led you to refuse to treat anything as sacred. If it exists it can be made fun. If it exists it almost certainly deserves to be made fun of.

EARNS A FATE POINT WHEN: A person or activity proves to be just as foolish as you said they were.

Judas

The plans and hopes of others are folly. Few things annoy you more than witnessing all the effort they put into them. Your greatest source of pleasure in this world comes from demonstrating the folly of those plans to their makers. If you watch and wait an opportunity always presents itself for a plan to be betrayed.

EARN A FATE POINT WHEN: You ruin the plans that others had been attempting to carry out.

Leader

People would all run off a cliff like a bunch of sheep if not for your dictates. You have know how and more importantly the will to get up in front of people to share it. Of course most of your work is done telling others how to do theirs, but without the guidance of your voice they might not get anything done.

EARN A FATE POINT WHEN: A person or group of people act upon a course of action you put fourth.

Liar

Studies have shown that liars are smarter. At least that is what you believe. If everyone went around spouting what he or she believes is the truth anarchy would reign. The streets would flow with blood and you would know the reason. The reason all those people died was someone told the truth.

EARN A FATE POINT WHEN: You avoid trouble or accomplish an objective by lying through your teeth.

Manipulator

Your fellows are tools. Each man and woman is nothing more than a set of possible benefits for the most important person in your life. The most important person in your life is of course you.

All you need to do is sprinkle the right amount of sugar on your words and any one of those people will render up any service you need.

EARN A FATE POINT WHEN: You get someone to do something for you paying with nothing more than the currency of language.

Mediator

There is no problem that talk cannot solve. People who resort to violence are thugs and fools all wrapped up into one. Words are your favored tool. Words are the only tool you really believe has any value.

EARNS A FATE POINT WHEN: You solve a dispute by talking it through.

Optimist

If you are alive things are not that bad. If you are down the world is full of endless possibilities to improve that state. You just have to ride out the bad situations to end up in the good ones that wait around the next corner. So don't complain, the trouble will pass before you know it.

EARN A FATE POINT WHEN: A bad situation you predicted would turn out all right does just that.

Pacifist

The world is awash with the disease of violence. You recognize the disease for what it is and refuse to partake in it. Life is sacred and is beyond the ken of mortals to take responsibility for giving and taking it. You raise no fist against others, even if they raise fist and bring it down upon you.

EARN A FATE POINT WHEN: You accomplish a goal in the face of violent threats or opposition from others without sinking to the use of violence in return.

Prophet

To you the future is obvious. Your wisdom is a commodity that others would be well advised to share in. Hell, you usually know enough within a half hour of meeting someone to share their future with them so you'll share it with them whether their advised to or not.

EARN A FATE POINT WHEN: Discover that one of your predictions about future events turns out to be right.

Rebel

You will do it your way. Why does it have to be your way? It just does. To use the rules or ideas of others is to be a slave to them. Besides how will you know if there is any wisdom in a rule unless you break it and see what happens. It might turn out to be a stupid rule.

EARNS A FATE POINT WHEN: Your refusal to act in accordance with a given law, plan, or rule proves beneficial to you.

Romantic

Love makes the world go round. You aim to serve it by accomplishing as much in its name as you can. Some might call you promiscuous, but you merely let other people know that there is someone who wants them. After all everybody wants someone to want him or her, right?

EARNS A FATE POINT WHEN: The accomplishment of some task earns you someone's love (not necessarily booty).

Servant

The power to dictate the rules only falls to those chosen by the Gods. You recognize that you were not one of the people chosen for the responsibility of power. No, you were born to serve the needs of those who would make those dictates, because it is only in good service those of us not granted the reigns of power may preserve ourselves.

EARN A FATE POINT WHEN: You accomplish a goal dictated to you by someone else.

Slayer

The world is a cold and brutal place. Only the strong survive, the rest are ground into the dirt. You refuse to be the one who dies. You refuse to know peace, because peace would be vulnerability and a man who is vulnerable begs for death. You will deliver that death to any man who stands in your way and shows vulnerability.

EARNS A FATE POINT WHEN: You slay someone with the audacity to oppose your will.

Thinker

A thought has value. You spend a great deal of time with yours. You share them with others, but never commit to belief in any single notion. The act of putting them out in the world is done merely to give you a chance to witness them float around outside of your head. There is no greater pleasure than seeing others pick up your ideas and try them on like garments.

EARN A FATE POINT WHEN: You witness people take one of your ideas and execute it.

Truth Teller

Honesty is always the best policy. Liars are the source of all the troubles in the world. You will not join them in laying down the bricks of sorrow. No, you will never lie no matter how much it might appear to benefit you or others.

EARN A FATE POINT WHEN: You benefit from telling the truth.

Zealot

Ideas matter, but the ideology you've chosen matters more than all the other ones. You are slave to your ideology. You are its mouth in the world. Your ideology will triumph over all the other ideas that pretend to its greatness someday and you plan to be integral in this. You would lay down your life for this cause.

EARN A FATE POINT WHEN: You convince someone of the superiority of your ideology.

CHANGING AN ARCHETYPE

A character may change his or her personality archetypes at any time, but must zero out his or her Fate Pool to do so. Once the character has done this, his or her player need only let the GM know what the new archetype or archetypes the character is pursuing and role-play the new direction accordingly.

CHARACTER FLAWS

No one is perfect and this is true of player characters in *The Blade & The Will*, however some characters are more deeply flawed than others. Step two in the Character Creation Chapter states that players may select a Character Flaw or Flaws as means of receiving additional Creation Points for their characters. This section describes the individual flaws and the mechanics used to determine their effects on charac-

Character Flaw List
Alcoholic
Arrogant
Attention Deficit Disorder
Big Spender
Blood Guilt
Blood Lust
City Slicker
Code of Honor (#)
Compulsive Liar
Compulsive Thief
Day Person
Druggie
Favorite Weapon (#)
Fighter
Greed
Guppy
Hatred (#)
Honest
Indecisive
Insomniac
Lecher
Loner
Low Self Esteem
Lucky Charm (#)
Masochist
Neat-Nut
Never Surrender
Night Person
Pack Rat
Phobia (#)
Poor Loser
Rebellious
Socialite
Thrill Killer
Violent Temper
Wild Spirit
Wuss
Xenophobic
CHARACTER FLAW LIST KEY
#: This flaw has individual variants that a player may select. Each variant counts as a Seperate Character Flaw.

ters suffering from them.

Benefits of Character Flaws

When a player selects a Character Flaw they receives one CP per bonus point purchased in the flaw. Example if a character took the Phobia: Undead trait with a +10 bonus they receive ten additional CP for character creation.

Character Flaw Descriptions

Each Character Flaw's description includes a name, a trigger description (TD), and an effect description (Effect). The name is listed before the other information. The TD covers what circumstances force a GM Flaw Roll for a character that possesses the flaw. The effect describes what a character suffers if the roll succeeds.

Trait Rolls

A trait roll is an SD roll that uses the Character Flaw's bonus. The GM makes the roll and if it succeeds tells the player what effect the trait has on their ability to act. A GM only makes this roll when a circumstance he or she feels is covered by the trait's TD arises. The GM always informs a player when a trait roll is taking place.

Experience Points and Reducing Negative Trait Bonuses

Player's may purchase decreases in negative traits once play has begun as described in the character development chapter.

Character Flaw

Alcoholic

TD: Character starts the day.
Effect: A successful flaw roll indicates the character makes his or her first priority finding booze. The character must drink a number of alcoholic drinks equal to their Drinking Capacity score (see GM Chapter section on boozing it up). If no booze is available or not enough can be obtained (poor location and or no money) within three hours of waking up a successful trait roll indicates that the character is cranky and suffers an Action Penalty equal to their Alcoholic Trait bonus divided by five (i.e. a character with a +17 Alcoholic Trait suffer a -4 penalty), this penalty lasts all day. The penalty ends if the character drinks enough later in the day.

A character with the Light Weight disadvantage must drink four beverages on a successful Alcoholic trait roll.

Arrogant

TD: Character begins social interactions with a new non-player character acquaintance.
Effect: If the flaw roll succeeds the non-player character

immediately has an initial impression of disliked of the character. The standard Etiquette roll for initial impressions is still made, but all results higher than disliked are disregarded.

Attention Deficit Disorder

TD: Character attempts an action that requires more than one round to complete.
Effect: A successful flaw roll causes the character to suffer an Action Penalty on any rolls related to the current action equal to the SP scored on the trait roll. The penalty only applies to the action the trait roll was made for.

Big Spender

TD: Character is within a village, town, or city while in possession of money for 24 hours or more.
Effect: If the flaw roll succeeds you lose 25% of your current money to local businesses. This loss may be covered by equipment or service purchases, but otherwise it's probable that big tips, charity, or gambling are the reason for missing coin.

Blood Guilt

TD: Character ends a combat where he or she dealt a WP on a living opponent.
Effect: Character suffers an Action Penalty equal to Blood Guilt flaw rolls SP. This penalty last for a number of hours equal to the SP scored.

Blood Lust

TD: Character makes an attack or counter attack roll against an opponent.
Effect: A successful flaw roll prevents the character from ceasing to attack the opponent until they are dead. If the opponent escapes the character's reach for more than a minute he or she suffers an Action Penalty equal to the SP on the trait roll. The action penalty lasts a number of rounds equal to the SP scored on the trait roll. The action penalty also ends if the character can engage an attack or counter attack action against the subject of their bloodlust, before they have calmed down (i.e. the Action Penalties duration has expired).

City Slicker

TD: Character leaves a village, town, or city.
Effect: If the flaw roll succeeds character suffers an Action Penalty equal to City Slicker Flaw Bonus divided by five, until they return to a settlement.

Code of Honor (#)

#: A code of honor is a set of personal taboos; they are similar to the Heresies that Crusaders must avoid (See Prayers & Boons Chapter). A character that takes this trait must select five tenants of their code. The following are some suggestions. Players may submit their own tenants for character honor codes as well, subject to GM approval.
-Always carry out an action you tell others about.
-Never strike the first blow in combat.
-Never strike an enemy in the back.
-Do not tell a lie.
-If you draw a weapon, then it must be blooded on an enemy.
-You must spend an hour everyday praying to your patron god.
-All insults on your person must be met with a challenge to a duel.
-You must bury any warriors you fight with or against.
-You must tell the preachers of opposing philosophies the error of their ways to their faces.
-You never leave a comrade behind.
-If you fail an assignment given to you then you commit suicide rather than be dishonored.
-You never hit women.
-You never drink alcohol.
-You never stand down from a challenge.
-You never accept a challenge.
TD: The character violates one of five tenants of a code of honor they adhere to.
Effect: A successful flaw roll indicates the character is racked with self-doubt and suffers an Action Penalty equal to the SP score on the trait roll. The penalty lasts a number of days equal to the character's SP on the trait roll.

Compulsive Liar

A character with the Honest Flaw may not take this flaw.
TD: Anytime you answer a question that relates to your actions.
Effect: If the flaw roll succeeds you must lie.

Compulsive Thief

TD: Anytime you visit someone's home or business for the first time.
Effect: If the flaw roll succeeds you attempt to steal something using the best skills available, regardless of the risk, before you leave.

Day Person

TD: You are active after sunset or before sunrise.
Effect: If the flaw roll succeeds you suffer an Action Penalty equal to the Day Person Trait bonus divided by 5. The penalty lasts until day begins.

Druggie

TD: Character goes more than 24 hours without using a narcotic.
Effect: Character suffers an Action Penalty equal to their Druggie Trait Bonus divided by five. This penalty lasts until

the use a drug.

Favorite Weapon (#)

#: A character must select as specific favored weapon, this trait may only be taken once for a character.
TD: The character fights with a weapon other than their favorite.
Effect: A successful flaw roll indicates the character suffers a penalty to all Attack, Counter Attack, and Evade rolls equal to their Favorite Weapon Trait Bonus divided by five. The penalty only goes away once the have held their favorite weapon in their hands.

Fighter

TD: 24 hours pass without a character engaging in combat.
Effect: A successful flaw roll indicates the character suffers an Action Penalty equal Fighter Flaw Bonus divided by five. This penalty lasts until the character enters a fight.

Greed

TD: When the spoils are divided among character's that completed a joint endeavor character does not receive the lion's share of money and goods.
Effect: A successful flaw roll indicates that the character suffers an Action Penalty equal to Greed Flaw Bonus divided by 5. This penalty last for flaw roll's SP days or until the character pulls off a cash or item split that favors the character with the Greed trait.

Guppy

TD: Character attempts an action against someone without someone else either acting with him/her or providing verbal encouragement for the action.
Effect: If the flaw roll succeeds then the action suffers an Action Penalty equal to the Guppy Flaw Bonus divided by five. Example, Harry has a Guppy Trait Bonus of +5 and gets cornered by two thugs in an ally. He wants to fight past them, but because he is acting alone and the GM succeeded on the trait roll he suffers a -1 penalty to all Action Rolls made in the ensuing combat.

Hatred (#)

#: Each hated group is a separate Character Flaw (i.e. elves, goblins, dogs, etc). It is recommended that GMs only allow players to select hatred flaws for races or groups that play a large role in their campaign. GM's are encouraged to disregard player suggestions of Hatred: House Flies or Hatred: Red Brick Walls as viable flaws.
TD: The character becomes aware of the object of their hatred nearby them.
Effect: A successful flaw roll indicates the character is compelled to physically attack the object of their hatred. If the player has the character resist this urge the character suffers an action penalty equal to the flaw roll's SP for a number of hours equal to the SP scored on the same roll.

Honest

A character with the Compulsive Liar Flaw may not take this flaw.
TD: Character tries to tell a lie.
Effect: A successful flaw roll means you spout the truth instead.

Indecisive

TD: Character attempts an action that requires more than 3 Action Points.
Effect: A successful flaw roll indicates that the character must sit and think about the action prior to initiating it. The character spends a number of rounds equal to the SP scored on the flaw roll before they start the action.

Insomniac

TD: Character attempts to sleep.
Effect: A successful flaw roll results in the character recovering only Willpower divided by 5 IP that day. Example, Trajia normally recovers 15IP a day, but on nights when she succeeds on her Insomniac flaw rolls she only recovers 3IP (her Willpower score is 15).

Lecher

TD: You are in the presence of members of the opposite sex.
Effect: A successful flaw roll indicates you suffer an Action Penalty equal to your Lecher Trait Bonus divided by 5 on any actions other than social skills directed at the opposite sex.

Loner

TD: You are within social contact with people for more than an hour.
Effect: A successful flaw roll causes an Action Penalty equal to Loner Trait Bonus divided by 5. This penalty lasts until the character breaks contact with other people for at least one hour.

Low Self Esteem

TD: Anytime you fail a skill roll when not suffering a Low Self Esteem action penalty.
Effect: A character that succeeds on this flaw roll suffers an Action Penalty equal to their Low Self Esteem Bonus divided by 5 until they succeed on another skill roll. Example, Gollot has a Low Self Esteem bonus of +15, when the GM makes a successful flaw roll for him he suffers a -3 penalty until he succeeds on some other skill roll.

Lucky Charm (#)
#: Each charm item is considered a separate trait.
TD: Character finds themselves without a "lucky" item on their person. A character that has this trait must select one type of item that serves as the lucky charm (examples, horseshoes, stuffed animals, skull necklaces, etc). It is not recommended that a unique item be selected as a lucky charm, just a very specific category.
Effect: If the flaw roll succeeds the character receives an Action Penalty equal to the SP scored on the roll. This penalty lasts until the charm is replaced.

Masochist
TD: Character goes 24 hours without suffering an Injury Point. Spell's drain damage does not fulfill the requirement for an IP even though it does cause a character to suffer IP.
Effect: A successful flaw roll indicates the character suffers an Action Penalty equal to their Masochist Flaw Bonus divided by five. The penalty lasts until they suffer an IP from a source other than their own spellcasting.

Neat Nut
TD: Character goes twenty-four hours without a fresh set of laundered clothes and a hot bath.
Effect: If the flaw roll succeeds, the character suffers an Action Penalty equal to their Neat Nut bonus divided by five. This penalty lasts until both a fresh set of clothes and a hot bath are had.

Never Surrender
TD: You enter combat.
Effect: If the flaw roll succeeds the character cannot stop fighting until they have died or their opponents cry mercy, unless forced to flee via magic or outside influence. If a character has a phobia trait this trait negates the 20 SP runaway affect of the Phobia trait rolls. A character that has succeeded on this trait roll will stand and fight despite their massive Phobia Action penalty.

Night Person
TD: You are active after sunrise or before sunset.
Effect: If the flaw roll succeeds you suffer an Action Penalty equal to the Night Person Trait bonus divided by 5. The penalty last until night falls.

Pack Rat
TD: You try and part with an item (not including coins, basic food, and basic beverages) via discard, sale, or usage.
Effect: Character keeps the item if the flaw roll succeeds. Pack Rats may declare a home were they store possessions, but only one is allowed per city or town and the character must rent or own the space.

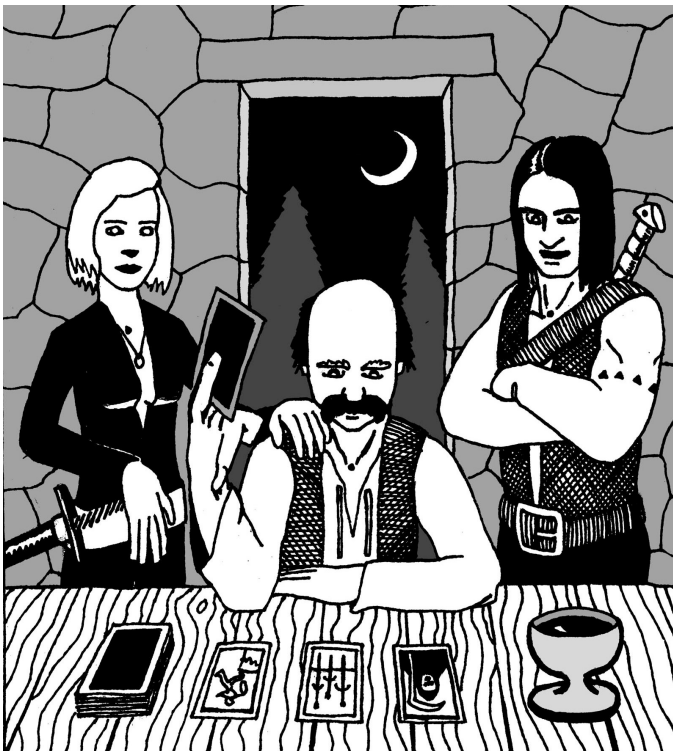
Phobia (#)
#: Each source of fear is a separate phobia trait. The following are recommended phobias, although a GM may allow others at their discretion.
-Arachnids
-Darkness
-Dogs
-Heights (in excess of 5ft)
-Magic
-Undead
-Water (Rivers, Lakes, Seas, etc)
-Windowless Spaces
TD: A character that encounters (via sight, hearing, or touch) the subject of their phobia suffers an immediate trait roll.
Effect: The character suffers a -1 Action Penalty per SP scored on the flaw roll until they get out of sensory contact with the source of their fear. The Action Penalty lasts a number of rounds equal to the SP scored on the roll after contact is ended. SP scored on the flaw roll equals or exceeds 20 the character must flee the source of their fear at the fastest available movement rate until contact is broken. Note, bonuses for Fear Attack resist rolls provided by skills or magic are of no help with phobias. Even spells that would normally render a character Immune to fear are ineffective against the terror a Phobia Character flaw creates in the persons heart.

Poor Loser
TD: You lose a competition or fight.
Effect: Character suffers an Action Penalty equal to the SP scored on the flaw roll. This penalty last SP hours.

Rebellious
TD: Someone makes a direct request for action from you and you attempt to carry it out.
Effect: If flaw roll succeeds the character suffers an Action Penalty equal to the Trait Bonus divided by five on all actions related to finishing the requested activity.

Socialite
TD: Character goes 24 hours without meeting someone new or that they haven't seen for more than 1 month for five minutes worth of chit-chat (if it has been less than a month then the conversation bores the socialite).
Effect: A successful flaw roll indicates the character suffers an Action Penalty equal to their Socialite Flaw Bonus divided by 5. The penalty lasts until the meet someone new or that the have not seen in over a month. The conversation must last at least five minutes for the penalty to expire.

Thrill Killer
TD: Character goes more than 24 hours without killing some-



thing in battle.
Effect: A successful flaw roll indicates the character suffers an Action Penalty equal to their Thrill Killer Trait bonus divided by five. The penalty remains until the character kills something.

Violent Temper

TD: The character believes they have been insulted (by GM's estimation).
Effect: Character must attack the insults source in a physical manner. The player chooses the mode fist, boot, blade, or what have you.

Wild Spirit

TD: You enter a village, town, or city.
Effect: A successful flaw roll indicates the character suffers an Action Penalty equal to Wild Spirit trait bonus divided by five until he or she leaves the settlement.

Wuss

TD: The character suffers a WP from an opponent in battle.
Effect: If the flaw roll succeeds the character must run away from the source of the WP and any of their allies for a number of rounds equal to the SP of the trait roll.

Xenophobic

TD: The character is in the presence of individuals the have known for less than 1 month.
Effect: A successful flaw roll indicates the character receives an Action Penalty equal to their Xenophobic Flaw Bonus divided by five that are not related to attacks or social insults. The penalty goes away when the character is only in the presence of people he or she has known for over 1 month.

THE FATE POOL

The Hand of Fate prefers those who walk there chosen path in life. A character's Fate Pool is representation of his or her adherence to their chosen Personality Archetypes. A character's initial number of Fate Pool points is equal to their Luck Attribute Score, but after play begins it depends on how many the character spends on various Fate related acts and how many they gain as result of the player role-playing their character's archetypes.

A character's Fate Pool cannot exceed their Luck Attribute Score. A character with a full Fate Pool receives no further benefits from adhering to their archetypes, until they spend some Fate Points so the pool needs regeneration.

So what can a character spend Fate Points in their Fate Pool on? There are a number things all related to the character's interaction with the story. The "items" a character may purchase are described below along with their cost in Fate Pool points.

There is no penalty for having a Fate Pool of zero other, than being unable to purchase any of the potential benefits it provides.

A Re-roll (Costs 1 Fate Point)

If a player is not satisfied with the result of an Action, Attribute, or Resist Roll made for a character he or she may spend a Fate Point to roll the die again. The new result of the roll stands regardless of whether or not it is better than the last, although if the player does not like the new result he or she may always purchase another roll, provided the character has any Fate Pool points left. The result of each new roll trumps the last ones result. Each reroll uses the same modifier as the one that preceded it on that Action or Resist Roll.

Cheat Death (Costs 1 Fate Point, +1 Fate Point per time character has already cheated death).

If a character's Condition Resist Roll or any other failed resist roll results in death for the character he or she may pay a number of Fate Pool points equal to one, plus the number of times the character has already cheated death with one of these payments to change the result to knocked unconscious.

If a character cheats death on a Condition Resist roll prompted by an affliction that will force further Condition Resist like a poison, disease, or spell that deals damage over multiple rounds, the character is rendered immune to death results from that source. Thus, a character would still suffer

whatever damage the poison, disease, or spell had to deal to them, but death cannot take them from this world with the tool he was cheated with. Death can only be cheated in this fashion when the lethal substance continuously effects the target, cheating death when it is embodied by a sword does not render the character immune to death by that same sword if death strikes with it again later, likewise a character that cheated death at the hands of a poison that received another dose of that same poison would have to cheat death again.

Death is not fond of being robbed so the Fate Pool cost gets expensive fast if a character makes a habit out of it.

Purchase a Bonus for an Action Roll (Costs 1 Fate Point, per +1 cumulative bonus purchased. The maximum purchasable bonus is +10).

A character may purchase a bonus on an Action Roll or Re-roll at a rate of one Fate Point per +1 cumulative bonus purchased. The maximum purchasable bonus is a +10. Example,

Heinzug is a scholar with an innate +2 bonus in Athletics. Heinzug runs from a bear and wants to climb a tree in hopes of escaping. He spends 10 Fate Points so that his Athletics skill roll is made with a +10 Action Bonus for a total bonus of +12. He obtains a final result via this use of Fate Points that gets him away from the bear.

Once this bonus is purchased for a roll, it applies to any rerolls made prior to that action's Final Result determination.

Purchase a +5 Bonus for a Resist (Costs 1 Fate Point, per +5 cumulative bonus purchased. The maximum purchasable bonus is +10).

A character may purchase a +5 bonus per Fate Point on any Resist Roll or Resist Re-roll. The maximum bonus he or she may purchase is a +10.

Once this bonus is purchased for a roll, it applies to any rerolls made prior to the Resist's Final Result determination.

Fate Points and -1 Cumulative Penalty on Trait Rolls (Cost 1 Fate Point/Maximum Expenditure of 10 Fate Points)

A player may apply a -1 cumulative penalty to their character's trait roll per Fate Point expended (i.e. the expenditure of 10 Fate Points would apply a -10 penalty on one trait roll).

Once this bonus is purchased for a roll, it applies to any rerolls made prior to the trait's Final Result determination.

Pray for a Miracle (Costs 1 Fate Point)

A character that expends a Fate Point may make a boon request from any deity (with two exceptions described below) without having a Favor Score or even an appropriate Prayer skill. The roll is resolved as per a standard boon request described in the Prayers & Boons chapter. If the Boon Request roll succeeds then the boon is resolved as if the character had an effective Favor Score equal to their Presence Attribute Score.

A successfully granted miracle means the character that requested it is in the deity's debt (regardless of whether the boon's target resists it successfully or not). He or she must do one of the following things as repayment; spend 20,000 silvers on various physical offerings, spend 40 experience points representing earnest prayers of gratitude, or purchase the deity's Prayer skill, along with a Favor Score of 1. If the debt is not paid off within a game month in one of the listed fashions the character suffers -10 Action Penalty until a payment is made.

Regardless of the payment method it takes 160 hours of game time to repay the debt. If the debt is repaid with the purchase of the deity's Prayer skill this is in addition to the training time for the skill.

If the Boon Request fails then no debt is owed the deity for the miracle.

A character that currently has a Favor Score with a Deity may not spend a Fate Point to pray for a miracle from them. In addition if a character with a Favor Score requests a boon from any other deity using this method, their Favor Score is reduced to zero.

A character that has suffering a crisis of faith or has abandoned a Deity or Deities may not spend a Fate Point to request miracles from them. The same applies to a character that is currently in a Deity's debt for a miracle rendered.

Example of a Miracle request, Sir Dannar battles some bandits and is wounded repelling their first onslaught. He knows that in the morning reinforcements are coming so he spends a Fate Point praying to the Greater God that his wounds might be healed. He makes an unskilled prayer roll with a total penalty of -35 (-5 Boon Difficulty Penalty, -20 monotheism prayer penalty, and -10 unskilled knowledge skill roll penalty). He spends another ten Fate Points on rerolls and on the eleventh roll manages a FR 11 and succeeds. The boon heals his wounds and he is indebted to the deity. After wins the next day's battle he makes pilgrimage and spends forty experience points spent in the Greater God's honor.

FAITH & FAVOR SCORE

The rules for handling those of truly devoted religious faith are given in the Prayers & Boons chapter.

A character's religious faith may still be important even if he or she is not one of the "favored" worshippers of a religion or deity. The choice on character's outlook on religion is left to the player.



This chapter covers the special abilities and disadvantages a character may purchase during character creation. Both are unique elements of a character that may only be acquired when a character is initially made and contribute abilities that may explain why the character is an "adventurer". With a couple of exceptions they are permanent fixtures of the character.

Both Special Abilities and Disadvantages come in two flavors, major and minor. A character is permitted one Major Special Ability and one Major disadvantage or a maximum of two Minor Special Abilities and two Minor Disadvantages. A character with a major ability cannot take a minor ability. The same applies with disadvantages, however a character may mix across categories (i.e. have a Major Special ability and two Minor Disadvantages).

As the Character Creation chapter describes a Major Advantage cost 30 Creation Points (CP) and a Minor Special Ability costs 15 CP.

As the Character Creation chapter describes a Major Disadvantage provides the player with 30 additional CP for building their character and a Minor Disadvantage provides 15 additional CP for building a character.

Major Special Abilities List
Ambidextrous
Animal Friend
Astral Armor
Attractive
Dead Eye
Drunken Legend
Elemental Empathy#
Fearsome Visage
Genius
Gifted
Healthy
Iron Will
Kills Hard
Lightning Reflexes
Linguist
Machine Empathy
Magical Amplifier
Massive Frame
Mind Reader
Ninja
Ravager
Sixth Sense
Spiritually Favored
Tough as Nails
Witch Sight

SPECIAL ABILITIES & DISADVANTAGES

Minor Special Abilities List

Animal Bond#

Attentive

Boxer

Charmer

Commander

Disease Resistant

Double Jointed

Evil Glare

Fleet Footed

Fish

Frog

Good Balance

Healer

Increased Racial Maximum#

Internal Compass

Leather Hide

Long Limbed

Nightvision

Persuader

Photographic Memory

Poison Resistant

Quick Thinker

Salty Dog

Scavenger

Second Wind

Spelunker

Spider

Weapon Empathy#

Wolf Nose

Major Disadvantages List

Allergy#

Albino

Astral Beacon

Deaf

Diseased

Disfigured

Doomed

Glass Jaw

Gremlins

Ill Fated

Light Boned

Lightning Rod

Magical Dampener

Missing Arm

Missing Leg

Spiritually Unpopular

Stupid

Minor Disadvantages List

Accident Prone

Allergy#

Bad Memory

Bleeder

Chemical Sensitivity

Cyclops

Distinctive Features

Elemental Bane#

Gullible

Light Weight

Noisy

Obnoxious

Partially Deaf

Prey

Short

Sickly

Tongue Tied

Two Left Feet

Ugly

Unique Diet

Special Ability and Disadvantage Descriptions

Each Special Ability is listed with its name, whether it is a minor or major Special Ability/Disadvantage and then a description of what mechanical benefits it provides a character that possesses it. The descriptions are broken into the Special Abilities and Disadvantages section and listed alphabetically within those sections.

Restrictions on Disadvantage Purchases Based on Racial Abilities

A character may not select a Disadvantage that provides penalties against something that their selected character race is immune to.

SPECIAL ABILITIES

Ambidextrous (Major)

An Ambidextrous character may make a two fisted attack without suffering a -3 penalty for it. This ability negates the first -3 penalty multi-weapon form attacks.

A character with this ability has their racial maximum in the Reflexes attribute score increased by one point.

Animal Bond# (Minor)

When a player selects the Animal Bond special ability for their character, he or she must choose a specific species, each Animal Bond ability applies to a separate species. Example, Animal Bond Tigers and Animal Bond Horses are unique special abilities.

A character with the Animal Bond special ability receives a +3 bonus on all Animal Training skill rolls and Riding skill rolls made with those animals. In addition animals from that species will not attack the character, unless their masters order it.

Animal Friend (Major)

Wild or domestic animals will never attack a character with the Animal Friend ability, unless they are ordered to do so by their masters. He or she receives a +3 bonus on all Animal Training and Riding skill rolls.

Astral Armor (Major)

Astral Armor provides characters with it a +2 bonus on all resist rolls against spells, magical effects, and boons.

Attentive (Minor)

An Attentive character receives a +3 bonus on all Scan skill rolls and Awareness skill rolls.

Attractive (Major)

An attractive character receives an increased racial maximum in Presence attribute of one, gets a +3 bonus on all Etiquette skill rolls, +3 bonus Fast Talk skill rolls, +3 bonus on Empathy skill rolls, and a +3 bonus on all Leadership skill rolls. He or she is envied for their great looks.



Boxer (Minor)

A character with the Boxer special ability receives a +2 damage bonus for all punch and kick attacks.

Charmer (Minor)

A Charmer receives a +3 bonus on all Etiquette skill rolls and +3 bonus on all Empathy skill rolls.

Commander (Minor)

A Commander receives a +6 bonus on all Leadership skill rolls.

Dead Eye (Major)

The Dead Eye ability allows a character to double all their Range Increments for ranged attacks and the effective range of Scan skill rolls. Example, a character with the Dead Eye ability has a RI of 40 yards with a Heavy Crossbow (normally a RI of 20 yards).

Disease Resistant (Minor)

A character that is Disease Resistant gets a +4 bonus on all resist rolls against diseases.

Double Jointed (Minor)

A character that is Double Jointed receives a +6 bonus on all Contortion skill rolls.

Drunken Legend (Major)

A character with this ability is a rare breed, that when fueled with liquor is a legendary warrior. The character receives Natural Armor rating equal to half of their drink tally and also receives a damage bonus on all close quarters attacks equal to half of their drink tally. They are still susceptible to the negative effects of drinking as covered in the section on boozing it up in the Gamemastering Chapter.

Example, Erickson the Bold has the Drunken Legend Ability. After five drinks he has a Natural AR of 3 and receives a +3 Damage Bonus on close quarters armed and unarmed attacks.

Elemental Empathy# (Major)

A character with an elemental empathy receives a +3 bonus on all resist rolls against effects based on their chosen element and has their effective Centering SB increased by three when casting spells or requesting boons related to the element (i.e. has the element's name or a word with definition that matches closely enough they could be found on a list in a thesaurus). A character must choose one of the following elemental forces that he or she is empathizes with for this ability; acid, air, earth (includes metals), electricity, fire, and water. The bonuses this ability provides only apply for that element.

Evil Glare (Minor)

A character with an Evil Glare receives a +6 bonus on Empathy skill rolls made for threats against others, See the Threatening section in the Gamemastering Chapter.

Fearsome Visage (Major)

Individuals with this ability have some X factor about them that makes them horrifying when engaged in combat. Anyone within 10 yards of this character in battle that opposes them must make an Willpower SD(-Fearsome Visage Character's Presence) Resist Roll. If they fail they suffer an Action Penalty equal to the failure points score on the roll for all actions against the character. This penalty ends if they leave visual contact with the character for 1 minute, although a new encounter prompts another Willpower Resist Roll as described above.

Example, Sheena faces of in a melee with Drogo a warrior with a Fearsom Visage ability. She rolls her Willpower 15 minus Drogo's Presence 15 (total +0 bonus) and gets a final result of 6. All actions she takes against Drogo are at a -4 penalty in this fight.

Fleet Footed (Minor)

A Fleet Footed character has a movement rate that is three yards added to the standard movement distances. Example, a Fleet footed character may stalk 8 yards, crawl 8 yards, walk 8 yards plus natural reach bonus, or sprint 18 plus natural reach bonus yards.

Frog (Minor)

A character with the Frog special ability receives a +6 bonus on Acrobatics skill rolls made for determining the distance cleared with a jump.

Fish (Minor)

A character with the Fish special ability receives a +6 bonus on all Swimming skill rolls.

Genius (Major)

A character with this ability may purchase new skills at reduced experience point cost. Genius characters pay a number of experience points equal to half the number of skills they currently know when buying a new additional skill with help from a tutor. If a skill is learned without a tutor then a genius only pays a number of experience points equal to the number of skills he or she already knows.

Gifted (Major)

A character with the Gifted special ability has all six of their racial maximums increased by one point (i.e. Strength, Reflexes, Body, Intelligence, Willpower, and Presence).

Good Balance (Minor)

A character with good balance receives a +6 bonus on all Acrobatics skill rolls made to determine whether or not they remain balanced on something.

Healer (Minor)

A Healer receives a +3 bonus on all Combat Surgery skill rolls and Physician skill rolls.

Healthy (Major)

A Healthy character receives a +2 bonus on resist rolls against Disease, Poison, Condition Resist Rolls as result of attacks against them, and Condition Resist Rolls due to drinking (does not apply Condition Resist Rolls against other sources like those as result of spellcasting). He or she also recovers a number of injury points equal to twice their Willpower Score per day after resting and recover 2 wounds per normal wound healing period instead of just one WP. See

the Combat Chapter for rules on standard healing rates.

A healthy character has their racial maximums in Strength and Body attributes increased by one point.

Increased Racial Maximum# (Minor)

A player that selects this minor special ability for their character increases one attribute's racial maximum by 3 points. Each attribute raised in this fashion counts as a separate minor ability. Example, the Increase Racial Maximum Strength and Increase Racial Maximum Reflexes are separate minor abilities.

Internal Compass (Minor)

A character with the Internal Compass ability always knows where true north is, thus he or she receives a +6 bonus on all Navigation skill rolls and Nautical Navigation skill rolls.

Iron Will (Major)

A character with this ability receives a +4 bonus against all fear effect attacks, domination based spell, or any other sort of mind control effects.

This ability provides no help with any of a character that possesses its character flaws.

Kills Hard (Major)

A Kills Hard character does not get knocked out of action immediately when he or she suffers a knocked unconscious or dead result on a condition resist roll. Instead he or she continues fighting for a number of rounds equal their Willpower score divided by five (i.e. a character with 13 Willpower would remain conscious for 3 rounds). The character suffers wound penalties or knockdowns normally during this period, but is immune from knocked unconscious results. If a character suffers a dead result either or initially or during the rounds the or she remains conscious then death occurs when their round count elapses as per normal.

The Kill Hard special ability applies for all varieties of condition resist roll.

Example, William suffers a Knocked Unconscious result from a club strike, this begins his 4 round Kill Hard ability count for fighting on. During his second round a knife punctures his lung (Dead result is scored on a condition resist). William remains conscious and kills his attacker in round 3, but at the end of round four collapses a lifeless heap.

Leather Hide (Minor)

A character with the Leather Hide minor ability has their Natural Armor Rating increased by 2 points.

Lightning Reflexes (Major)

This character moves really quickly. As a result he or she has a +3 bonus for all of their Initiative Skill rolls and may make Evasion rolls against missile attacks without dividing their Melee Weapons or Unarmed Combat SB by five, without being equipped with a shield.

A character with lightning reflexes also has their racial maximum for Reflexes attribute increased by 1 point.

Linguist (Major)

A Linguist character may learn any new Speak Language or Read and Write Language skill for three experience points with a tutor or six without a tutor regardless of the number of other skills he or she knows.

A Linguist also has their racial maximum in the Willpower and Presence attributes increased by 1 point each.

Long Limbed (Minor)

A Long Limbed character has their Natural Reach Score increased by +1.

Machine Empathy (Major)

A character with Machine Empathy gets a +3 bonus on Pick Lock skill rolls, a +3 bonus on Disarm Trap skill rolls, a +3 bonus on any Craft skill roll made for manufacturing/repairing a mechanical device, and a +3 bonus on Scan skill rolls where the item getting spotted is a mechanical device.

Magical Amplifier (Major)

A character that is a Magical Amplifier is treated as having a Centering or Spell Improvisation Score that is 3 points greater than their SB when determining the effect of their spells. See the Spellcasting Chapter for rules on how a character's Centering Skill or Spell Improvisation SB effects spells.

Massive Frame (Major)

A character with this ability is huge. This increases their Natural Reach Bonus by +1 and increases their Racial Maximum attribute scores for Strength and Body by 1 point.

Mind Reader (Major)

A character with the Mind Reader ability may receive psychic insights into the thoughts of other characters. A character may use this special ability once per 24 hours. The character or creature targeted must be within a number of yards equal to the Mind Reader's Willpower score and visible to him or her. The target receives a SD Willpower(-Mind Reader's Presence Score) resist roll against the effect. If the roll fails the Mind Reader knows whether or not they lie when they speak and the GM informs them of the general topic of

the target's thoughts. The GM is not obliged to give any proper names or details.

Nightvision (Minor)

The Nightvision special ability grants a character a range of 25 yards with it. If the character already has Nightvision then their current range is increased by 25 yards.

Ninja (Major)

A character with the Ninja special ability receives a +3 bonus on Stealth skill rolls, a +3 bonus on Acrobatics skill rolls, a +3 bonus on Contortion skill rolls, and a +3 bonus on Athletics skill rolls.

Persuader (Minor)

A Persuader receives a +6 bonus on Etiquette skill rolls for haggling over prices. These characters also receive a +3 bonus on all Fast Talk skill rolls, +3 bonus on all Empathy skill rolls, and +3 bonus on all non-trading Etiquette skill rolls.

Photographic Memory (Minor)

A character with Photographic Memory receives a +3 bonus on all Information skill rolls and on all Arcana skill rolls.

Poison Resistant (Minor)

A Poison Resistant character receives a +4 bonus on all resist rolls against poison.

Quick Thinker (Minor)

A Quick Thinker receives +6 bonus on all Initiative skill rolls.

Ravager (Major)

A character with this ability hits harder than most of their fellows. All close quarters attacks armed or unarmed made by them have a +2 Damage Bonus applied.

Salty Dog (Minor)

A Salty Dog receives a +3 bonus on all Sailing skill rolls, a +3 bonus on all Rope Working skill rolls, and +3 bonus on all Nautical Navigation skill rolls.

Scavenger (Minor)

A Scavenger receives a +3 bonus on all Survival skill rolls.

Second Wind (Minor)

A character with the Second Wind special ability may instantly heal a number of Injury Points equal to their Body Score once per game session with the expenditure of one Action Point. Example, Jeb takes a hit that deals 22 Injury Points. Jeb's player decides that on his next round Jeb spends an Action Point to recover 15 Injury Points immediately (Jeb's Body Score is 15).

Sixth Sense (Major)

A character that possesses Sixth Sense can sometimes detect danger before it arrives. Anytime something or someone that could intends/was designed to harm the character and potentially could physically harm them comes within 100 yards the GM makes a secret unmodified SD roll. If the roll succeeds the character's player is informed that something ill is afoot. The GM is not obliged to reveal the nature of the nearby danger.

Spelunker (Minor)

A Spelunker always knows how many feet he or she is from the surface while underground. He or she also possess a natural sense of direction and with a successful Awareness skill roll can find the return path out of an underground complex even in total darkness. The latter ability hinges on the Spelunker entering the underground area freely (i.e. they were not carried in bound or while unconscious).

Spider (Minor)

A character with the Spider ability receives a +6 bonus on all Athletics skill rolls made for climbing things.

Spiritually Favored (Major)

Spiritually Favored characters are treated as having a Favor Score 3 points higher than their current score when determining the effects of successfully requested boons. See the Prayers and Boons chapter for rules on boon effects and a character's Favor Score.

Tough as Nails (Major)

Individuals with the Tough as Nails ability have a +3 Natural Armor rating, a +3 bonus on all Toughness skill rolls, and have their racial maximum in the Body attribute and Willpower attributes raise by 1.

Weapon Empathy# (Minor)

A character with the Weapon Empathy special ability must specify one specific weapon that it applies to (i.e. Mace Empathy, Longbow Empathy, Dagger Empathy, Etc). All attacks the character makes with that weapon receive a +2 Damage Bonus due to some unknown knack the character has with the tool.

Witch Sight (Major)

Characters with Witch Sight can see a faint blue

emanation from any magical items, spell affected areas, spell effected individuals, or active boons doing the same within 100 yards. It does not provide any sort of Nightvision, but the emanations will glow in the dark as well.

Wolf Nose (Minor)

A character with the Wolf Nose special ability may use their sense of smell instead of sight for their Survival skill and receive +3 bonus for it.

DISADVANTAGES

Accident Prone (Minor)

An Accident Prone character is always having minor mishaps. At the beginning of each game day the GM makes an unmodified SD roll. If it succeeds the character has suffered three Injury Points in some sort of bumble or trip up. These injury points do not cause a Condition Resist roll.

Allergy# (Major)

A character with a Major Allergy must select a substance from the list below that he or she is allergic to. The disadvantage only applies for a single substance.

If the substance contacts with the character he or she suffers 1 Point of Stun damage per round of contact and a -6 Action Penalty for six hours after the contact ends.

A character that stands with 3 yards of an animal he or she is allergic to for more than a minute is considered in contact with it. This rule does not apply with other allergens.

Possible Allergens List

Alcohol
Birds
Bug Bites
Cats
Dogs
Horses
Iron
Silver
Sunlight
Wood

Allergy# (Minor)

A character with a Minor Allergy must select a substance from the list in the Major Allergy description that he or she is allergic to. The disadvantage only applies for a single substance.

If the substance contacts with the character he or she suffers a -3 Action Penalty for six hours after the contact ends.

A character that stands with 3 yards of an animal he or she is allergic to for more than a minute is considered in contact with it. This rule does not apply with other allergens.

Albino (Major)

An Albino suffers a -3 Action Penalty while in direct sunlight, even if fully clothed. He or she also has their Racial Maximum Body and Strength scores reduced by 3 points each.

Astral Beacon (Major)

An Astral Beacon character always gives off a magical aura that is detectable by characters using any sort of magical detection. He or she also suffers a -3 penalty on all resist rolls against spells, boons, or magical effects.

Bad Memory (Minor)

A character with the Bad Memory disadvantage suffers a -10 penalty on all Information and Arcana skill rolls.

A character with this disadvantage also has their Willpower Racial Maximum reduced by three points.

Bleeder (Minor)

A character that is a Bleeder has all attacks made against them receives a +1 Damage Bonus.

Chemical Sensitivity (Minor)

A chemically sensitive character has a -3 penalty applied on all resist rolls against poisons and drugs.

Cyclops (Minor)

A character has the Cyclops disadvantage if they lost an eye. This character suffers a -3 penalty on all ranged attacks and Scan skill rolls.

If a character with this disadvantage recovers the missing eye via some sort of regenerative magic the penalties remain in place unless they expend 150 experience points on rehabilitation. Once the player's character pays the experience for a regenerated limb or organ's rehabilitation this disadvantage is removed.

Deaf (Major)

A Deaf character suffers -10 penalty on all Awareness skill rolls. They can only understand people if they share a Speak Sign Language skill or an another Speak Language skill utilized with the Lip Reading skills.

Deaf characters can speak, but suffer a -10 penalty on Empathy, Etiquette, Fast Talk, and Leadership skill rolls. The character's penalty stems from an inability to gauge volume. The penalty does not apply for interactions with non-player characters that have known the individual for more than a month.

Magical regeneration can heal Deaf characters, but

all associated penalties remain in effect unless 250 Experience Points are paid for rehabilitation. Once the player pays the experience for a regenerated limb or organ's rehabilitation this disadvantage is removed.

Diseased (Major)

A Diseased character suffers a -6 penalty on all resist rolls against diseases.

A Diseased character is also an active carrier of the Common Cold disease and must resist it every six months, as well as potentially inflicting it upon anyone they come in contact with. See the Gamemastering Chapter section on diseases.

Disfigured (Major)

A character that is Disfigured has a face that is so ravaged by disease, massive trauma, or defect of birth that it disarms them for all social activities. The Disfigured individual suffers a -10 penalty on all Empathy skill rolls, Etiquette skill rolls, Leadership, and Fast Talk skill rolls.

Distinctive Features (Minor)

A character with Distinctive Features has an annoying tendency for being remembered (i.e. oh yeah, he was the one with a unibrow). If a character was witnessed by someone while taking an action the GM can determine that the individual remembers and could identify the character with Distinctive Features with a SD Willpower roll for six months after the event was witnessed.

Doomed (Major)

A character that is Doomed has their Death's Been Cheated scored raised by one point at the end of each session, until the score equals twenty. Once the character's Death's Been cheated score has reached 20 treat any result that deals a Wound Point on a Condition Resist Roll as a Dead Result for this character.

Elemental Bane# (Minor)

A character with an Elemental Bane is particularly vulnerable against a single element. The player must choose one of the following elements the disadvantage applies for air, acid, earth (includes metals), fire, lightning, water, or wood. The character suffers a -3 penalty on all resist rolls against magic, boons, or mishaps involving the element. The character gets a +3 Damage Bonus applied on any attacks made against them using the element.

Glass Jaw (Major)

A character with a Glass Jaw reads any result on a Condition Resist roll that deals a Wound Point as also inflicting unconsciousness.



Gremlins (Major)

A character with Gremlins finds the devices of the world a fickle bunch. Anytime a character uses a tool that was stored on their person or was in contact with them prior to the new scene's start the GM makes an SD(-5) roll. If the roll succeeds then the object is subject to an attack roll made with a +20 effective skill bonus and a Damage Bonus of +0. See the Breaking Stuff section in the Gamemastering Chapter for rules on attacks on objects.

When a fight starts this character must always make Gremlins roll for their personal weapons and armor.

Gullible (Minor)

A Gullible character suffers a -10 penalty on any roll made against individuals that are lying or selling them things.

Ill Fated (Major)

All Fate Point purchases for this character have costs that are 1 point higher than normal. Example, a reroll costs this character 2 Fate Points instead of 1.

Light Boned (Major)

All attacks against this character get a +4 Damage

Bonus applied.

Light Weight (Minor)

A character that is a Light Weight is horrible at drinking, their Drinking Capacity is zero regardless of their Body Attribute Score and they cannot learn the Drinking skill. See the Gamemastering Chapter for guidelines on drinking.

Lightning Rod (Major)

A character with the Lightning Rod disadvantage attracts ranged attacks for some unknown reason. Anytime an enemy combatant launches a ranged attack at any ally of this character that stands within five yards of him or her the GM makes a SD(-5) roll. If the SD roll succeeds then the ranged attack ends up aimed at the Lightning rod character instead of the original target.

Magical Dampener (Major)

A Magical Dampener has the effective Centering or Spell Improvisation Score of all of his or her spells reduced by six points. This reduction will never make their effective Centering Score or Spell Improvisation less than one.

A character with this disadvantage also has trouble utilizing magical items. Anytime he or she attempts the use of an item for personal benefit the GM makes an unmodified SD roll. If the roll succeeds then the items magical effect will not activate for this attempted use. This ability never works in instances where the character wishes to disrupt or dispel a magical effect an item creates.

Example, Hagnorl suffers from the Magical Dampener disadvantage. In battle he is wielding a Soul Stealing Mace, when he smacks a thug in the leg with it the GM makes an unmodified SD roll. The roll succeeds with a FR of 12, the Mace refuses to drink the thug's soul.

Missing Arm (Major)

A character that with the Missing Arm disadvantage suffers a number of sizeable issues; he or she cannot wield two-handed weapons, suffers a -10 penalty for any action deemed to normally require two hands, and no second arm attack (although kick attacks are still possible second attack forms, with only one allowed).

Some magical effects may restore missing limbs, but this character has lived so long without their arm, that he or she will suffer -10 penalty on any actions made with the restored limb that would have been penalized in its absence. This penalty can only get removed if the character spends 250 experience points on rehabilitating the limb. Once the player pays the experience for a regenerated limb or organ's rehabilitation this disadvantage is removed.

Missing Leg (Major)

A character with the Missing Leg disadvantage does not have one of their legs. He or she can only hop two yards (or base movement -3 yards based on Natural Reach bonus for larger or smaller characters, although a movement rate cannot get reduced below 1 yard per action point) on it unless they have a mobility aid like a peg leg or a crutch per action point expended. Additionally he or she suffers a -10 penalty on Athletics skill, Acrobatics skill, and Swimming skill rolls. A character that uses crutches is considered to have one hand occupied and can only wield a one handed weapon in the other hand.

A character with a crutch or a peg leg has their walk rate reduced by -1 per 1 Action Point move (4 yards for Natural Reach 0 character's).

A one legged character may not run without a peg leg or crutch. If he or she has either tool their running distance has ten yards subtracted from the standard.

Some magical effects may restore missing limbs, but this character has lived so long without their leg, that he or she will suffer -10 penalty on any actions made with the restored limb that would have been penalized in its absence. This penalty can only get removed if the character spends 250 experience points on rehabilitating the limb. Once the player pays the experience for a regenerated limb or organ's rehabilitation this disadvantage is removed.

Noisy (Minor)

A character with the Noisy disadvantage suffers a -10 penalty on all Stealth skill rolls.

Obnoxious (Minor)

An obnoxious character suffers a -10 penalty on all Empathy and Etiquette skill rolls.

Partially Deaf (Minor)

A character with this disadvantage suffers a -10 penalty on all Awareness skill rolls.

If a character has their eardrums are magically regenerated this penalty remains in place until 150 Experience Points are paid for rehabilitation. Once the player pays the experience for a regenerated limb or organ's rehabilitation this disadvantage is removed.

Prey (Minor)

Wild animals single characters with the Prey disadvantage out. Any predatory wild animal that meets the character will attack them as long as the character's Natural Reach score does not exceed theirs by more than one point. The animals will even attack the character if he or she is in a group.

Short (Minor)

Short individuals apply a -1 penalty to their Natural Reach score.

Sickly (Minor)

A sickly character suffers a -4 penalty on all resist rolls against diseases.

Spiritually Unpopular (Major)

A character with the Spiritually Unpopular disadvantage has their effective Favor Score reduced by six points for the purpose of determining the effects of their requested boons. This penalty never reduces a character's Favor Score below one.

A Spiritually Unpopular character is also often denied the benefits of boons prayed for on their behalf by others. Anytime a boon targets the character that would provide a bonus or healing the GM makes an unmodified SD roll. If the roll succeeds then the boon fails even if the person praying for it succeeded in their request.

A Spiritually Unpopular character receives no protection from boons that cause penalties or harm from this disadvantage.

Stupid (Major)

A Stupid character has great difficulty with thinking. Anytime the character uses a skill based on Intelligence or Willpower the GM makes an unmodified SD roll. If the roll succeeds then the character suffers -10 penalty on that skill roll.

A Stupid character also has their Racial Maximum in Intelligence and Willpower both reduced by 3 points.

Tongue Tied (Minor)

Anytime a Tongue Tied character wants to blurt out a warning or bit of time sensitive information the gamemaster makes an unmodified SD roll. If the roll succeeds then the character stutters for one full round (he or she may take other actions) before being able say what they were going to.

Tongue Tied individuals also suffer a -10 penalty on Fast Talk skill rolls.

Two Left Feet (Minor)

A character with the Two Left Feet disadvantage falls over easier than most other individuals. When a character with this disadvantage gets hit by an attack the GM makes an unmodified SD roll. If the roll succeeds the character is knocked down, regardless of the result of their Condition Resist Roll.

A character with this disadvantage also suffers a -10 penalty on all balance related Acrobatics skill rolls and any skill roll for dancing.

Ugly (Minor)

A character with the Ugly disadvantage just is not a looker. They suffer a -3 penalty on all Etiquette, Empathy, Fast Talk, and Leadership skill rolls.

These characters also have their racial maximums for the Presence Attribute reduced by 3 points.

Unique Diet (Minor)

Individuals with the Unique Diet disadvantage get horrible cramps if they eat anything outside of their dietary restrictions for 24 hours. When a player selects this disadvantage they must specify whether their character is an herbivore or carnivore.

If an herbivore eats any meat they suffer a -10 penalty from cramps for 24 hours afterwards.

If the character is a carnivore then they suffer a -10 penalty from cramps for 24 hours if they eat in fruits or vegetables.



A major component of what a character in *The Blade & the Will* is capable of accomplishing in the game is his or her skills. A skill represents a character's knowledge or capability as it relates certain activities. Each character is rated in how well they know or can perform their skills. This chapter covers the relation between a character's Skills and Attributes, how skills are rated, how skills are used, and describes the standard skills available to characters in *The Blade and the Will*.

SKILL STATISTICS

Linked Attribute

All skills are linked with one of five character attributes (The Body, Discipline, Spirited, and Sorcery Attributes are not linked with any skills). The link determines how easily a character may learn a skill and how well they can perform tasks that would normally require the skill without it.

References to the link between skills and attributes are covered in both the Character Creation & Character Development Chapters of this book. In both chapters the linked attribute determines the price paid in Creation Points or Experience Points to buy a skill bonus or skill bonus increase. It is cheapest purchase skill bonuses that are equal or less than the linked Attribute Score for a skill.

The skill and linked attribute chart later in this chapter shows the attributes that each skill is linked to. Each skill's description gives its linked attribute.

Innate (i) & Knowledge (k) Skills

Skills fall into one of two categories, either Innate or Knowledge. The difference between the two is that characters may receive a bonus to unskilled attempts at actions that require an innate skill. Knowledge skills can be attempt by unskilled characters but the character is treated as having an SB 0 and suffers -10 penalty for the attempt.

If a character uses an innate skill for an unskilled action he or she receives a bonus for the skill roll equal to the skill's linked Attribute Score divided by 5. Example, a character making an Unarmed Attack without an Unarmed Combat Skill would receive a +2 bonus if they had a Reflexes Score of 10.

Some skills provide bonuses to characters' resist rolls and other factors based on the SB of the skill. A character only receives these benefits if they have purchased a SB in the skill even if it is classified as innate. Example, Jeffrey has a Presence Score of 16 this grants him a +4 bonus for unskilled leadership rolls, but does not grant him the bonus to resist rolls against fear effects the actual skill would provide if developed.

Innate & Knowledge skills are indicated with a lower case i or k in parentheses next to the skill listing.

Skill Bonus (SB)

A character's level of ability in a skill is represented via their SB. A character is only considered to possess a skill if he or she has an SB of 1 or greater in it.

A skill's SB is the number added to any action roll made using the skill, the SB also scales any abilities related to

SB Competency Representation Chart

The SB in Skill	Level of Ability Represented
0	Unskilled: any ideas you have about the task are strictly hypothetical.
1-4	Hobbyist or dabbler.
5-8	Amateur: those unfamiliar with the skill are impressed by your efforts.
9-12	Competent practitioner: you represent the acceptable median of ability in this skill.
13-16	Your grasp of the skill is above average.
17-20	Exceptional: your ability to perform the skill successfully marks you as a professional practitioner.
21-24	Pioneer: your capabilities with the skill are considered visionary by other practitioners.
25-28	Master: your name is synonymous with this skill.
29+	Legend: the kind of feats you perform with this skill are considered impossible by most people. When you die you will be remembered for centuries

skill. If a skill relates to some other ability granted to a character the link is given in the skill's description. In either instance the higher the SB in a skill the greater a level of aptitude it represents.

The chart above gives a holistic break down of the level of ability represented by various SB scores.

Description

The skill descriptions are given after the linked attribute chart. Each skill description describes the situations that an SD or OP roll of the skill might be used to resolve. Some of the skill descriptions also give additional benefits of possessing the skill.

SKILL ROLLS

In *The Blade & the Will* the skill roll is the most common action roll a character will make. All skill rolls are action rolls and are subject to a character's Action Penalties or Bonuses from various sources.

Generic Situational Modifiers Chart

Modifier	GM's opinion of the ease or difficulty of executing the attempted action.
+12	Extremely easy actions.
+6	Very easy actions.
+3	Easy actions.
-3	Action with a minor complication.
-9	Difficult action
-12	Very difficult action
-15	Ridiculously difficult actions.
-30	Nearly impossible exercise with the skill.

A character makes a skill roll when they perform an action that relates to the skill in question. The process is the same regardless of whether the character makes an SD or OP action roll. The FR result of a skill roll is dependent on the following modifiers.

Roll Result + SB + Action Bonus/Penalty + Situational Modifiers = FR for skill roll

Success or failure on a skill roll is determined in the same fashion as any other roll as described in the Basic Concepts Chapter. If the SP or FP scored on a skill roll has significance it is usually described within the rule system that specifically referenced the skill.

Generic Situational Modifiers

A GM applies situational modifiers to a roll when he or she thinks circumstances surrounding it would render its success easier or harder than normal. Many rules systems provided in this manual suggest situational modifiers for specific skill applications. Which factors are considered beneficial or detrimental to skill roll depend on the skill used.

The situational modifier chart is intended as generic tool for GM to apply bonuses or penalties to skill actions that are not covered with specific system guidelines or when making ad hoc rolls for speed.

Skills That Require Tools and Situational Modifiers

Some skills require tools to be performed effectively. If the GM feels a task a character wants to accomplish with a skill would normally require a set of tools he or she may apply a -5 or -10 penalty depending on how vital the tools were to the task.

The GM may even deem that some skills may not be exercised without the proper tool (i.e. the Melee Weapon skill cannot be used unless a character holds an object that by

Skills' Linked Attribute Chart

Strength Skills	*Scan (i)*
Athletics (i)	*Shooting (k)*
Martial Arts (k)#	*Slaughter (k)#*
Rope Work (i)	*Spell Specialization# (k)*
Sailing (k)	*Spellcasting(k)*
Swimming (k)	*Tactics (k)*
Toxin Resistance (k)	**Willpower Skills**
Reflex Skills	*Arcana (k)*
Acrobatics (i)	*Berserker (i)*
Contortion (k)	*Centering (k)*
Melee Weapons (i)	*Combat Surgery (k)*
Missile Weapons (i)	*Drinking (k)*
Pick Pockets (k)	*Hedge Magic (k)*
Riding (k)#	*Information (k)#*
Shield Specialization (k)#	*Physician (k)*
Thrown Weapons (i)	*Read & Write Language (k)#*
Unarmed Combat (i)	*Speak Language (k)#*
Weapon Specialization# (k)	*Survival (k)#*
Intelligence Skills	*Toughness (i)*
Awareness (i)	**Presence Skills**
Craft (k)#	*Animal Training (k)#*
Craft SPecialization# (k)	*Empathy (i)*
Disarm Trap (k)	*Etiquette (i)#*
Divination (k)#	*Fast Talk (i)*
Gambling (k)	*Leadership (i)#*
Initiative (i)	*Magic Resistance (k)*
Lip Reading (k)	*Prayer (k)#*
Meditation (k)	*Spell Improvisation (k)*
Nautical Navigation(k)	*Stealth (i)*
Navigation (k)	
Pick Lock (k)	

SKILLS' LINKED ATTRIBUTE CHART KEY

#: Indicates that multiple skills are represented by the listing (i.e. if a Martial Arts skill is picked the character must specify whether it is Melee Martial Arts, Unarmed Martial Arts, Etc). Each specialized skill under one of these categories must be developed as separate skill with its own SB.

some stretch of the imagination may be considered a melee weapon.

SKILLS

This section describes all the skills listed above. In cases where a skill has a specific rule system attached to the development of its SB that system is given in the description. If a skill is only used for a broad range of related actions then no rule system is given, just the skill's description.

All skills are listed in alphabetical order, with skills with specialized variations listing the related skills under the group's title (i.e. Etiquette skills). Each skill is listed with its linked attribute and skill type in parentheses next to it.

Acrobatics (Reflexes/Innate)

This skill represents a character's ability to perform balance or tumbling related physical actions. It is used to see how a character handles jumps, falls, and situations requiring balance on precarious surfaces.

Animal Training # (Presence/Knowledge)

This skill represents a character's ability to train a specific animal. Each animal requires its own Animal Training skill (i.e. Dog Training, Horse Training, Etc). A character must spend a minimum number of hours equal to an animal's Willpower Score to attempt to train it. The GM determines the extent to which any animal may be trained based on his or her perception of the animal's intelligence and domesticity.

Arcana (Willpower/Knowledge)

This skill represents a magic user's ability to grasp and recall the intricacies of spells that they have learned. It is used when a character attempts to memorize the formula of a spell he or she wants to have at the ready, a character with access to a written copy of the spell has his or odds of success with this skill greatly improved.

Athletics (Strength/Innate)

A character's athletics skill represents their all around ability in physical tasks related to brawn or endurance. It is used to see how well the character handles long periods of heavy exertion or when feats of strength are required. This includes activities like distance running, climbing, lifting heavy weights, holding one's own weight in suspension, or any other task the GM feels might measure brawn.

Awareness (Intelligence/Innate)

This skill is a measure of how good the character is at monitoring his or her surroundings. It is discipline that utilizes all five of the character's senses and provides his or her first line of defense against hidden dangers.

Berserker (Willpower/Innate)

A character with this skill may use it leave or enter a special combat state called berserking. While in this state he or she may initiate Close Combat attacks that cost 1 Action Point each and receives bonus equal to half of his or her SB in Berserker to all Condition Resist rolls. The altered state prevents the character from making any counter attacks or evasion routines against any adversary they did not initiate an attack against in their last combat turn (with some exceptions, see the Combat Chapter). It also prohibits them from making spellcasting actions, or boon requests. The berserking character must use the "taking a hit option" to "defend" against all attacks directed at them, by opponents they did not attack.

Entering or leaving the state of berserking requires preparation. It takes a minimum of 3 Action points and a successful SD(-10, +1 cumulative per round of either getting pumped up or calming down [spending three Action Points per round] , with a maximum +10 bonus after 10 rounds) Berserker skill roll.

A character does not go into berserker mode until the round after he or she succeeds, they may make Evasion Routines during rounds when they attempt to enter the mindset. A character that is berserking may not use Evasion Routines until the round that follows a successful Berserker skill roll to regain their standard mental state.

A character that is knocked unconscious while berserking always wakes up in their normal state of consciousness.

Centering (Willpower/Knowledge)

This skill represents a character's ability to channel magical power effectively through his or her body and strengthen its form with their will. The greater the SB possessed by a character with this skill the more powerful his or her traditional spells are when cast.

Combat Surgery (Willpower/Knowledge)

A character's Combat Surgery skill represents his or her ability to administer first aid to individual with deep wounds or broken bones (depend on number of Wound Points suffered). This skill requires bandages and in the case of badly wounded individuals splints to be performed correctly.

Contortions (Reflexes/Knowledge)

A trained contortionist may dislocate limbs at will and perform some incredible feats of flexibility. These individuals also tend to be experts at escaping bonds, although a background in lock picking can be helpful in some instances. The difficulty of this skill depends on the how rough the stretch is or how skilled the person that bound the character is.



Crafts # (Intelligence/Knowledge)

A craft is anything that involves the know how to create a product. Each craft is considered a separate skill. Most craft skills require tools to be performed properly, although speech oriented craft skills are marked exceptions to this rule.

A character skilled in a craft is capable of building and repairing things related to his or her craft. The list below gives some common craft skills, although others do exist. If a player wants a character to have a craft skill that is not on this list he or she must get the approval of the GM.

-Common Craft Skills
Blacksmithing
Calligraphy
Cartography
Chess Playing
Dancing
Disguise
Drawing
Carpentry
Farming
Instrument# (each instrument played requires separate skill)
Locksmithing
Masonry
Poetry
Riddle Solving
Sculpting
Singing
Slight of Hand (i.e. stage magic)
Tailoring

Craft Specialization# (Intelligence/Knowledge)

Each item may have its own Craft Specialization skill (i.e. Craft Stirrups Specialization, Craft Hand Axe Specialization, or Craft Bandages Specialization). A character must develop each skill independently.

A character with Craft Specialization skill receives an increase in Success Points (SP) on any successful Craft skill roll involved in making or repairing the item named. The Craft Specialization adds a number of bonus SP on a successful skill roll equal to its SB divided by five. A Craft Specialization does nothing to improve the results of failed skill rolls.

Example, Farnor uses his Craft Blacksmithing skill to make a set of stirrups. His SD skill roll gives him a base of 12 SP, but his Craft Stirrups Specialization SB +20 increases this by 4 points. The final SP scored on his Craft Blacksmithing skill is 16.

Disarm Trap (Intelligence/Knowledge)

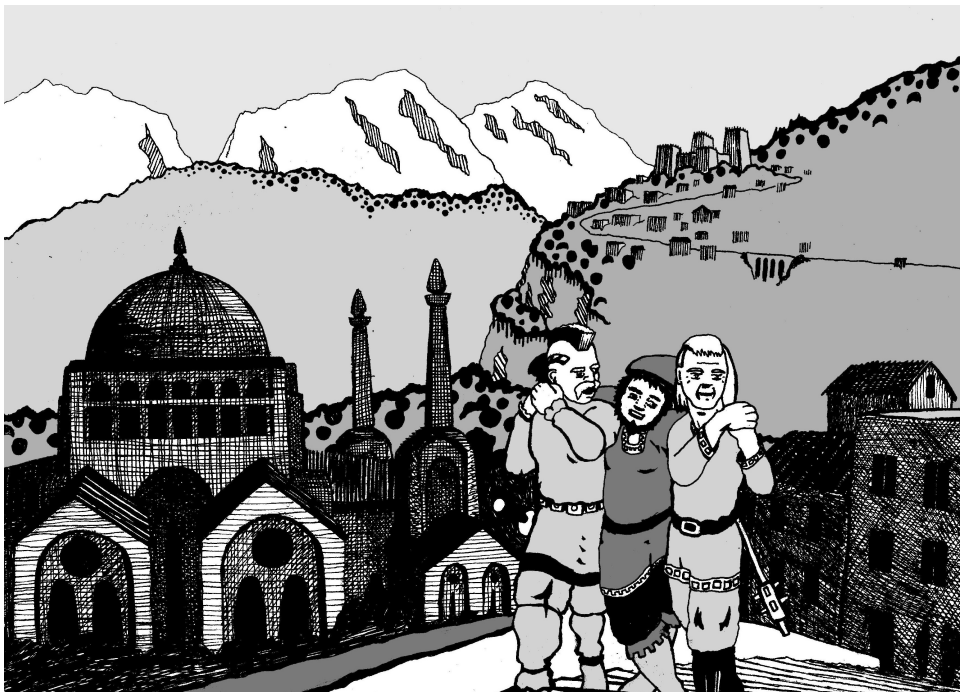
This skill represents a character's ability to rig mechanical traps to not operate. The skill's difficulty depends on how deviously devised the trap is.

Divination # (Intelligence/Knowledge)

A character with a divination skill may attempt to gain insight into the future by reading omen in defined mystical object (i.e. tarot cards, tea leaves, the guts of freshly killed birds, etc). Each form of divination is considered to be a separate skill that must be developed by a character.

When a player wants to have his or her character gain insight into the future they must spend one hour in game time "reading" the omens represented in there chosen tool. The GM makes the SD Divination skill roll secretly for the player. The player asks the GM a simple question about the future (simple means it relates to a single subject).

The GM then formulates what the character has gleaned in as cryptic a manner has he or she likes. If the character's Divination skill roll succeeded there should be some truth in the answer, although it may be given in riddle or framed as potential outcome among many. If the roll failed the GM can just throw out any old answer he or she pleases. The GM should avoid tying his or her hands with the information given out. This skill is intended as a tool for advancing the story not giving it away to the players or making an



outcome inevitable.

Some common forms of divination skills are given below.

-Common Divination Skills
Augury Reading
Bone Tossing
Tarot Reading
Tea Leaves
Wine Pouring

Drinking (Willpower/Knowledge)

A character holds their liquor based on their Body Score and Drinking skill's SB. The higher a character's Drinking skill SB the more booze they can handle without ill effect (see the GM Chapter section on boozing it up for details). This skill makes or breaks legendary tavern and party goers.

Empathy (Presence/Innate)

This skill represents a character's ability to read the emotions of others and manipulate those emotional states. Characters that are able to read others are harder to lie to and tend to be better at getting what they want from people they have established relationships with.

Etiquette # (Presence/Innate)

Each social class in a society has its own forms of proper Etiquette; this means that a character must learn a separate Etiquette skill for each society and each social class within that society.

A character's Etiquette skill represents his or her ability to formulate the best responses to social situations and various people. The character that knows how to mind their etiquette is never at a loss for friends.

It should be noted that proper dress is considered an element of etiquette and when one mixes with various levels of society he or she had better have the right set of clothes.

The chart below shows the standard breakdowns of Etiquette within each society, remember that each society also has its own Etiquette skill (i.e. French Noble Etiquette and Russian Noble Etiquette would be unique skills).

-The Standard Social Classes for Etiquette
Merchant
Noble
Rural
Street
Tribal
Underworld

Fast Talk (Presence/Innate)

The Fast Talk skill represents a character's ability to confuse, tell half truths, or just plain lie to others. The people who use this skill best are the ones that use it least often.

Gambling (Intelligence/Knowledge)

Most people think they know how to gamble and most people are wrong. When a character with this skill gambles he or she knows the odds and the tricks. It is up to the

Detail Level of Information Based on Successful SD Information roll.

SP Scored	Level of detail remembered on subject.
1-10	Very general: little of use beyond a yes or no response to question.
11-20	General: remembers the answer and major related information.
21-30	The question is answered. The character also remembers handy related points.
31+	The question is answered and the character realizes they have a veritable trove of related information on the topic.

gambler to decide whether or not they play fair, but cheaters better be good sprinters if they get caught.

Hedge Magic (Willpower/Knowledge)

The Hedge Magic skill is an alternate form of spellcasting. A Hedge Mage does not learn singular spells, but improvises the spells they want on the spot. The tradeoff is that spells cast by hedge wizards have greatly increased difficulty or cost. See the Hedge Magic section of the Spellcasting Chapter for more info.

Information # (Willpower/Knowledge)

Information skills represent a character's knowledge of a specific topic. Each topic requires a separate Information skill.

These skills function as tools for the player and the GM that work with the character who possesses them. If the player believes some information on the topic coverd by one of their character's skills would be helpful he or she may request a SD Information skill roll to see if the character knows it. The same applies to the GM; if the GM feels that a character's Information skill might provide actionable knowledge to them for the story then he or she may secretly make the roll for them and inform the player of the character's realization of the information on the topic.

The GM always makes the skill rolls for these skills, because the character is never cognizant of the true extent of his or her knowledge.

If an information skill roll succeeds the extent of the knowledge the character receives on their question about the topic depends on how many SP where scored. The chart above gives a generic measure of the detail of information received from the skill. It should be noted that if a character fails an Information skill roll on a question he or she may not attempt another roll for that question or similar questions until their SB in the skill in question has been raised 1 point.

The following are a list of common Information skills. A player may request information not listed, but must receive the permission of the GM to acquire the skill.

-Common Information Skills

Appraisal
Architecture
Astronomy
Biology
Botany
Culture
Forensics
History (specific to a nation)
Local (layout and personalities of one city or cluster of towns)
Math
Metallurgy
Poisons and Toxins
Regional (one countries geography)

Initiative (Intelligence/Innate)

A character's Initiative skill represents his or her ability to read their opponents and preempt them in combat.

Leadership (Intelligence/Innate)

A character's Leadership skill represents his or her ability to take charge of group actions in a natural fashion. The skill is a kind of practiced courage and characters that are well versed in it appear solid to their fellows.

A character skilled in Leadership receives a bonus to any resist rolls against fear effects equal to his or her SB in the skill divided by 5 (i.e. a character with a Leadership of 12 gets a +3 bonus to all resist rolls against fear). This bonus applies against both magical and mundane fear effects.

A character that succeeds in convincing themselves to have courage may try and convince nearby characters to have it too (i.e. they succeeded on resist roll against a fear effect). To do this the character spends two Action Points on his or her Combat Turn and makes an SD Leadership roll. If the roll succeeds the character rallies all of his or her allies within Leadership SB yards radius of their person. All rallied allies may make a new resist roll against a fear effect they had failed to resist previously, even if the fear effect usually only allows one chance to resist it. If the rallied character's new resist roll succeeds that result stands, if it fails the FP of their first failed attempt to resist a fear effect continue to determine the effects of their fear.

This skill also has non-combat applications described in the GM chapter.

Lip Reading (Intelligence/Knowledge)

A character with this skill may attempt to read the lips of anyone that speaks a language he or she has a SB of 10 or more in. This is done via a SD (-# based upon Sight based Situational Modifiers) Lip Reading skill roll. The skill is subject to the generic situation penalties for sight-based actions given in the GM chapter. The character may only read the lips of individuals when they can see said lips.

Magic Resistance (Presence/Knowledge)

Worlds ripe with sorcery allows even the non-magic user a chance for knowledge about the supernatural forces around them. A character's Magic Resistance skill represents their ability to slip out of the clutches of forces magical, divine, or alien. The Magic Resistance skill grants a character with it a bonus on all resist rolls versus magical effects, boons, and spells equal their SB in the skill divided by five.

Martial Arts # (Strength/Knowledge)

The difference between a good warrior and a great

warrior is dedication. The martial arts skills represent a character's devotion to the art of combat. The hours of practice to make sure that the edge of the blade is always where you will it and that the arrow always flies true. Each of the basic forms of combat has a corresponding Martial Arts skill and there is Martial Art skill that is not tied directly to any of the four basic forms of combat. Each Martial Art skill and its function are listed below.

-Defense Martial Arts

A character with this skill receives a Natural Armor Rating equal to his or her SB in the skill divided by five against any attack they are aware of (i.e. a character with an SB of 14 would receive a Natural AR of 3). The natural AR provided by the skill does not apply against surprise attacks or attacks made on the character while helpless.

See the Equipment chapter for rules on Natural AR and stacked armor.

All Natural Armor a character receives from physical make up, skill, and magical effects are cumulative.

-Melee Martial Arts

A character with the Melee Martial Arts skill adds his or her SB in the skill to their Strength Score for calculating the Damage Bonus for melee weapons they wield. Example, Gral has a Melee Martial Arts SB of 9 and Strength score of 15, when he wields a Broadsword his DB is a +6 (Melee Martial Arts SB 9 + ST 15 = 24/4 = 6).

-Missile Weapon Martial Arts

A character's SB in Missile Martial Arts is added to his or her Strength Score when calculating the Range Increment for weapons that use the wielder's strength to propel a projectile. This skill has no effect on the Damage Bonus for the attack or when attacks are made with mechanical missile weapons.

Example, Shawna is wielding a Composite Bow. Her Range Increment with the weapon is 30y because she has a Strength Score of 15 and a Missile Martial Arts DB 15.

-Thrown Weapon Martial Arts

A character's SB in Thrown Weapon Martial Arts is added to his or her Strength Score when calculating the Range Increment for weapons they throw. This skill has no effect on the Damage Bonus for the thrown weapon attack.

Example, Dan has a Strength Score of 17 and an SB 10 in Thrown Weapon Martial Arts. When he hurls a throwing knife his Range Increment is a 9 yards (Strength Score 17 + SB 10= 27 / 3 = 9).

-Unarmed Combat Martial Arts

A character's SB in Unarmed Combat Martial Arts is added to his or her Strength Score for the purpose of calculating the Damage Bonus for unarmed attacks or natural weapon attacks. Example, Black Tiger has a Strength Score of 20 and an SB 20 in Unarmed Combat Martial Arts. His DB for a punch attack is a +4 and his kick is a DB +5.

Meditation (Intelligence/Knowledge)

The Meditation skill represents a character's ability to enter a trance like state and their general ability to control their thoughts.

Once a day a character may use meditation to recover Injury Points (IP) in addition to those normally recovered through rest. To do this the character must meditate for one hour and make a successful SD Meditation skill roll. If the roll succeeds the character heals a number of IP equal to his or her Willpower Score divided by two. A failed roll indicates the character spent an hour staring at their navel and accomplished nothing, although they can try to meditate again if they want to spend another hour. Once a character succeeds on a Meditation skill roll no further healing may be gained via the skill for another 24 hours.

A character receives a bonus for all resists against spell, boon, magical, and fear effects equal to their SB in Meditation divided by 5 (i.e. a character with an SB 16 would receive a +4 bonus to resist rolls against any of those effects). If a character possesses the Leadership skill the resist bonus the Meditation skill provides is cumulative with the resist bonus Leadership grants (i.e. a character with a Leadership SB of +20 and a Meditation SB +20 would receive a +8 bonus against magical and mundane fear effects).

The bonus the Meditation skill provides does not apply to Condition Resist rolls against IP received as result of drain from spellcasting or damage received from an earlier resist roll as a result of a magical effect.

Melee Weapons (Reflexes/Innate)

The Melee Weapons skill represents a character's ability to utilize weapons designed for close quarters combat. It also represents a basic knowledge of the day-to-day maintenance of those weapons.

Missile Weapons (Reflexes/Innate)

The Missile Weapon skill represents a character's ability to use archaic projectile weapons, whether they are hand pulled or mechanical in nature. It also represents the basic knowledge of how to maintain those weapons.

Nautical Navigation (Intelligence/Knowledge)

A character with this skill is capable of using stars, maps, and other navigational tools to keep a ship on course while traveling at sea.



Navigation (Intelligence/Knowledge)

This represents a character's ability to use maps, stars, compasses, and a sizable dose of common sense to navigate through wilderness areas.

Pick Lock Intelligence/Knowledge)

A character armed with this skill and a set of lock picks can gain access to almost anywhere. The skill's difficulty depends on the quality of the locks the character pits it against.

Pick Pocket (Reflexes/Knowledge)

This skill represents a character's ability to remove items directly from another individual's person without being noticed. A character's practice of this skill may be complicated based on how well stowed the object is and how good the target is at paying attention to their surroundings.

Physician (Willpower/Knowledge)

This skill represents a character's knowledge of medicines, drugs, poisons, and other simple medical procedures. This knowledge includes the ability to properly prepare the material and spot substances used by others. It also covers giving advice to increase healing times for wounded individuals.

Prayer # (Presence/Knowledge)

Each religion has a unique prayer skill. For most people the prayer skill serves as an Information skill for the religions dogma, but for the favored faithful of a religion this skill is also used to request boons. The better the favored character is at praying the more liable the deity is to grant their requests, See the Prayers and Boons chapter for rules on deity granted miracles through faith.

The deity archetypes and religion models provided in this manual for Prayer skills are listed below.

-Deity Archetypes for Prayer Skills

Agricultural
Chaos
Competitor
Hunter
Justice
Knowledge
Monotheistic
Shamanic
Trickster
Underworld
War

Read & Write Language # (Willpower/Knowledge)

Each written language is considered to be a unique skill. A character is able to read or write at a functional level if his or her SB in the Read & Write Language skill is 10 or higher. If a character has an SB below ten he or she must make an SD Read & Write Language skill roll anytime they attempt to read texts written in the language. If the roll fails then the reader misinterprets the document.

The only time a character with an SB of 10 or above needs to make SD skill rolls to understand a document is when he or she encounters poetry, coded script, alternate dialect, or ancient examples of the written language. When these forms of the written language are encountered an SD(-GM determined number) may be required for the character to properly understand the text.



skill, etc). A character with a shield specialization skill for a shield he or she wields have their Armor Rating (AR) increased by the SB of the skill divided by five, provided he or she does not attack or counter attack with the shield. If the character does use the shield as a weapon they lose the Armor Rating increase until their next initiative turn. Example, Reynolds has a Round Shield Specialization of an SB of 17, this provides him with an AR increase of +4 in addition to the usual AR bonus of +2 provided by the shield when he wields it, unless he attacks or counter attacks. If this occurs then he only receives the standard AR bonus provided by his Round Shield.

Riding # (Reflexes/Knowledge)

Each type of mount requires a unique riding skill (e.g. horse riding, camel riding, dragon riding, etc). A character's riding skill represents his or her ability to stay on top of the animal as it travels. A character only has to make skill rolls when they ask a mount to perform an unusual maneuver or the mount is actively trying to remove the rider from its back.

Rope Work (Strength/Innate)

This skill represents a character's ability to properly tie knots. In most cases no skill roll is required, unless it is binding someone intent on escape or being subjected to unusual stresses by people hanging from it.

Sailing (Strength/Knowledge)

A character with this skill knows how to man a ship and keep that ship afloat in rough water.

Scan (Intelligence/Innate)

The Scan skill represents how sharp the eye of the character is. Individuals with high SB in it tend to be able to spot ambushes, traps, and find lost items with ease.

Shield Specialization# (Reflexes/Knowledge)

Each shield has a separate Shield Specialization skill (i.e. Buckler Specialization skill, Tower Shield Specialization

Shooting (Intelligence/Knowledge)

A character that possesses the shooting skill has developed his or her ability to get the most out of mechanical missile weapons (crossbows, etc). A character increases the Range Increment of any attacks made with a mechanical missile weapon by a number of yards equal to their SB in this skill (i.e. a Light Crossbow wielded by a character with a Shooting SB +15 would have a range increment of 25y).

Slaughter# (Intelligence/Knowledge)

Each species requires a character to develop a separate Slaughter skill for it (i.e. Slaughter Trolls, Slaughter Dogs, Slaughter Dragons, Slaughter Elves, etc).

A character with the slaughter skill has studied the vulnerabilities of the species named in the skill. All of a character's close combat attacks against a member of skill's named species have their DB increased by the skill's SB divided by 5 (i.e. a character that had a Slaughter Dragon SB of 12 would receive a +3 bonus to the DB of any close combat attacks landed against dragons).

The Slaughter skills never increase the damage dealt by thrown weapon or missile attacks.

Speak Language # (Willpower/Knowledge)

Each spoken language is a unique skill. A character is considered fluent in a spoken language when he or she has an SB of 10 or more. If a character has an SB under ten in a language, he or she must make an SD Speak Language skill roll whenever they attempt to understand or communicate

with the language. If the roll is successful then they comprehend what is said to them or they manage to express the idea they meant to. In the event of a failure the communication has been misinterpreted.

The only time a character with an SB in excess of 10 needs to make SD Speak Language roll to understand what is being said in the language is when listening to unfamiliar dialects, coded speech, or archaic modes of speech in the language.

Spell Improvisation (Presence/Knowledge)

This skill replaces the Centering skill for determining the potency of spells cast via Hedge Magic. It represents the magic user's ability formulate a magical effect on the fly.

Spell Specialization# (Intelligence/Knowledge)

Each spell may have Spell Specialization skill developed for it (i.e. Minor Telekinesis Specialization, Lightning Bolt Specialization, Etc). When a character casts a spell that he or she has specialization skill SB in then their effective Centering or Spell Improvisation SB is increased by the Spell Specialization SB divided by 5. Example, Gina has a Lightning Bolt Specialization SB of +8, thus when she casts a Lightning Bolt spell her CCS is treated as 2 points higher than her Centering SB. Since her Centering SB is 20 her Lightning Bolts are treated as having been cast by someone that had a Centering SB 22.

Spellcasting (Intelligence/Knowledge)

This skill represents a character's ability to properly construct the magical energies of memorized spells and with extreme difficulty unmemorized spells. The time required and the difficulty of this task is dependent on the spell being cast.

Stealth (Presence/Innate)

A character's Stealth skill represents his or her ability to move silently and hide. It is often used in opposition to attempts to spot, listen for, or track the character.

Survival # (Willpower/Knowledge)

Each type of wilderness requires the development of a separate survival skill. The skill represents a character's ability to find food, travel across, and track the movements of others through it.

A character skilled in survival may make one SD survival skill roll of the type appropriate to local terrain to find food and water per day. The character finds enough of both to feed one person with a success and an additional person for every ten SP scored on the roll.

The survival skills also have other uses covered in other portions of this manual. A list of common survival skills is given below.

-Common Survival Skills

Arctic Survival
Desert Survival
Forest Survival
Jungle Survival
Mountain Survival
Prairie Survival
Swamp Survival

Swimming (Strength/Knowledge)

The Swimming skill represents a character's ability to maneuver in water, dive, and take proper precautions when caught in a river's current. The skill's difficulty depends on how rough the waters the character swims in are.

Tactics (Intelligence/Knowledge)

A character's Tactics skill represents how well they can keep on top of developments in combat. A character may make a number of additional engagements after the first, in a combat round without suffering engagement penalties equal to their Tactics SB divided by 5. Example, Rhonda has a Tactics +17, thus she can make 4 additional engagements after the first without penalty in a round. See the Combat Chapter for rules on engagements and the penalties associated with multiple engagements.

Thrown Weapons (Reflexes/Innate)

This skill represents a character's ability to accurately hit a designated target with a thrown projectile. The skill's difficulty depends on how good the target is at evading and how far away the mark is.

Toughness (Willpower/Innate)

An individual's successful use of the toughness skill allows them to shrug off the Action Penalties of Wound Points they suffer for one round. The SD Toughness skill roll is made prior to the resolution of the first action roll the character makes during a round and cost zero Action Points, however the character does suffer a number of Stun Injury Points equal to their current number of Wound Points (i.e. a character suffering 3 WP would take 3 Stun IP when this skill is used). These new Injury points require an immediate Condition Resist roll. The Toughness skill roll is always subject to the character's Action Penalty for Wounds. A character that is Berserking may not use the toughness skill.

A Toughness skill roll failure indicates the character still suffers the Action Penalty from their WP this round.

Toxin Resistance (Strength/Knowledge)

A character practices the Toxin Resistance skill via the introduction of small doses of various herbs and poisons into their diets. A character receives a bonus to all resist rolls

against poisons and diseases equal to their SB in this skill divided by five.

Unarmed Combat (Reflexes/Innate)

This skill represents a character's ability to use their hands and feet to fight. This skill is also used by characters, animals, or creatures that possess natural weaponry to fight. The weapon statistics for unarmed and natural weapon attacks is given in the Animals & Creatures Chapter.

Weapon Specialization# (Reflexes/Knowledge)

Each weapon has its own Specialization skill that must be developed independently (i.e. Dagger Specialization, Mace Specialization, Etc). A character that wields a weapon that they specialize in is that their attacks with the weapon become deadlier. The increased lethality is represented by a bonus added to the weapons total DB equal the character's Weapon Specialization SB divided by 5. Example, a character with a Shortsword Specialization SB 16 has the DB of all attacks landed with the weapon increased by +4).

Unarmed attack forms like punches and kicks may be specialized in as "weapons".



The Equipment Chapter provides lists and basic statistics for a variety of gear and services an adventurer may require.

Costs

The cost of all goods and services is given in the generic credit standard

A credit is considered to be a single silver piece if the assumption is that the game is taking place in a Quasi-European Iron Age fantasy setting. Some GM's may wish to create more elaborate systems of currency for their games, due to a different cultural base or a desire add flavor to their game world.

Hauling the Load

A character can carry a number of pounds worth of gear equal to his or her Strength Score multiplied by ten. When a character exceeds this limit they suffer a -1 cumulative action penalty per increment of ten pounds by which they have exceeded it and are unable to run.

The maximum weight a character may haul is equal to his or her Strength Score multiplied by twenty.

All weight listings for equipment in this chapter are given in pounds or fractions thereof.

The Weight of Money

Silver coins weigh .1 pound per 10 Credits carried.

WEAPONS

Weapons are described with a number of quick statistics that determine their utility. Not all of the statistics apply to all weapons, but all are described below.

Damage Bonus (DB)

A weapon's Damage Bonus (DB) is used to calculate the final damage (FD) of attacks with the weapon. The DB of a melee and natural weapon is based on the Strength Score (ST) and SB Melee Martial Arts of the wielder divided by a weapon's listed number for the calculation. Any bonuses for Weapon Specialization skills or enchantments are added to the result to determine the weapons final DB. Example, Fydar wields a Broadsword. He has a STR of 20, a Melee Martial Arts SB 20, and Broadsword Specialization SB 7. His DB with the weapon is +12 (40/4 = 10 + 2 Broadsword Specialization = DB 12).

The DB of Missile or Thrown weapons is based only the Strength Score of the wielder divided by the number indicated by the weapon, unless the weapon's attack mechanical in nature and renders the wielder's strength irrelevant. The Martial Arts skills for Missile and Thrown Weapon attacks only increase the range the attacker may achieve with those weapons not the damage. Weapon Specialization skills and enchantments increase missile DB's in the same fashion as Melee Weapons.

DB listings are given either with ST/# (i.e. wielder Strength Score + Melee Martial Arts SB divided by the indicated number for melee weapon or unarmed attacks. Missile Weapons and Thrown Weapons simply use Strength Score divided by indicated number). Mechanical weapons use the number listed for the weapon as a set DB.

Damage Type (DT)

Weapons are classified as either dealing Lethal (L) or Stun(S) damage with their attacks. This statistic indicates which damage type a weapon deals. The damage type determines which column is used to determine the effect a victim of an attack suffers based on their Condition Resist Rolls.

Hands Required

The number of hands required for a human sized wielder to effectively handle the weapon.

Melee Weapons List

Weapon	DB	DT	RS	Hands	Weight	RI!	Credit Cost
Axe, Battle	ST/4or3	L	+1	1or2#	8	N/A	400
Axe, Great	ST/2	L	+1	2	9	N/A	500
Axe, Hand	ST/6	L	+0	1	2	STR/10y	75
Broadsword	ST/4	L	+1	1	5	N/A	300
Club	ST/5	S	+1	1	5	N/A	30
Cudgel	ST/6	S	+0	1	2	N/A	10
Dagger	ST/6	L	+0	1	.5	STR/5y	30
Flail*	ST/3	L	+1	1	6	N/A	500
Foil	ST/5	L	+2	1	3	N/A	500
Javelin	ST/5	L	+2	1	4	STR/5y	200
Knife	ST/8	L	+0	1	.25	STR/4y	15
Lance&	ST/4	L	+3	1	6	N/A	600
Mace	ST/4	L	+1	1	7	N/A	250
Morningstar*	ST/2	L	+2	1	8	N/A	800
Nunchukus*	ST/3	S	+1	1	4	N/A	60
Polearm	ST/5	L	+4	2	7	N/A	300
Poleaxe@	ST/3	L	+3	2	7	N/A	500
Practice Sword	ST/8	S	+1	1	6	N/A	50
Quarterstaff@	ST/6or5	S	+3	1or2#	6	N/A	80
Shortsword	ST/5	L	+0	1	3	N/A	200
Spear@	ST/5or4	L	+3	1or2#	5	STR/8	250
Sword, Bastard	ST/4or3	L	+1	1	6	N/A	600
Sword, 2-handed	ST/2	L	+2	2	7	N/A	1000
Warhammer	ST/5	L	+1	1	5	N/A	200
Whip	ST/8	S	+3	1	4	N/A	100

Melee Weapons List Key

*: If a character wielding this weapon scores 15FP or more on an attack roll or counter attack roll in an engage action he or she has struck them self with the weapon. They suffer a number of points of Lethal damage equal to the DB of the weapon plus the number of FP beyond 15 scored. The wielder's AR is calculated into the determination of the FD for the misuse of the weapon. Example, Galgar engages another knight attacking with his morningstar. The Fates do not smile upon him and he score 18FP on the roll; he has a DB 7 with the weapon and an AR of 5. The FD of his mishap with the morningstar is 5 (3FP beyond 15 + DB7 - AR5 = 5 Lethal IP acquired by Galgar).

#: This weapon may be wielded with one or two hands, the Strength divider used to determine the DB varies based on the number of hands used. The number on the left being used for single handed DB calculation and the number on the right being used for two-handed DB calculation. If one of these weapons is used for a thrown weapon attack the one handed damage bonus is used for the attack.

!: Range increment is provided for melee weapons that may also be used as thrown weapons.

@: When wielded with two hands staff like weapons may be treated as a double weapon allowing two attacks. The first attack uses the weapon’s standard single handed DB and the second uses the statistics for a quarterstaff's single handed DB. Both attacks may be directed at a single target or one each at two separate targets with the weapon. The standard rules for multiple weapon attacks are used as described in the Combat Chapter. The single handed DB is used for both attacks, because the each attack is considered to come from a separate hand.

&: Anytime an attack is landed with a lance that deals damage the GM must make an unmodified SD(+5) roll. If the roll fails the lance breaks and can no longer be used.

Shield List

Shield	DB	DT	AR Bonus	Action Penalty	WGHT	Credit Cost
Buckler	ST/10	S	1	0	3	100
Spiked Buckler	ST/10	L	1	0	4	120
Target Shield	ST/8	S	1	0	5	200
Spiked Target Shield	ST/8	L	1	0	5	220
Round Shield	ST/8	S	2	0	6	250
Spiked Round Shield	ST/8	L	2	0	7	300
Footman's Kite Shield	ST/8	S	3	0	7	400
Cavalry Kite Shield	ST/6	S	3	-1	8	450
Tower Shield	ST/6	S	4	-1	10	600

Thrown Weapon List

Weapon	DB	DT	RI	Weight	Credit Cost
Burning Oil*	+0	L	ST/4y	1	250
Chakram	ST/6	L	ST/3y	2	200
Net	#	#	ST/5y	8	200
Shuriken	ST/15	L	ST/2y	.05	50
Throwing Knife	ST/8	L	ST/3y	.2	100

Thrown Weapon List Key

*: A flask of burning oil is a grenade like weapon that affects a 1-yard radius. Anyone within the radius is subjected to the area attack. It takes 6 Action points to light a flask with flint and steel for a throw or 1 action point if an open flame is available to the wielder. If sufficient damage is dealt the target's clothing may catch on fire, see the GM chapter for rules on fire damage.

#: A successful attack with a net does not deal damage; instead the defender suffers an action penalty equal to SP of the attacker (i.e. a net attack with an SP 10 inflicts -10 penalty on the netted target). The victim of a net attack may attempt to remove it on his or her Combat Turn by spending an action point to make an SD Melee Weapons (if armed with a sharp weapon) or Unarmed Combat roll. A success removes the net and ends the action penalty for entanglement. The net's action penalty does apply to the roll to attempt and remove it.

Missile Weapons List

Weapon	DB	DT	RI	APR	Weight	Hands	Credit Cost
Blow Gun	+0	S	ST/2y	0	2	2*	25
Composite Bow	STR/5	L	STy	0	7	2*	400
Hand Crossbow	+5	L	5y	1	3	1	250
Heavy Crossbow	+15	L	20y	8	10	2*	800
Light Crossbow	+5	L	10y	2	5	2*	500
Longbow	STR/4	L	STy	0	8	2*	700
Medium Crossbow	+10	L	15y	5	8	2*	600
Shortbow	STR/6	L	ST/2y	0	6	2*	300
Sling	STR/10	S	ST/2y	0	2	2*	50

Missile Weapon List Key

*: Regardless of the wielder's size this weapon requires the use of two hands to be effective.

Anno Price List		
Ammo	**Weight**	**Credit Cost**
20 Arrows	10	40
20 Blowgun Darts	1	20
20 Standard Crossbow Bolts	10	60
20 Hand Crossbow Bolts	5	60
20 Sling Stones	5	1

Armor List					
Armor	**AR**	**Action Penalty**	**APSU/D**	**Weight**	**Credit Cost**
Brigandine	10	-1	30/12	45	2000
Chainmail	6	0	24/6	25	1000
Chainmail, Full	9	-1	30/12	35	1500
Helmet, Full*	+3	-1	3/2	8	400
Helmet, Open*	+1	0	3/2	5	200
Leather	2	0	3/3	4	100
Leather, Studded	3	0	3/3	10	300
Leather, Hardened	4	0	12/6	15	400
Padded Cloth	1	0	3/3	1	50
Plate Mail	12	-2	48/12	50	4000
Ring Mail	5	0	24/6	20	500
Scale Mail	7	0	24/6	30	1250

Armor List Key
*: A helmet may be worn with any armor and provides a bonus to the armor's regular AR. The armor stacking rules do not apply, because a helm may be considered a component of any suit of armor.

Reach Score (RS)

This score represents the length of the melee weapon in generic terms in comparison to other melee weapons.

Range Increment (RI)

This score shows the distance a weapon may be thrown or launched without penalty. This statistic may be represented in a fashion similar to the DB, because the distance can be dependent on the attacker's Strength Score and Martial Arts Skill (either Missile Martial Arts or Thrown Weapon Martial Arts as applicable to the weapon type).

The statistic may also be listed as a set number for mechanical missile weapons like crossbows. These weapons may have their RI increased if the wielder possesses the Shooting skill. A character that possesses this skill increases the weapons listed RI by a number of yards equal to their SB.

Action Points for Reload (APR)

This is the number of Action Points required to reload the weapon. This statistic applies primarily to mechanical missile weapons.

SHIELDS

Shields are considered melee weapons for all intents and purposes, but provide the wielder with a couple of added benefits. The first benefit is that shields allow the wielder to attempt to evade missile fire with a full SB. The second is that some shields increase the wielder's AR against attacks he or she is aware of, although the AR bonus does not apply against surprise attacks the wielder suffers. In addition a shield's AR bonus only applies if the character that makes an attack, counter attack, or evasion action uses their Melee Weapon skill for the OP roll.

Like armor, larger shields create an action penalty for the wielder. See the section on armor for information on AR and Action Penalties. All shields may be wielded one handed (strapped to an arm) and have RS of zero.

ARMOR

Armor provides the last line of defense between a character and incoming attack. In *The Blade & the Will* armor has three basic statistics. The functions of all of them are

Clothing List

Clothing Item	Weight	Credit Cost
Set of Poor Man's Clothes	3	10
Set of Peasant's Clothes	3	30
Set of Merchant's Clothes	4	100
Set of Courtier's Clothes	5	200
Set of Noble's Clothes	6	1000
Set of Tribal Clothes	3	60
Set of Environment Specific Camouflage Clothes*	4	500

Clothing Modifications

Clothing Mod	Weight	Credit Cost
+ Winter Lining	+2	+50
+ Hidden Pocket	+.01	+10
+ Reversible interior	+1	+500

Clothing List Key

*: Camouflage clothing causes a -10 if wearer stands still or -5 if wearer moves penalty to Scan skill rolls of other to observe the character in the appropriate environment. In an inappropriate environment camo suits give onlookers a +5 bonus to Scan skill rolls to spot the wearer. Examples of camouflage environments include; urban, forest, desert, mountain, etc.

described below.

Armor Rating (AR)

The Armor Rating is the amount which armor reduces damage dealt by physical attacks against the wearer. A character's total AR is based upon armor worn, shield wielded, and helmet worn. If a shield or helmet is worn with armor then the AR of the armor and the shield are added together to the total AR against attacks, although the shield AR only applies in engagements where the defender uses there Melee Weapon skill to attack, counter attack, or evade and is aware the attack is coming.

If a character has a natural AR based upon his or her physical make-up it is not cumulative with the AR for body armor worn, but is cumulative with bonuses from shields or helmets. A character with a natural armor that wears body armor uses the AR for whichever has the higher AR rating to add the other bonuses to.

Example, a lizard man is wearing a suit of chainmail, a buckler, and an open helm. His AR based on his gear is a 8. This is because his chainmail's AR 6 takes precedence over his Natural AR of 3 for the purposes of body protection.

The same principle applies for stacking various forms of armor. It might be possible for a character to wear multiple suits of armor, but in game terms only the suit with

Personal Accessories List

Item	Weight	Credit Cost
Backpack	4 empty#	25
Backpack w/Frame	12 empty#	50
Belt Libram Case, Wooden	twice as much as book held	100
Belt Libram Case, Metal	three times as much as book held	500
Eye Patch	.1	10
Glass eyeball	.25	500
Jewelry, Non-precious	1-5	50 per lb
Jewelry, Precious	1-5	1000 per lb
Jewelry, "Priceless"	1-5	5000 per lb
Jewelry, Semi-precious	1-5	250 per lb
Knife or Dagger Scabbard	= to knife it was designed to hold.	10
Mask, Clay	2	100
Mask, Cloth	.5	10
Mask, Iron	3	200
Mask, Wood	2	50
Pouch	.5 empty#	5
Peg Leg**	5	200
Quiver:holds 20 arrows/bolts	3	30
Sack, Small	1 empty#	5
Sack, Large	5 empty#	15
Satchel	3 empty#	20
Stuffed Animal or Doll	.5	20
Sword Scabbard	= to sword it was designed to hold.	50
Tattoo	N/A	100 per ten square inches.
Vellum Case (for scrolls)	2	100
Weapon Harness	= to weapon it was designed to hold	30

Personal Accessory Modifications

Item Modifications*	Weight	Credit Cost
+ Metal Engraving	+0	100 per ten square inches.
+ Leather inscription	+0	50 per ten square inches.
+ Embroidered Design	+.01	75 per ten square inches.
+ Concealed compartments	+.25	100 per ten square inches.

Personal Accessories Key
#: Containers can hold ten times their weight in goods, provided the GM feels the items could fit into the container.
* These modifications might also be applied to clothes, weapons, and armor.
**: A character would only have this if missing a portion of one of his or her legs. It allows the character to move at base rate of 4 yards per Action if their NR is 0 (otherwise reduce the character's movement based on NR by 1 yard), but does not allow run actions. A character with two peg legs is unable to remain standing without crutches.

General Equipment List (Part I)

Item	Weight	Credit Cost
Alchemical Equipment (Vials, Burners, Etc)	50	400
Alchemical Lab	N/A	3000
Ale (1 gallon)	4	5
Astronomy Charts	25	2500
Bandages (20 WPs Worth)	3	10
Barrel, Small (3 Gallons)	6empty/18full	20
Barrel, Big (9 Gallon)	27empty/63full	50
Battle Standard	10	400
Bedroll	5	5
Bit & Bridle	10	100
Blacksmith's Tools (Hammers, Tongs, Etc)	50	300
Blacksmith's Shop	N/A	2000
Bolt of Cloth, Cotton	5 per yard	10 per yard
Bolt of Cloth, Silk	3 per yard	100 per yard

General Equipment List (Part II)

Item	Weight	Credit Cost
Book, Mundane	1 per 20 pages	10 per page
Book, Spell	1 per 20 pages	100 per DC of spell +1000 per WC of spell*
Bookcase	10 per 20 books containable	100 per 20 books containable.
Box, Metal Small	1	20
Box, Metal Large	5	35
Box, Wooden Small	1	10
Box, Wooden Large	5	25
Brazier	20	100
Cage, Small	3	100
Cage, Large	15	300
Cage, Massive (12ftx12ftx12ft)	200	1000
Caltrops#	3	200
Candles (10 sticks)	4	5
Candle holder (single)	.5	10
Candle holder (multiple)	3 per candle	20 per candle
Carpenter's Kit (Hammer, Saw, Nails, etc)	30	200
Carpenter's Shop	N/A	1000
Chain, 10ft light chain	5	100
Chain, 10ft heavy chain	10	250

General Equipment List (Part III)

Item	Weight	Credit Cost
Chalk (10 sticks)	1	1
Charcoal (10 sticks)	1	1
Charcoal (for fire pit or brazier)	5	5
Chest, Small	10	100
Chest, Large	40	200
Chisel (may double as knife)	1	30
Clay Jug (half gallon)	1 empty/3 full	1
Clay Jug (1 Gallon)	2 empty/6 full	5
Climbing Harness	8	50
Climbing Spikes (10)	10	10
Cookware	10	20
Crowbar (may double as club&)	4	100
Crutch (reduces movement reduction by WP by 1 yard per crutch held, but does not allow run actions by wielder)	4	10
Dice Set	.01	5
Deck of Playing Cards	.5	10
Dog/Cat Chow for 1 week	10	20
Feed for 1 week (Horse, Oxen, Etc)	10	30
Flint & Steel	2	5
Food Spices, Mundane	.01	10
Food Spices, Exotic	.01	100
Glass Bottle (half gallon)	.5 empty/2.5 full	5
Glass Bottle (1 gallon)	1 empty/5 full	10
Glasses (must specify reading or distance)	1	1000
Goggles, Tinted	2	500

General Equipment List (Part IV)

Item	Weight	Credit Cost
Grappling Hook	6	25
Hammer: Mallet (may double as club&)	5	30
Hammer: Sledge (may double as 2 handed mace&)	10	100
Incense Burner	1	20
Incense, Ten Sticks Low Quality	1	10
Incense, Ten Sticks High Quality	1	30
Instrument: Small (pan pipes, flutes, etc.)	1	50
Instrument, Medium (Lutes, Horns, etc.)	6	200
Instrument: Large (Seated Harps, War Drums, etc)	30	500
Key, Duplicate	.1	100
Lantern (Candle Shield)	3	25
Lantern (Oil)	3	50
Lodestone	.5	250
Lock, Combination	varies	500 base + 500 per -5 penalty applied to Pick Lock skill rolls of intruders.
Lock & Key	varies (Key .1)	250 base + 250 per -5 penalty applied to Pick Lock skill rolls of intruders.
Lock Pick Set	3	50
Map, Questionable Detail	2	100
Map, Good Detail	2	500
Map, Incredible Detail	2	2000
Mirror, Hand	1	100
Mirror, Standing	8	500

General Equipment List (Part V)

Item	Weight	Credit Cost
Monocle	.01	750
Mortar & Pestle	5	300
Oil (1 gallon)	4	100
Paint Brush	.01	5
Paint (One Jar)	3	10
Paper, Vellum, or Papyrus	.05	2
Pen & Ink	5	25
Pewter Mug	.5	3
Pewter Plate	.5	3
Pick Axe (doubles as a two handed mace&)	8	150
Physician's Kit (Herbs, Medicine Vials, Leeches, Etc)	15	200
Physician's Shop (Operating Table, Etc)	N/A	1500
Rope, 50ft hemp	20	15
Rope, 50ft silk	10	100
Saddle	15	100
Saddle Bags	20 empty	50
Sewing Kit (needles, thread, etc)	10	25
Sextant	5	500
Shackles, Hands	10	30
Shackles, Feet	15	40
Shovel (may double as two handed club&)	4	15
Sounder (a lock pick for Combination Locks)	3	250
Stirrups, Riding	10	75
Surgeon's Kit(Splints, Knives, Etc)	15	100
Tarot Cards (or other divination gear like Skull and Tossing Bones)	1	20
Taxidermied Critter	varies	10 per pound of dead critter.
Telescope, Personal	5	1000
Telescope, Grandiose	150	5000

General Equipment List (Part VI)

Item	Weight	Credit Cost
Tent, Individual	5	50
Tent, Group	5 per person facilitated (five people maximum)	50 per person facilitated.
Tent, Pavilion	10 per person facilitated	50 per person facilitated.
Tinker's Tools (Files, Small Hammers, Lens Grinders, Etc)	25	300
Tinker's Shop (Furnace, Molds, Etc)	N/A	2000
Torch	1	2
Trail Rations (1 weeks)	21	10
Twine (50 feet)	.5	1
Whetstone	.5	5
Wine, Ordinary (1 gallon)	4	10
Wine, Quality Vintage (1 gallon)	4	20 per year aged
Wineskin (1 gallon)	.5 empty/4.5 full	1

the highest AR is used to determine a character's AR.

Action Penalty

The bulk and weight of armor can slow a wearer down and make it harder to act quickly. This is reflected in an action penalty for wearing the armor. This penalty is cumulative with any other action penalties a character has for equipment carried, items worn, Wound Points (WP) suffered, or other sources.

Action Points to Suit Up or Down (APSU/D)

The number on the left side of the slash indicates the number of action points required to get into a suit of armor. The number on the right indicates the number required to get out of the armor. If a character has an assistant(s), then all characters Action Points involved in the process count towards the total required to complete the continuous action.

CLOTHING AND PERSONAL ACESSORIES

A character's dress is a means of demonstrating social class and it provides protection from the elements. On this list clothing refers to the footwear, hat, shirt, pants, dress, belt, cloak, and any other basic elements of personal dress

General Equipment List Key
*:When determining the price of a spell book use the lowest cost that a character casting it with an extended duration could pay to determine the price. Treat all variable costs as being the lowest listed variable for this purpose.
&: The item can be used as a weapon with the same statistics as given on the Weapon Chart, although a modification listed in the text for the object takes precedence).
#: A bag of caltrops when spread across the ground covers a six foot by six foot square area with tiny metal spikes. Anyone that walks into the area must make an SD(-SB in Throwing Weapons of the character that dropped the caltrops and if the victim was running an additional -10. Anyone that enters the area also receives a cumulative +1 bonus per caltrop that has stuck in anyone else that already crossed it, if this bonus becomes equal or greater than +30 then the caltrops have been thinned enough that they no longer threaten any further passers by.) Reflexes resist roll. A character that fails the resist roll gets one caltrop plus an additional caltrop per 5 FP scored on the roll stuck in their feet. A character with even one caltrop stuck in their foot is unable to run and suffers cumulative 1-yard reduction in their walking movement per caltrop in their feet. Each caltrop requires the expenditure of three action points to remove. Caltrops cannot effect character's or creature with a Natural Reach Score of +2 or greater. A successful SD(-20) Scan roll allows character's to spot a patch of caltrops. A character that has spotted them may move through them without stepping on them at a rate of 1-yard per Action Point or make twelve Action Point continuous action to clean them up.

that make up any single set of clothes. The list above gives prices for various categories of clothing and personal accessories. A character must pay the listed price to be considered to be in possession of a single set of the clothing purchased. Modification categories are also listed; these categories represent alterations that can be made to suits of clothing or other accessories. Price and weight listings for these categories are given with a +# model, this represents the increase in weight and cost the modification creates for an item.

The player and GM decide what clothing each suit provides based upon its category above as it relates to the local culture of the character and the player's personal taste.

GENERAL EQUIPMENT

Many skills require tools to perform properly in certain situations. This section provides the weight and prices for a wide variety of gear an "adventurer" may require.

MEDICINES, NARCOTICS, & POISONS

A variety of medicines, narcotics, and poisons exist. This section lists the price and uses of a single dose of various



substances. It also gives the difficulty for proper preparation of the substances listed.

Proper Mixing

Most but not all of the substances on this list require a character with the Physician skill to mix and apply properly. Many of the substances will work even, without the application of the skill, but the effectiveness of the substance is greatly reduced.

The Mixing Penalty (MP) for a substance is applied to the SD Physician skill roll to see if a character mixes the substance properly. Only one mixing attempt may be made per dose of a substance. Each attempt requires thirty minutes regardless of success or failure.

A mortar and pestle are considered necessary tools for preparing the substances given on this list. Any attempt to mix them without a mortar and pestle suffer a -10 penalty to the skill roll.

Medicine, Narcotic, & Poison List						
Substance	**MP**	**ADP**	**PP**	**TI**	**Damage Type**	**Credit Cost**
-Medicines	-	-	-	-	-	-
Anti-venom	-10	N/A	N/A	N/A	N/A	150/900
Calm Sleep	-5	-10	N/A	N/A	N/A	40/200
Fever Leaves	-15	N/A	N/A	N/A	N/A	200/1000
Immune System Booster	0	N/A	N/A	N/A	N/A	30/140
Numbing Bitters	-5	-10	N/A	N/A	N/A	20/80
Purge Root	-10	N/A	N/A	N/A	N/A	200/1000
Red Powder	-5	N/A	N/A	N/A	N/A	50/250
-Narcotics	-	-	-	-	-	-
Brutes Root	-10	-10	N/A	N/A	N/A	300/3000
Lady Death	-5	-10	-10	1hour	Lethal	200/2000
Laughing Leaf	0	-5	N/A	N/A	N/A	100/600
Sweet Nowhere	-10	-10	N/A	N/A	N/A	300/3000
Tiger Blood	-5	-15	N/A	N/A	N/A	200/2000
-Poisons	-	-	-	-	-	-
Blinder	-10	N/A	-10	1hour	Stun	100/1000
Death's Grip	-15	N/A	-20	1minute	Lethal	200/2000
Knee Weakener	-5	N/A	-10	1hour	Stun	50/500
Paralysis	-10	N/A	-10	1hour	Stun	150/1500
Psychic Twist	-15	N/A	-10	1hour	Stun	300/3000
Viper Venom	-10	N/A	-20	1hour	Lethal	100/1000

Medicine, Narcotics, & Poison Costs

Two cost listings are given for substances that require mixing. The one on the left of the slash is for an unprepared dose. The cost on the right is for a prepared dose.

Medicines, Narcotics, & Poison Weights

A dose of any of the substances listed is considered to weigh .1 pounds.

Addiction

A variety of substances can create a physical dependency in the user even after just one dose. When taken the user must make a SD Body roll with the Addiction Penalty (ADP) of the listed substance applied. Success indicates the character avoids addiction. Failure indicates the character becomes addicted.

If an addict goes more than his or her Willpower score in hours without the substance they suffer an Action Penalty equal to the FP scored on the addiction resist roll. The addict receives a SD Body roll with the ADP of the drug applied once every 24 hours following application of the Action Penalty; there is a cumulative +1 bonus for every attempt after the first per 24-hour period. If he or she succeeds on this roll the Action Penalty is lost and the character may function normally. The this roll's success does not necessarily end the addiction.

A character that has become addicted to a substance must make an SD Willpower roll with the ADP of the substance applied to avoid using it when it's encountered again. If this roll is successful the character may resist using the substance indefinitely provided, he or she does not consent to use it again. The Willpower roll to resist using a substance may be made at any time the player wishes to have a character avoid using a substance. Success on this roll does not prevent the Action Penalty received as the character tries to kick the down period from the drug described above.

Narcotics & Legality

Most societies take a shy view of narcotics. They may be allowed for specific religious or medical purposes, but they are often illegal. The severity of the punishment for possession depends on the society's laws.

Poison Statistics

When a poison enters the victim's system in the proscribed fashion the victim makes an SD Body roll to resist with the poison's Potency Penalty (PP) applied. The FP scored is the amount of damage the poison will ultimately do to the victim.

If the character already has a dose of a poison in there system when the new dose is delivered the PP for the Body roll to resist is multiplied by the number of doses the character will have received once this one is applied. A character is only considered to have received a dose of poison for the purposes of this multiplier if their contact resulted in at least 1 point of poison damage. Contact with poison that a character resists does not constitute receiving a dose.

All damage dealt by a single variety of poison is cumulative.

Poison damage is not dealt all at once, but 1 point at a time as a set increment of game time elapses. A victim must make Condition Resist roll for each point of damage dealt by the poison. The time increment (TI) is listed for each poison. The poison is considered to leave the victims system when the last point of damage is dealt out of the total designated by the FP of the victim on the resist or resists if multiple doses were received.

The poison listing specifies whether the damage is Lethal or Stun.

Poisons may also cause other side effects given in their descriptions.

Medicine, Narcotic, & Poison Effect Descriptions

Medicines

Anti-venom

The balm created with this mixture is applied directly to a snakebite, bug sting, or wound that poison was delivered into by.

If mixed properly it reduces the damage the poison will deal by ten points and provides a +20 bonus to the user's Condition Resist rolls against the damage dealt by the poison.

If mixed improperly it reduces the damage the poison will deal by 5 points and provides a +5 bonus to the recipient's Condition Resist rolls against the poison.

The anti-venom remains in the recipient's system for 24 hours per dose.

The effects of multiple dose of anti-venom are cumulative.

Anti-venom does not help against ingested, contact, or inhaled poisons.

Calm Sleep

This medicine is mixed in a smelly paste that is rubbed on the recipient's neck prior to a night's rest.

If mixed properly it doubles the number of IP recovered after a night's rest.

If mixed improperly the recipient receives a 1.25 multiplier on the IP recovered for the evenings rest.

Multiple doses of this medicine are not cumulative.

Fever Leaves

These leaves are delivered via a hot liquid medium.

If mixed properly the recipient enters into a 24-hour sleep state. The medicine reduces the damage dealt by a disease by 10 points and provides the recipient a +20 bonus to Condition Resist rolls against the damage it deals.

If mixed improperly it sends the recipient into a 24-hour sleep state. The recipient has the damage dealt by the disease reduced by 5 points and receives a +5 bonus to all Condition Resist Rolls against the damage dealt by the disease.

Multiple doses are not cumulative.

In game terms diseases are similar to poison, but tend to stick around a lot longer. See the Gamemastering Chapter for a brief list of diseases.

Immune System Booster

This foul tasting liquid tincture is taken orally.

If mixed properly it provides a +10 bonus to Attribute Resist rolls against diseases. If a disease manages to take root the presence of this medicine in the recipient's system provides a +5 bonus per Condition Resist Roll the recipient makes against the damage the disease deals.

If mixed improperly it provides a +5 bonus to Attribute rolls to resist diseases.

The medicine remains in the recipients system for 24 hours per dose.

Multiple doses do not have a cumulative effect.

Numbing Bitters

The paste created by grinding this plant is taken orally.

When mixed with successful Physician skill roll, the Numbing Bitters reduce the Action Penalty suffered for WP by three points for six hours (i.e. a character with a -9 action penalty for WP would have it reduced to -6).

If mixed incorrectly the medicine reduces the penalty for WP by one point for six hours.

This medicine does not reduce the movement penalty applied by WP.

Multiple doses are cumulative, but if a character takes more than one dose he or she suffers overdose poisoning with an SD Body resist roll. The PP for this poisoning is -

5 cumulative per dose after the first, the damage type is stun, and the time increment is one hour.

Purge Root

This medicine is delivered in hot liquid and is taken orally.

If mixed properly it reduces the damage dealt by inhaled, contact, or ingested poisons by 10 points and provides the recipient a +20 bonus for Condition Resists against the damage it deals.

If mixed improperly it reduces the damage from inhaled, contact, or ingested poison by 5 points and provides a +5 bonus to all Condition Resist rolls against the damage.

Each dose of Purge Root taken remains in the recipient's system for 24 hours.

The effects of multiple doses of purge root are cumulative.

Purge root does not help against poisons delivered via wounds.

Red Powder

These herbs are ground into a fine powder that is applied directly to open wounds.

If mixed correctly it may substitute for bandages applied by a skilled Combat Surgeon to prevent wound deterioration. The application of the Red Powder is considered treatment for the wounds and prevents any further deterioration, although it is a painful one. The application inflicts 5IP on the recipient, but no Condition Resist roll is made for this damage. The powder stings real bad, but never kills anyone.

If mixed Red Powder is improperly mixed it deals 5IP of sting damage when applied to the recipient's wounds. This damage as stated above requires no Condition Resist roll. The powder has no other effect when mixed wrong.

Narcotics

Brute Root

This is prepared a small chewable pellet that is ingested.

When mixed properly it increases the recipient's Strength and Body score by 10 points each for 24 hours after ingestion.

When mixed improperly it increases the recipient's Strength and Body score by 5 points each for one hour.

Multiple doses of Brute Root are not cumulative and can be quite dangerous. If a character takes a double dose or more within a 24-hour period must make a SD Body roll with a -10 cumulative penalty for each dose beyond the first. The character receives FP lethal poison damage delivered with a time increment of 1 hour per point.

Lady Death

This drug may be prepared as an inhaled powder, injected liquid (boiled), or crystal for inhalation with the assistance of a pipe. The effects are the same regardless of the method used.

This drug when mixed properly gives the recipient a euphoric buzz. It grants the user a five point increase in Intelligence and Presence Scores for six hours. The buzz also provides the user with a Natural AR of 3 for that duration. The drug is poison with the statistics listed on the chart and must be resisted accordingly.

If this drug is mixed improperly it only provides a euphoric buzz. The recipient is granted a Natural AR of 3 and poisoned just as with a well-made dose.

The beneficial effects of Lady Death are not cumulative, although the poison damage from accrued from multiple doses sure is.

Laughing Leaf

This leaf is dried, burned and inhaled.

When Laughing Leaf mixed properly it provides a euphoric and hallucinatory buzz. The recipient has a -3 Action Penalty, but becomes resistant to magical or supernatural forces. The recipient gains a +3 bonus to any Attribute rolls to resist spells, magical effects, or boons. This effect lasts for 12 hours.

When this drug is mixed improperly it provides a euphoric and hallucinatory buzz that lasts 12 hours and causes the recipient to suffer a -3 Action Penalty.

Multiple doses of this drug have no cumulative effect, although each additional dose after the first taken makes the recipient crave a full meals worth of food. An SD Willpower resist roll with a -3 cumulative penalty per dose after the first is required to resist this urge for food.

Sweet Nowhere

This drug is prepared by making a liquid that is taken orally or through small wound made to deliver it into the circulatory system.

If Sweet Nowhere is mixed properly it places the recipient in a trance like state. The recipient may move about, although he or she has no desire to and suffers a -20 Action Penalty to anything attempted under the drug's influence. The effect lasts 24 hours and while under its effect the recipient feels no pain and heals IP at double the normal rate provided he or she rests 75% of the period. In addition the recipient heals 1 WP for the day spent under the drugs influence.

When this drug is mixed improperly it places the recipient in a trance like state for 24 hours. The recipient has -20 Action Penalty for that duration.

Multiple doses of Sweet Nowhere are extremely dangerous. If a character takes more than 1 dose in a 24-hour period he or she must make SD Body resist roll with a -15

cumulative penalty per dose past the first. The FP is the number of points of Lethal poison damage the recipient suffers delivered on a one point per minute increment rate.

Tiger Blood

This drug is a fine brown powder inhaled by the recipient.

When the drug is mixed properly the recipient has his or her Action Points per round increased by 2 for 6 hours after the drug is taken. In any round the character uses one of these extra action points they suffer 3IP of Stun Damage per extra point utilized at the end of their Combat Turn.

When this drug is mixed improperly it provides the recipient 1 extra action point per round for 1 hour. In any round that the character uses the extra Action Point he or she suffers 3IP of stun at the end of their combat turn.

Multiple doses of Tigers Blood have no cumulative effect, but will poison the recipient. If multiple doses are taken the recipient must make a SD Body resist roll with a cumulative -10 penalty per dose past the first. The character receives Lethal poison damage equal to the FP of the roll, delivered on a one point per minute time increment.

Poisons

Blinder

This poison is usually delivered via powder ingested with food. It has a tell tale chalky flavor and smell that someone who has been poisoned with it before or has a Physician/related Information skill can spot with an SD Awareness skill roll can spot it.

If the poison was mixed properly a recipient that is damaged by the poison goes blind until all of the poison has left his or her system (i.e. the victim has suffered all the damage the poison will deal).

If the poison is mixed badly the recipient merely has his or her vision blurred and suffers a -3 penalty to any action the GM deems as requiring sight until the poison leaves his or her system. Multiple doses of badly mixed blinder do not increase this penalty if taken by victim or result in blindness.

Death's Grip

This poison is a powder delivered in food or drink.

If the poison is mixed properly it is has no smell or taste.

If mixed improperly it may be detected by someone poisoned with it before or a character with a Physician/related Information skill with an SD Awareness skill check.

Knee Weakener

This poison is a paste that may be applied to a weapon or mixed in with food. When placed in food this poison may be detected by previous victims or characters with the Physician/related Information skill provided they make a successful SD Awareness skill roll.

If applied to a weapon it is delivered to the first individual wounded by that weapon. The poison becomes inert after 12 hours if unused after its application to the weapon.

If the poison is mixed properly a recipient of damage from it suffers a -6 Action penalty as it makes him or her drowsy. This penalty last until all the damage dealt by the poison is healed. Multiple doses do not increase this penalty.

If the poison is mixed improperly it merely poisons them based on its statistics.

Paralysis

This poison is liquid that may be applied to a weapon. It afflicts the first individual wounded by the weapon. If this poison goes unused for 12 hours after application to a weapon it becomes inert.

When this poison is mixed properly it causes any living target damaged by it to become paralyzed until the poison leaves their system (i.e. deals all its damage to them). While paralyzed the victim is completely helpless.

If the poison is improperly mixed it merely inflicts a -6 action penalty on the damaged victim until the poison is through putting a hurt on them. Multiple doses of poorly mixed paralysis poison do not increase this penalty if taken by a victim and cannot result in the victim becoming immobilized.

Psychic Twist

This poison is prepared as fine black powder sprinkled in food or drink.

If the poison is prepared properly it is undetectable. An individual that is damaged by this poison has his or her magical abilities badly hampered. The recipient suffers a -20 penalty to all Spellcasting, Hedge Magic, and Arcana skill rolls while the poison remains in his or her system. In addition a Condition Resists against drain damage from spells are made with a -10 penalty. These penalties last as long as the poison remains in the victim's system (i.e. until it is done damaging them).

If this poison is not mixed properly it may be detected with a SD Awareness skill roll by previous victims or characters with a Physician/related Information skill. A dose that is not mixed properly only inflicts a -10 penalty to Spellcasting and Arcana skill rolls of the victim. This penalty remains until the poison leaves the victim's system. Multiple poorly mixed doses of this poison to not increase the penalty a victim of this toxin suffers.

Viper Venom

This poison is liquid that may be applied to a weapon. It afflicts the first individual wounded by the

Animal Listing

Critter	Credit Cost	APM
Bear, Small	800	x1.5
Bear, Large	1200	x2
Camel	800	x3
Cat, House	100	x1
Cat, Big (Lions,Tiger, Etc)	2000	x2
Dog, Small	300	x1
Dog, Hunting	500	x1
Dog, War	700	x1
Elephant	3000	x4
Falcon	750	N/A
Ferret	200	N/A
Horse, Pack	600	x3
Horse, Riding	800	x3
Horse, War	2000	x3
Lama	500	x3
Monkey	750	x1
Mouse	50	N/A
Mule	500	x3
Ox	500	x3
Parrot	200	N/A
Rat	100	N/A
Snake, Non-venomous	250	N/A
Snake, Venomous	500	N/A
Song Bird	200	N/A

Vehicle Listing

Vehicle	Credit Cost	MC	MH
Barge, Small	2000	5	0
Barge, Large	4000	10	0
Canoe	100	1	0
Carriage	1000	1	2
Carriage, Armored	3000	1	4
Fishing Boat	1500	4	0
Hand Cart	100	1	0
Horse Cart	200	1	1
Chariot	1000	1	1
Galley	10000	20	0
Long Boat	6000	10	0
Plow	200	1	1
Raft	100	2	0
Rowboat	300	1	0
Sail Boat, Merchant Large	7500	12	0
Sail Boat, Merchant Small	3000	4	0
Sail Boat, Personal	500	1	0
Wagon, Covered Small	600	1	2
Wagon, Covered Large	900	1	4
Wagon, Enclosed Wooden Small	800	1	2
Wagon, Enclosed Wooden Large	1200	1	4
Wagon, Open Small	500	1	2
Wagon, Open Large	800	1	4

Title & Licensure Cost Chart

Title or License	Spot Modifier	Credit Cost
-Noble Titles	-	-
King, Queen, or Prime Pontiff	+30	1000000
Duke, Duchess, or Cardinal	+20	100000
Lord, Lady, or High Bishop	+10	40000
Lesser Lord, Lesser Lady, or Bishop	+0	20000
Knight or Priest	-10	5000
Squire, Courtier, Clerk	-20	1000
-Licenses	-	-
Exporter's License	-10	1500
Fishing License (One River or Lake)	-10	250
Hunting License (One Big Game Animal per Season)	-10	500
Importer's License	+0	3000
Law Practice License	+10	10000
Trade Guild Membership (One Trade)	+0	3000

weapon. If this poison goes unused for 12 hours after application to a weapon it becomes inert.

When this poison is mixed properly it damages the recipient.

When this poison is mixed improperly the recipient receives a +5 bonus to their Body resist roll against the poison. If the recipient fails to resist it damages them normally as per the poison rules.

ANIMALS & TRANSPORT

Characters often want the help animals can provide or the utility of vehicles. This section provides prices for domestic animals and various forms of transport.

Animals

The price list above assumes a character is buying a pre-trained animal. The list also includes an Armor Price Multiplier (APM) for some animals. An owner may purchase body armor (suits and helmets, but no shields) for his or her pets, but based on the critter's size it may be more or less expensive. If an animal's APM is listed as not applicable it indicates that body armor may not be purchased for that animal.

Vehicles

Vehicles provide a means of quick transport and are often necessary if an individual wants to move large volumes of goods. The listing below provides the cost of various vehicles, minimum crew (MC) required, and in the case of land vehicles the minimum number of work animals (i.e. horses, oxen, etc) required to haul it (represented by Minimum Haul [MH] listing).

In the event that a vehicle is being operated or hauled with less than the required minimum, a cumulative -3 penalty is applied per person or animal not present when skill rolls are made to steer or control the vehicle.

Titles & Licensure

To operate within certain spheres of society or business legally a character may require either a title or license. Titles are linked to nobility, while licenses are more commonly linked to the merchant class. Both title and license are linked to specific nations, thus when a player purchases either for a character during character creation the nation that the title is linked to must be specified (i.e. a Norman Lord).

The prices listed above for titles and licenses are intended for character creation. Most nations' nobility do not sell membership to their social class on the open market, but may grant it to individuals that render exceptional services. Licenses on the other hand can almost always be purchased.

In game the importance of having a title or license is that it keeps a character on the right side of the law. Titles also grant characters special treatment under the law. A character caught making false claims on a noble title risks imprisonment, torture, or execution in most countries. A character caught carrying out an activity with out a proper license risks being fined (the typical fine costs five times what the license would have) or imprisoned.

A character that claims noble rank and mingles with them socially runs a risk of being recognized as a fraud once per social gathering. The character putting up false pretenses must make an OP Fast Talk (Liar) VS Empathy (the representative of the true nobles) skill roll. If the liar's roll succeeds

Service Cost Listing (Part I)

Service	Credit Cost
Acrobats	10 per performance
A fresh set of horseshoes	8
Animal handler	60 per month
Animal trainer	500 per month.
Architect or Engineer	3000 per month
Assassination, low risk target**	100 (I)
Assassination, recognized citizen**	500 (I)
Assassination: major public figure**	1000+(I)
Beating, delivered by hired thug**	50(I)
Bodyguard	80 per month
Build Cottage/Stable (includes labor)	440 + land costs
Build House/Workshop*/Barn	2400 + land costs
Build Warehouse/inn/small temple	8000 + land costs
Build Manor or Large Temple	20000 + land costs
Build Keep or Cathedral	100000 + land costs
Build Castle	600000 + land costs
Buy Labor Slave	5000
Buy Pleasure Slave	20000
Chef, personal	1000 per month
Cook, personal	250 per month
Cup of wine	2
Dictation by scribe	5 per page.
Doctor, walk in-visit#	100
Doctor, house call#	300
Doctor, personal#	4000 per month.

Service Cost Listing (Part II)

Service	Credit Cost
Duelist	per duel 500
Fortune told, amateur	5
Fortune told, professional	50
Funeral, Cheap	50
Funeral, Standard	300
Funeral, Grandiose	1000
Haircut	10
Hire a thief for low risk burglary**	100(I)
Hire a thief for a moderately risky burglary**	250(I)
Hire a thief for a risky burglary**	500(I)
Horse Grooming	5
Laborer, skilled	90 per month
Laborer, unskilled	30 per month
Land, undesirable purchase	100 per acre
Land, farmable purchase	500 per acre
Land, contested purchase	1000+ per acre
Land: undesirable rented	1 per acre per month
Land, farmable rented	5 per acre per month
Land, contested rented	10 per acre per month
Laundry	1 per load
Lawyer, reference specific law	200
Lawyer, handle single court case	1000
Lawyer, personal legal consultant	4000 per month
Meal, Bread & Gruel	1
Meal, Standard Quality	2
Meal, Gourmet	6

Service Cost Listing (Part III)

Service	Credit Cost
Mercenary, Green	90 per month
Mercenary, Elite	180 per month
Messenger, sent within a town	10
Messenger, sent within a city	30
Messenger, sent to a nearby town or city	100
Messenger, sent to another country	500
Mistress	2500 per month
Musician	5 per public performance
Musician, Personal	500 per month
Personal Scribe	100 per month
Pet Official, Clerical Public Servant	1000 per month (I)
Pet Official, Managerial (i.e. Guard Captain)	5000 per month (I)
Pet Official, Magistrates and Minor Nobles	10000 per month (I)
Pet Official, Lords and Weak Kings	50000 per month (I)
Prayers & Good Thoughts	donation of 10 per night
Prayers for Boons**	100 per BP and 2000 per FP of the requested boon.
Prostitute	10 per visit
Repair weapon or armor	25% cost of item
Rent, cot or floor space in communal dormitory	4 per month/1 per week
Rent, single occupancy room at an inn	16 per month/4 per week/1 per night
Rent, luxury room in an inn	32 per month/8 per week/4 per night
Rent, cottage/single occupancy apartment	20 per month
Rent, house/ large apartment	60 per month
Rent, manor/ warehouse	240 per month

Service Cost Listing (Part IV)

Service	Credit Cost
Sailor	180 per month
Sea Captain	1000 per month
Sentry	50 per month (I)
Specialists (Blacksmiths, sculptors, etc)	300 per month
Spell Cast**	50 per DP and 2000 per WC of spell cast.
Spy, low risk target	300 per month (I)
Spy, average citizen	400 per month (I)
Spy, high risk target	800 per month (I)
Tankard of Ale	1
Translator	500 per week
Tutor, Skills	100 per hour
Tutor, Spells	300 per hour

Service Cost Listing Key

*: Does not include the price of specialized workshop gear given on the general equipment list.

**: These are services typically rendered with a half up front and half on delivery of the service model.

#: Does not include the price of medicines the doctor may prescribe.

their claims of nobility go unchallenged. If the liar's roll fails they are revealed as a fraud. For the purposes of this OP roll the representative of the nobles is the individual at the social gathering with the highest SB in the Empathy skill. The representative of the nobles receives a bonus or penalty to their skill roll based upon how high a rank the liar claims to possesses (see the Cost Chart for suggested modifiers).

The system above for faking nobility may also work for social gatherings of licensed individuals.

The chart above lists the suggested prices for various title ranks and licenses. Titles purchased by a character are for a lifetime. Licenses purchased by a character last three years, although repeat purchases of a license may extend this period. The lists below are not intended to be all encompassing, they are designed to provide a solid example a GM may build off of to create their own lists as required for their campaigns. The Spot Modifier column on the chart gives the bonus or penalty applied to the Empathy skill rolls of characters trying to reveal the fraudulent claims of a title or license.

SERVICES

Characters may require a variety of services over the course of their adventures. The list below provides the average costs of a variety of services. Some services are less than legal and a character takes a risk even requesting them. Services that in most societies are illegal are indicated with an (I) after the Credit Cost.

Players and GMs should note that this list is intended as an example of potential prices. It is up to the GM to determine what services are available at the moment and how long a service to complete.



As the players' characters (PC) progress through the stories you tell with *The Blade & the Will* they receive the means to grow and become more capable. Some of this may be through the relationships they form with non-player characters (NPC) and other PC involved in the stories, but it also demonstrated via the acquisition of new skills and abilities via the expenditure of Experience Points (EP).

Experience Points

EP are generic currency that a character may use to raise Attribute Score, Skill Bonuses (SB), learn new spells, learn new skills, and even get a quick buck. The rules below give guidelines on when EP purchases may be made and how much EP must be expended on the commodity of personal growth.

When Can a Player Spend EP

A player may spend EP at almost any time, but because EP buys practice and personal knowledge the purchased stat increase or new ability while not be gained until the character can spend the appropriate training time on increasing it. Each statistic or ability has its training time given below along with the description. There may also be instances when the GM may restrict training in a skill based on a lack of access to the right environment (i.e. someone who wishes to purchase Survival- Jungle skill without having ever seen a jungle, read a scholarly text on the subject, or talked to someone who has visited one).

EP Records

A player should keep a tally of their character's total EP earned, along with the tally of unspent EP points.

The Costs and Training Times of Statistics

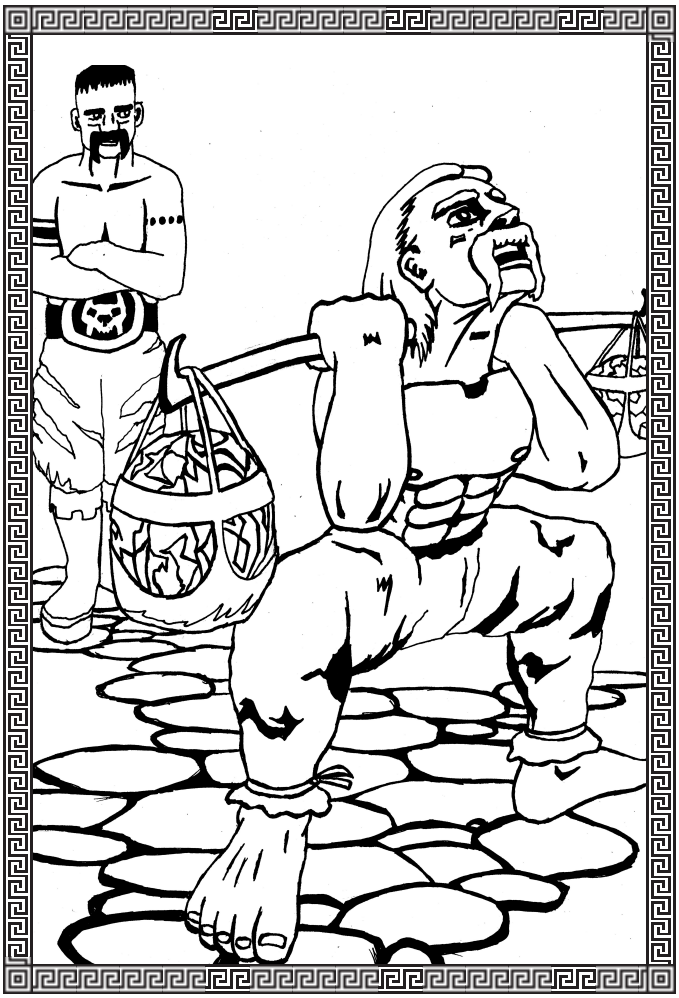
The chart below gives the EP costs of single point increases in rated statistics like Attributes and skills, along with the price of purchasing new statistics like an unknown skill or spell. Rated statistic increases are purchased one point at a time. Example, Shelly wants to raise her Initiative SB from a 6 to an 8. To do this she must pay the full cost of the increase to seven points (i.e. 6 EP based on linked attribute) and then pay the full cost of raising the SB to eight (i.e.

EP Development Cost And Training Time Chart

Possible Purchases	EP Cost	Training Time
One Point Attribute Increase (equal/below racial maximum)	=Current Score x2	Current Score x2 Hours
One Point Attribute Increase(above racial maximum)	=Current Score x6, also see rule of two.	Current Score x6 Hours
One Point Skill Bonus Increase (SB above the linked Attribute with a tutor)	= Current SB x2 + 5 per each skill character possesses that exceeds a linked attribute.	Current SB x4 Hours
One Point Skill Bonus Increase (SB above the linked Attribute without a tutor)	= Current SB x3 + 5 per each skill character possesses that exceeds a linked attribute.	Current SB x8 Hours
One Point Skill Bonus Increase (SB equal or below linked attribute with a tutor)	= 1/2 Current SB	1/2 Current SB hours.
One Point Skill Bonus Increase (SB equal or below linked attribute without a tutor)	= Current SB	Current SB Hours
New Skill* with a tutor	1 per skill already known.@	6 hours
New Skill* without a tutor	2 per skill already known.@	24 hours
New Spell with tutor or written copy	= Maximum Cost in DC plus SC#	1 hour per EP of cost DC and WC of spell.
New Spell without tutor or written copy	= Maximum Cost in in DC plus SC# x2	2 hours per EP of cost in DC and WC of spell.
Trade EP for D20 roll FR x 20 Credits	1	8 hours
Reduce a Character Flaw score by one point	=Current Score x3	Current Score x3 hours
Increase an attribute that has been permanently reduced to zero to 1	15	Instant unless Sorcery Attribute. Sorcery Attribute requires 12 hours.
Open a Favor Score of 1##	10	80 hours##

EP DEVELOPMENT COST AND TRAINING TIME KEY

*: New skills start at SB 1.
#: If a spell's cost has a variable rate treat the variable as 1 or the lowest variable rate listed variable rate for the spell.
@:Example, a character with eleven skills would have to pay eleven experience points for a twelfth skill they learn with a tutor or thirty-three experience points for skill number twelve without the assistance of a tutor.
##: Character must have a Prayer SB of 1 in the chosen Deity and not be favored by any other deity. A character embarks on a pilgrimage or period of intense prayer when developing a Favor Score, hence the 80 hours training time.



another 7 EP based on the linked attribute). The same rule of applies to the training time per point purchased in a rated statistic.

Who Can Tutor?

In order to serve, as tutor a character must have an SB in the skill they will tutor that equals or exceeds the character they are going to tutor or know the spell the character wants tutoring in. If the tutor meets this requirement then it becomes a simple matter of spending the listed training time with the student. Most tutors charge for their services, see the Equipment Chapter for the cost listing in credits.

Training Time

A character is allowed to train up to six hours a day. Once a character begins training something he or she must spend at least one hour each day after the training begins or the training time resets to zero, although the EP paid allows the character to restart the training anytime they like even if the training time gets reset.

A character does not receive his or her statistic increase or new ability until they have completed the prescribed number of hours for training.

Developing Augmented Statistics

Some statistics may receive bonuses from magical effects or other sources. When a character develops one of these statistics he or she pays the price for the unaugmented statistic score in EP to develop it (i.e. a character that had a spell that increased his Strength Score 10 points, but only had an ST of 10, would have to pay 20EP and spend 20 hours training the attribute. The fact that with the magic his effective Attribute Score is 20 does not affect the price of development.

The same rule outlined above applies to the costs for developing skills linked to an augmented statistic. The unaltered score is always used to determine the actual price of an increase in SB for a skill, not the score boosted via magical effects or boons.

The Rule of Two

A character may not increase more than two of his or her attributes in excess of their racial maximum.

Buying EP

As listed on the chart it is possible to spend EP to gain money. The reverse is also true. A character may purchase EP at a rate of 1 EP per 500 Credits expended and spending 6 hours of rest and relaxation time. The EP is gained only after the six hours of relaxation and meditation is completed.

Spirited Attribute and the Development of Discipline or Sorcery

A character loses the Spirited Attribute permanently if they develop a score of even 1 in Discipline, a Deity's Favor Score, or Sorcery.

Taking Up Sorcery or Favor Score if Disciplined

A character with a Discipline Attribute score has it reduced to zero if they develop even one point in the Sorcery Attribute or Deity's Favor Score. Once a character has had even one point in Sorcery or a Deity's Favor Score they can never develop their Discipline Score again.

THE VALUE OF TRACKING TOTAL EP

The players should track their characters' total EP for two reasons. The first is that if a new player enters an existing group he or she should be allowed to make a character with comparable abilities to the existing ones. This is done by giving the character a number of EP to spend equal to the lowest Total EP possessed by one of the existing members of the group. Example, if an existing group had four players with

107, 98, 120, and 115 EP respectively a new player that joins the group ought to be granted 98 EP after character creation is completed to bring his or her character up to speed.

The second reason for tracking Total EP is that occasionally a PC will die. Rather than having the player start from scratch with a novice character a more equitable solution is to have them create a new character that he or she can spend the Total EP the earned with their last character on. Thus, the time the player has put in the game is rewarded and their character will have a power level similar to those possessed by the other players.

The guidelines above do not apply if the GM simply wants to start a new Campaign with a group of novice characters, but are intended to make new players in a preexisting group come in on even ground and soften the loss of beloved characters.



When words fail combat often follows. The rules provided below offer a quick and dirty model to resolve man-to-man combat in *The Blade & the Will*. Real combat is quick and bloody, the system provided here tries to reflect this with an eye on narrative necessity. Most stories are not improved by hours spent on every limb lost and vital organ destroyed. While arms get mangled and kidneys punctured, in role-playing terms the ultimate goal of combat is to shape the flow of a story by determining winners and losers. The rules offered here do just that.

UNIVERSAL CONCEPTS

The Round

When people fight chaos ensues, chaos is the antithesis of rules, but games require rules. In *The Blade & the Will* combat is broken into rounds to create order. Each round represents roughly 15 seconds of game time. Each character involved in a battle gets one chance to act in each round.

Initiative

At the beginning combat each combatant makes an OP Initiative skill roll. The combatant with the highest result gets the first combat turn each round, and then the individual with the next highest result acts, and so on until each combatant has acted. The initial Initiative results scored by combatants in any given combat determine the order of their actions each round for the entire conflict.

In the event of a tie, the combatants that tied both make another OP Initiative skill roll. The individual with the highest result acts first when his or her combat turn arrives. If the combatants become tied again they continue to make OP Initiative skill rolls until one or the other wins.

If a character receives an Action Penalty due to wounds or other effects prior to his or her Combat Turn in any given round their initiative result is reduced by that amount. The change of FR of the Initiative skill roll may alter the order of their Combat Turn in relation to the other combatants.

Example, the adventurers Randolf and Azura encounter two bandits intent on battle. The combatants roll their Initiative skill. Randolf scores FR 20, Azura scores final result (FR) of 28, the first Bandit scores a FR 24, and the second bandit scores a FR 17. So, the initial order of Combat Turns is 1st Azura, 2nd Bandit #1, 3rd Randolf, and lastly Bandit #2. As the round progresses however, Randolf suffers a couple of Wound Points from Bamdit #1 before his turn that give him an action penalty of -6. This reduces his effective FR for his Initiative skill roll to 14, so he acts last as result of his wounds.

A round is considered over when the combatant with the lowest FR on their Initiative roll completes their Combat Turn. When the character finishes their turn a new round begins.

Holding Initiative

If a character wishes to wait and see what other characters do before he or she acts they may declare that they hold initiative. When this occurs the combatant with the next highest initiative acts, then the character that declared the hold must decide whether they act now or allow the next character to act. A character that holds initiative may not interrupt

Action Points Chart

A.P. Cost	Action
2	Enter into Close Combat Mode via an Attack Engagement or Counter Attack Engagement.
2	Enter Total Defense Mode
1	Make a Close Combat Attack Routine while berserking.
1	Make Close Combat attack against a surprised or helpless foe.*
1	Make Close Combat attack against an immobile object.
0	Evade a close combat engagement.
1	Draw a weapon or weapons stored in a scabbard(s). A character may draw one well stored weapon with each hand with the expenditure of a single Action Point.
2	Draw a poorly stored or concealed weapon.
2	Strapping on a shield.
1	Make a wild shot missile weapon.
3	Make a careful shot with a missile weapon.
1	Make throwing weapon attack (single or multiple).
2	Cast a fast spell or request a fast boon.
1	Make a touch spell or boon engagement.
1	Scan the area.
2	Make a Rallying Leadership Action.
1	Walk 5 + Natural Reach Bonus yards.
2	Stalk 5 yards (using the Stealth skill to move silently)
3	Run 15 yards plus REF score.
2	Crawl 5 + Natural Reach Bonus yards.
2	Stand up.
2	Leap onto a horse.
1	Drink 1 pint of liquid.
0	Drop an object on the ground.
1	Drop prone (i.e. throw self on the ground)
3	Stop, drop, and roll to attempt to put out fires burning on clothing or gear.
3	Recover an object from a backpack.
2	Recover an object off the ground.
1	Open an unlocked door
3	Continuous Actions**
3	Prepare to enter or leave a berserk state.
3	Attempt to enter or leave a berserk state.

ACTION POINTS CHART KEY

*: A single target may only be subjected to one such attack per round if they are merely surprised, because the moment the attack is made against them they become aware of the attacker regardless of its success or failure.

**: Any action the GM deems as requiring in excess of 15 seconds. A continuous action is considered completed at the end of the character's Combat Turn based on Initiative of the last round he or she performs it.



another combatant's actions (with the exception of those holding for a ranged shot when covering, see the ranged combat section), , once they declare a hold against any opponent's turn they may not act until that turn has been completed. A character that holds initiative until all the other characters have acted must act.

In the event that two or more characters declare that they are holding the initiative they must take action in the reverse order that initiative was rolled once the last character that decides not to hold their initiative has acted in a round (i.e. the character that was holding and had the highest initiative gets to see what actions the other opponents take before they act).

In the event that all characters in a fight hold initiative, then all participants' turns are resolved in the reverse order of the initial Initiative roll.

The Combat Turn

Each character gets one combat turn per round based on his or her Initiative roll's final result. A character gets three Action Points per combat turn. A character's combat turn ends when all three-action points are spent or the player is satisfied with the actions taken.

Combat Actions

Combatants tend to want to fight or flee, although these are by no means the only actions character may take in battle. In *The Blade and the Will* actions have costs of between 1 and 3 Action Points to perform. The chart above gives a quick sample of common combat actions.

CLOSE COMBAT

The Close Combat Mode & Engagements

Two forms of Close Combat exist in *The Blade & the Will* armed and unarmed. Both forms are resolved in an identical fashion, but with different skills used for the attack, counter attack, or evasion rolls. A character starts making these rolls when he or she enters Close Combat Mode via an engagement through attack or counter attack, although a character that uses the evasion option against an attack is not considered to have entered into Close Combat Mode.

The Blade & the Will's close combat system is not based on a one person attacks and then the other person dodges model. Close combat in a game of *The Blade & the Will* is based on shared engagements between combatants. The attacker is merely the character that initiates any given engagement; the defender is the person who responds with either a counter attack or an evasion routine. A close combat engagement may result in the maiming or death of either the attacker, the defender, or both (see Double Impacts & Dreaded Double impacts sections).

There is no limit to the number of engagements a character may participate in on any given round provided he or she enters into Close Combat Mode via spending 2 Action Points to either initiate an attack or respond to an engagement made against them with a counter attack. Once a character is in Close Combat Mode he or she is able to make a counter attack against any close combat attack directed against them during that round and initiate one attack. A character is well advised to try and limit the number of engagements they end up in as each one after the first penalizes their combat skill rolls.

The only limit on the total number of Close Combat engagements that may occur during any given round is based upon the fact that each combatant may only initiate one set of attacks on each of their Combat Turns. *The Blade & the Will* utilizes a two fists and a boot approach to combat. A character may make one attack with each weapon in hand and throw a kick on any given close combat engagement (each weapon held in fist and the boot is consider an attack mode). If a character directs multiple attack modes at a single opponent then all the component attack forms are rolled into a single attack roll (i.e. a character that swung two swords and directed a boot at a single foe only makes one attack roll), but if multiple opponents are engaged with a character's available attack

forms divided amongst them the character makes a separate attack roll for each opponent and seperate mode used. The two fists and boot notion limits most characters to three potential attacks modes per engagement, but creatures or characters with non-traditional bodies may be able to make more. Most characters will find that it is most efficient to direct a single attack mode at any given opponent, as each attack mode after the first causes a penalty.

Example, a human warrior named Darren wields two short swords into battle. When he attacks he has three attack modes available; the short sword in his right hand, the short sword in his left hand, and his boot (i.e. a kick attack).

The rule of two fists and boot also applies to each counter attack; although a character that is making a counter attack may not divide the potential attack modes available to them against multiple foes, because each counter attack only targets the individual initiating an attack on the defender. He or she simply has to decide whether their interests are best served by one fist, two fists, or a couple of fists and a kick. Again the most efficient answer is often one fist, because each additional attack mode applied to a counter attack causes a penalty.

Combatants resolve the attacks and counter attacks described above via OP Melee Weapons/Unarmed Combat (attacker) VS Melee Weapons/Unarmed Combat (defender) skill rolls. Each engagement between an attacker and defender is resolved with one OP roll. The skill applied to the attacker and the defender's roll depends on the weapon or technique used to attack or counter attack. If a character is attacking/counter attacking with a hand held weapon then their Melee Weapon SB is applied to the roll. If the character is using a punch, kick, or natural weapon (i.e. claws, fangs, etc) then he or she uses their Unarmed Combat SB for the roll. If the attack uses a combination of hand held weapons and unarmed techniques the attacker/counter attacker uses the lowest SB of the two skills (i.e. if their Melee Weapon SB is lower than their Unarmed Combat SB it gets used and vice versa).

Example, Darren initiates an attack against a pair of Goblin bandits. He directs two shorts sword strokes at on Goblin and a kick at the other. For his OP roll against the Goblins he uses a base bonus of +15 for his skill, because although Darren has a +20 Melee Weapons he only has a +15 Unarmed Combat. The kick attack mode is covered by the Unarmed Combat skill and this forces him to use the lower skill bonus for all attack modes used in his for this engagement.

If the attacker wins the OP Melee Weapons/Unarmed Combat VS Melee Weapon/Unarmed combat roll for an engagement with a counter-attacking opponent the defender suffers a base amount of damage equal to the Success Points (SP) scored on the attack. If the counter attacking defender wins the OP roll then the attacker suffers a base amount of damage equal to the SP of the defender is dealt to the attacker.

Example, Darren rolls his +9 (-6 from 15 due to the use of two extra combat modes in this engagement, remember he's directed a kick at another Goblin) bonus for his dual short sword strike against the goblins +10 Melee Weapons. Darren receives a FR of 28 and the Goblin manages FR of 20. Thus, Darren deals a base damage of 8 to the goblin.

In the event that the Attacker and the Defender roll a tie on their opposed skill roll for a close combat engagement neither combatant lands an attack/counter attack. The combatants will just have to wait for another engagement to put a hurt on one another.

If the defender of an attack either does not have or does not want to spend the 2 Action Points required to mount a Counter Attack and enter Close Combat Mode for the round he or she may opt for an Evasion Action. An OP Melee Weapon/Unarmed Combat (attacker) VS Melee Weapon/Unarmed Combat (defender) skill roll is made when a defender evades, but if the defender wins the OP roll with the attacker he or she deals no damage to them. The only benefit success on an Evasion action provides is that the character gets out of the way of the attack. The only real advantage of an Evasion engagement for the defender is that it costs zero Action Points.

If the attacker wins the OP roll for the attack against the character that evades the base damage dealt by the attack is equal to the SP scored on the roll.

Each evasion action a character makes does count as an engagement and is subject to the penalties for making multiple engagements in a round.

The skill a character may use for an Evasion OP roll depends on whether he or she has a hand held weapon available or not. If a character is holding a weapon or shield then they may use their Melee Weapon SB for the roll. If the character is unarmed or simply prefers to use there Unarmed Combat SB then that skill is applied to the roll. The character must simply choose which skill is used on any given Evasion roll, provided the character's current circumstances give them a choice (i.e. they are in possession of a melee weapon).

The circumstantial penalties for multiple engagements and multiple attacks are given in the sections following this one. A description of how the final damage of an attack is determined is given later in this chapter.

Penalties for Multiple Engagements

A character suffers a -3 cumulative action penalty for each engagement after the first or if they have the Tactics skill a number of engagements equal to their SB divided by five plus one in a round. It should be noted that each missile attack or thrown weapon attack directed at a character also counts as an engagement for a round, based on the fact that they force evasion routines. Even combatants that opt to "take a hit", as described later are considered to have been involved



in an engagement.

Example one, a character without the tactics skill in his fourth engagement for a round suffers a -9 penalty to all his skill rolls.

Example two, a character with an SB of 20 in tactics would only suffer a -3 penalty on her 6th engagement in a round. Her tactics SB divided by five equals 4 and added to one this grants her a total of 5 unpenalized engagements per round.

The engagement penalty returns to zero for all combatants at the beginning of each new round of combat.

Weapon Reach & Engagements

All weapons have a Reach Score, whenever two opponents engage the opponent with the greater reach score receives a bonus on his or hear attack/counter attack roll equal to the number of points his or her weapon's reach exceeds the other combatants. If combatants are wielding multiple weapons only the weapon with longest reach that each holds is used for reach bonus or penalty determination. Example, Ron engages a bandit with his dagger (RS0) and the bandit defends with a broadsword (RS1). The bandit receives a +1 bonus for his skill roll in the engagement.

Reach Advantage Reversal

If an individual with weapon that has shorter reach wins an engagement action, the reach bonus goes to them if they continue to engage the opponent. The bonus remains in the character's favor until either a combat turn passes where he or she does not engage the opponent with the longer weapon or the opponent with the longer weapon wins an engagement against them. Example, Ron wins the engagement with a bandit, thus the +1 bonus for reach switches to him. In their next engagement the bandit wins and the bonus then reverts back.

How Close do Opponents Need to be to Engage?

Opponents can engage another opponent when they are within one yard or if armed with long reaching weapons one yard plus one additional yard per point of RS a weapon has beyond one (i.e. a weapon with an RS3 would allow an attacker to engage an opponent that is three yards away).

Maximum Number of Opponents that May Surround

The maximum number of opponents that may surround and make close quarter attacks against an individual is eight plus their Natural Reach bonus if the defender remains in one spot. A combatant that moves may be subjected to more attacks by virtue of not ever being properly "surrounded". Example, a troll warrior with a Natural Reach Bonus of +1 has maximum number of nine opponents that may attack them when surrounded (8+1).

If a character or creature has Natural Reach penalty it is subtracted from eight to determine the maximum number of opponents that may surround it, but it is always possible for at least one opponent to attack them. Example, a mouse with a Natural Reach of -3 may only be surrounded by a maximum of 5 opponents.

Restricted Engages

If an attacker with a weapon whose reach allows them to attack at greater distance than the defender cannot be reached due to intervening individuals or terrain the defender may only evade the attack. The defender movement is never an issue, if there are no intervening individuals or obstacles the move to engage an opponent with a longer weapon is a free action.

Multiple Weapon Engagements

A character armed with multiple weapons or unarmed techniques may use all of them on a single attack/counter attack engagement, but suffers a -3 penalty per weapon or unarmed technique after the first used. The advantage is that if the character wins the OP roll for the engage-

Close Combat Options & Modifiers Chart

Close Combat Action	Attacker's Modifier	Defender's Modifier
Single Fisted Attack/Counter Attack	0	0
Double Fisted Attack/Counter Attack	-3	0
Two Fists and Boot Attack/Counter Attack	-6	0
+Attacking to Stun	-3	0
+Making Stun Attack Lethal	-5	0
+Attacking to Disarm	0	0
+Attacking to Knockdown	0	0
+Burying the Blade	Special	+3
Attackers Reach Greater Than Defenders	+1 per point over*	0
Attackers Reach Less Than Defender	0	+1 per point over*
Attacking With a Two Handed Weapon While Mounted	-10	0
Attacker Grapples Opponent With Equal Reach Score	0	0
Attacker With Greater Reach Score Grapples Defender	+5 per point over defender's NRS	0
Attacker With Lesser Reach Score Grapples Defender	-5 per point under defender's NRS	0
&Grapple & Gag Attack	-5	0
+Intentional Double Impact	Special	Special
+Cautious Engage	Special	0
The defender is prone	+5	0
The defender is helpless	+10	0
The defender used Total Defense Mode	0	+5
Per yard less than reach score radius of weapon wielded between two solid surfaces	-3 per yard**	-3 per yard**

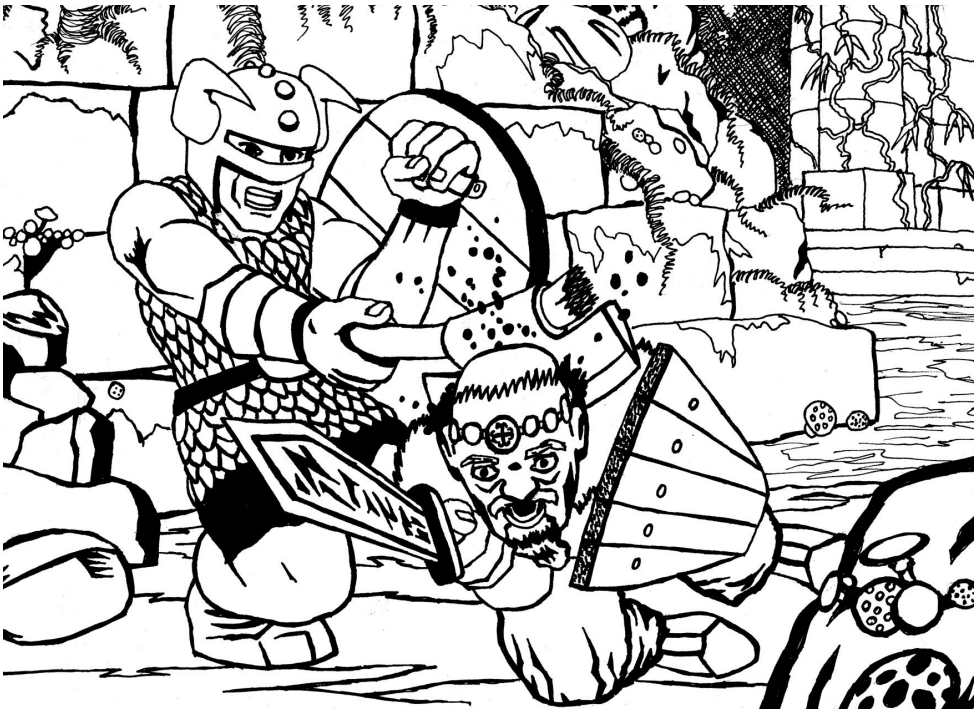
Close Combat Options & Modifiers Chart Key
+:This option is used in combination with a one fisted, two-fisted, or two fists and a boot attack or counter attack.
*:This modifier may be reversed between the attacker and defender as per rule Reach Advantage Reversal rules.
&:This option is used in combination with a grapple attack. See the Grappling in the Additional Close Combat Options Sections of this chapter for rules on options listed, but not covered in the Close Combat section.
**: Penalty applies to any attack, counter attack, or evasion rolls made utilizing the cramped weapon. The defender against an attack from a penalized character does not suffer this penalty. The defender listing represents a character that is attempting a counter attack or evasion while in a cramped space.

ment he or she combines the Damage Bonus (DB) of all weapons used for the attack for the process of determining the attacks final damage. The damage type of a multi weapon attack is lethal if any of the weapons utilized deal lethal damage.

A character with multiple weapons (i.e. attack modes) may also split attacks against multiple opponents on a single engagement where they initiated an attack. If a character does this he or she makes a separate attack roll for each opponent and applies the standard -3 penalty for each attack after the first to all of the rolls. A character may direct multiple attacks at single opponent as described above when they do this, but the penalty is still applied universally to all of the attack rolls they make on this engagement action.

Example, Derrick directs a broadsword swing and kick at one opponent and shield bash at another. He makes two separate attack rolls one for the kick and sword combo and one for the shield bash. Both rolls have a -6 penalty applied, because he is using three attack modes.

An attacker that splits his or her attacks between



multiple opponents is only considered to have participated in one engagement, even though they cause multiple engagements, thus they only suffer the engagement penalty for the current action. Also, when characters split attacks against multiple opponents any injuries suffered on the first or second attack OP rolls are applied before the following attack OP rolls are made. Once a character makes the first roll in a split attack engagement all of the other attack rolls must be resolved (unless the character is unconscious or dead before this is possible).

Example, Derrick loses his first attack engagement with the sword and boot combo. He receives a wound point; this causes an additional -3 penalty to be applied on the attack roll for the shield bash. Derrick's player is still required complete the shield bash attack mode despite this unfortunate shift in health.

Surprise Attacks

If an attacker sneaks up on a defender he or she may make a surprise attack. The attacker declares the weapons or unarmed techniques to be used for the attack, and then makes a melee weapons/unarmed combat SD skill roll dependent on which is the appropriate skill for the attack. The SP points scored on the skill are the base damage the opponent suffers from the attack. A surprise attack counts as an engagement on the part of the attacker and the unlucky defender.

A defender is only considered surprised if he or she went one round without seeing the attacker and failed an OP Awareness (defender) VS Stealth (attacker) skill roll prior to the attack to notice the character making the surprise attack sneaking up.

If a character that is not actively involved in Combat suffers a surprise attack he or she is considered helpless and subject to the helpless defender rules. This is only true of opponents that have not yet rolled initiative for a fight. The moment a character rolls their Initiative skill he or she is considered aware of the fact that a combat situation exists and is not considered helpless. If a character that was considered helpless survives this sort of surprise attack they are no longer considered helpless or surprised immediately after the attack for the purposes of any further assaults on their person.

Prone Opponents

An attacker in close combat receives a +5 bonus to Melee Weapons or Unarmed Combat skill rolls against opponents that are lying on the ground.

Helpless Defender

In the event that the defender is helpless due to being unconscious, asleep, bound, or paralyzed any close quarter attack roll made against them receives a +10 bonus. The attack is resolved in the same fashion as a surprise attack.

Taking a Hit

There may be times when a defender feels they would be better off just taking a hit rather than making an attempt to counter attack or evade an incoming attack due to the action penalties he or she is suffering.

When a character declares they will take a hit the attack against them is resolved like a surprise attack. The character is still considered to have participated in an engagement when they opt to take a hit. Defenders against thrown and missile attacks may also utilize this option.

Total Defense Close Combat Mode

A character receives a +5 bonus on all (i.e. close combat attacks, ranged attacks, and area attacks) on their evasion rolls in a combat round where they opt for the Total Defense Combat Mode. The character cannot make any attacks or counter attacks that round. As with entering normal Close Combat mode, it costs two action points.

Berserking

A character that is berserking may make one close

combat routine attack engagement per Action Point (as opposed to the standard 1 attack initiation allowed with ordinary Close Combat mode), but gives up the ability to defend them self as against any opponent they have not directed an attack at on their last combat turn for as long as they are berserking. All attacks directed at a character by individuals they have not recently attacked while in this altered state are defended against using the taking a hit system described above. If a berserker has not had their initiative turn yet, they may declare that they will attack someone and by allowed an evasion routine or counter attack against them, but they are obligated to attack that individual even if they are knocked unconscious, killed, or move away from the berserker. In the last instance the berserker must use all available movement to attack the person they defended against earlier in the round. A berserker may not make more than three defense declarations prior to their initiative turn. In the event of multiple declarations the berserker is obliged to attack people in the order that they were attacked by them.

Berserking characters are subject to the all the standard penalties for multiple engagements.

A character in this altered state cannot cast spells or request boons.

Blind Fighting

If both combatants are unable to see each other the standard close combat procedures above may be used, although the GM may require an attacker to make a SD(-10) Awareness skill roll to see if a character can point his or herself in the right direction for an engage.

If one of the opponents can see and the other cannot the blind opponent must make a SD(-10) Awareness skill roll prior to an engage to not be considered surprised. If the opponent that can see is stalking a blind defender an OP Stealth (attacker) VS Awareness (defender) may substitute for the determination of whether the defender is surprised by the attack.

For a blind combatant to attack a defender that can see requires a successful SD(-20) Awareness skill roll to aim the engage at the right location.

Fighting in Enclosed Spaces

A character fighting in tight spaces may suffer a penalty on melee attacks if two or more solid surfaces are parallel to one another on any side of them (i.e. two walls, the floor and roof). Melee weapons require a number radius of clear yards in terms of parallel solid surfaces equal to their Reach Score for wielding without penalty. A character fighting with a melee weapon in a space smaller than the weapon requires suffers a -3 penalty per yard short the space is of what is required on all attack and counter attack rolls.

Example, Jeffery is wielding a pole-arm with a Reach Score of +4. The weapon needs a 12 yards clear radius for effective use. He enters a cave with roof that is a mere 6 feet tall, if he fights in this cave he will suffer a -6 penalty for having 2 yards less than what the weapon needs for effective use.

If multiple parallel surfaces are present that are closer to the character than their weapon's required radius then only the tightest pair of surfaces is used for determining the penalty for it.

Hard surfaces for the purposes of this penalty include things like, walls and trees.

Seven, Thirteen, Double Impact, and the Dreaded Double Impact

Close quarters combat is a messy business. When a character attacks or counter attacks it is assumed that he or she look for an opening that allows the blow to land without getting hit in return, but even the best warriors goof this up in the chaos of battle. When a character makes a close quarters attack or counter attack a chance that it causes an entanglement where both parties smack one another simultaneously exists. If an attacker or counter attacker's base roll die displays a seven or thirteen before modifiers on its face and they won the opposed skill roll then a double impact has occurred. This only applies for engagements where the defender of an attack uses a counter attack if the defender takes a hit, evades, or uses an evasion routine then the attacker cannot end up in a double impact.

When a double impact occurs the successful attacker or counter attacker receives a +5 Damage Bonus, however their opponent hits them as well. The damage suffered from their opponents blow is based the FR of their opponent's rolls generated success point if it had been an SD roll as per an attack against someone using a taking a hit defense (as described earlier). If the losing party on the opposed roll could not have succeeded on an SD roll then their attack misses, but they are still subject to the now deadlier attack/counter attack of their opponent. In the event of a double impact or dreaded double impact, both parties calculate the damage and wounds simultaneously. Neither party applies the negative effects of the resultant damage on the rolls in the double impact.

Example, Laeger takes a swing at a bandit he is engaged with. His final result is a whopping 53 as a result of an exploding 20, followed by a roll of 13 combined with his +20 Melee Weapon skill bonus. Since the base die roll's final face reads 13 a Double Impact has occurred. Laegar's opponent got a final result of 24 (14 points of success). The bandit is killed by Laegar's strike, but he gets knocked down and wounded by the bandit in the messy entanglement.

A dreaded double impact occurs when both the attacker and the counter attacker's base dice have final faces read seven or thirteen. When this occurs it indicates both parties fail to obey the basic laws of self-preservation and nail

each other with nothing resembling a defense. Both parties gain a +5 Damage Bonus and apply their final results to an SD standard as if both parties landed a shot against someone taking a hit. If either party's final result was not sufficient to succeed on a SD roll then that party misses.

ADDITIONAL CLOSE COMBAT OPTIONS

The following rules cover some of the choices combatants have when in close quarters combat.

Attacking to Disarm

A character may opt to turn any Close Combat attack or counter attack into an attack to disarm. When a character does this he or she must specify the weapon held by their opponent that he or she intends to knock out of their hands. Shields cannot be the targets of attacks to disarm, because they are strapped onto the arms of their wielders. Natural weapons are also exempt from attacks to disarm.

An attack to disarm does not damage the opponent, but if successful it deprives them of their weapon. The attack is resolved in the same fashion as an ordinary attack, but after "Final Damage" is calculated the defender makes an SD(-Final Damage) Reflexes Resist roll rather than a Condition Resist Roll. If the roll fails the defender drops the weapon targeted. If the Reflex Resist roll succeeds they maintain their grip on the weapon.

Attacking to Knock Down

A character may opt to turn any Close Combat attack or counter attack into an attack to knockdown. He or she must declare this intent prior to making the action.

An attack to knock down is not designed to harm the opponent so much as it is designed to knock them off their feet. It is resolved in the same fashion as a normal attack, but once the final damage is calculated the defender makes an SD(-Final Damage) Reflexes Resist roll rather than a Condition Resist roll. If the defender succeeds they remain standing. If the roll fails he or she is knocked down and suffers a number of Stun Damage equal to the FP scored on the SD(-Final Damage) Reflexes Resist roll. The defender's AR reduces the damage from a fall made as a result of an attack to knockdown.

Attacking to Stun

A character may find themselves in situations where it is undesirable to deal Lethal damage to their opponent. If a character wishes to deal Stun Damage with an attack/counter attack that would normally deal Lethal Damage, he or she must declare their intent and apply a -3 penalty to their roll.

The penalty represents the added difficulty of hitting with the flat of a blade or pulling a blow back early.

Any close quarter attack that deals Lethal Damage may be turned into an attack to Stun, unless the weapon's description prohibits it.

Burying the Blade

A combatant may decide that making an attack connect is so important that self preservation is not an issue. A warrior may only take a "burying the blade" action on an attack that they initiate and must declare there intent prior to making the attack. This option is only available if the defender is neither surprised nor helpless in the face of the incoming attack.

When this is done the defender gets to choose whether or not they wish to make an evasion of the attack or let the attacker proceed to "bury their blade".

If the defender opts to evade the standard OP Melee Weapon/Unarmed Combat (attacker) VS Melee Weapons/Unarmed Combat (defender) roll is made. The defender receives a +3 bonus to their Evasion roll, because this sort of attack is anything, but subtle. If the attacker succeeds damage is calculated as per a normal Close Combat attack and if the defender succeeds the attack misses as per a successful evasion action.

If the defender opts to allow the attacker to bury the blade then he or she makes an SD counter attack roll with a +3 bonus using the appropriate skill against the attacker. The SP scored on this roll are the amount of base damage the defender's counter attack deals to the attacker who is "burying the blade". If the roll fails then they miss the on rushing attacker.

If the attacker gets hit by the defender he or she must make their Condition Resist roll prior to their completion of the "burying the blade attack". If their Condition Resist roll results in them being knocked unconscious or killed they are not allowed to make their attack roll.

However, if the attacker survives the counter attack they get to make an SD attack roll against the defender using the appropriate skill. The base damage dealt by this attack is equal to the SP scored by the attacker.

Combatants often use the "burying the blade" attack when they are faced by an opponent who greatly exceeds them in skill as a last resort. Wild animals have also been known to use this maneuver when they are unfamiliar with the combat abilities of a foe.

Cautious Engagement

If a combatant is of equal or greater skill than their opponent he or she may make a cautious engage with them (i.e. their skill bonus equals or exceeds the foes). A cautious engagement renders the attacker or counter attacker immune to double impacts or dreaded double impacts. It is a strategy that entails its own unique risks however, for two reasons.

First the character that opts for a cautious engagement has their effective skill bonus for their attack or counter



attack limited by their opponent's skill bonus in the exchange. So, a character making a cautious engagement with a Melee Weapons skill bonus of +20 against someone with a Melee Weapons skill bonus of +5, then their effective skill bonus for their attack or counter attack roll is only +5. It is still difficult for the less skilled opponent to cause great injury in a cautious engagement as the only score success points for a hit if their roll is high enough to win the opposed skill roll against the cautious engager's actual skill bonus. If the less skilled opponent scores no success points then the attack misses, but the cautious defender suffers one injury point of Stun damage as result of the stress and dodging involved in the deadly dance that just played out.

Example, bodyguard with a Melee Weapons SB +20 engages a thug with a Melee Weapons SB of +5. The thug gets lucky and rolls a final result of 33 versus the guard's FR of 11. The thug only actually scores seven points of success for determining damage, since the bodyguard would have had a final result of 26 if he had not made a cautious engagement.

The second danger is that the character making a cautious engage is treated as "taking a hit" with all opponents other than the one he or she made their cautious engage with until their next combat turn in the next combat round. If the character chose a cautious engage option on counter attack prior to his or her combat turn in a round, then the only attack he or she may initiate is against the character they counter attacked earlier that round.

The Grapple

Lethal force is not always desirable; sometimes your opponent is a friend or someone that needs to be taken alive. If a character makes an unarmed attack he or she has the option to make it a grappling attack, this must be declared prior to the resolution of the attack.

An attacker that is making a grapple attack suffers -5 penalty per point of NR by which the opponent's NR exceeds their own. If the defender has a NR that is lower than the attacker then a +5 bonus is applied to the attack per point by which the attacker's NR exceeds the target.

If a character's grapple attack succeeds it deals no damage, instead the opponent is considered entangled. An entangled opponent must make an SD(-Strength Score of opponent grappling them + SP scored on the grappling attack) Strength roll and expend an Action Point. If their roll succeeds he or she breaks free of the opponent and may act with his or her two remaining action points. If the roll fails the character is pinned and unable to take any physical actions, with exception of biting the grappler if they possess a Bite Attack. He or she must wait for their next Initiative Turn to make another attempt to break free. A pinned character may still cast spells (with a penalty for being unable to move his or her arms), holler, or take any other none physical action.

Once an attacker makes a successful grapple he or she may maintain it by expending two Action Points in each following round. Each round after the first that the attacker maintains a Grapple he or she has the option of dealing Strength Score divided by 10 Iinjury Points of Stun Damage to the opponent held (i.e. if the Grappler has an Strength of 15 they may deal 2 IP of Stun damage to an opponent each round after the first they maintain the hold).

The maintenance of a grapple requires the attacker to use both hands.

A grappler may drag an entangled opponent with them if they make a movement action.

If the grappler has bite attack he or she may direct it at the opponent held and vice versa. These bite attacks are resolved using the standard Close Combat procedure. The bite attack of the grappler counts as a part of the 2 Action Points expended for the engagement via maintenance of the grapple and may only be made in rounds following the first one that established the grapple.

The victim of a grapple is considered a helpless opponent for the purposes of Close Combat attacks directed at them by individuals other than the grappler.

The grappler is not considered helpless, but may only respond to Close Combat engagements with Evasion Actions while the hold is maintained.

It is possible for multiple people to grapple a single

adversary, although the maximum number of people that may surround the opponent remains the same. The victim of the grapples may resist all of the individuals grappling them with the single expenditure of an Action Point at the start of their Combat Turn. The victim only gets free if he or she can successfully make the SD(-# described above) Strength roll against every opponent holding them.

The Grapple and Gag

If a character wants to grapple another character and make sure that he or she is unable to speak or make noise then the Attackers Unarmed Combat skill roll for the OP engagement roll suffers -5 penalty. The grapple and gag attack is handled just like the grapple given above, but with the additional complication for the defender that he or she may not speak or make bite attacks while the pin is maintained.

Intentional Double Impacts

When an attacker or counter attacker wins an opposed close quarters engagement roll he or she may increase their Damage Bonus by +5 by declaring an intentional double impact event. The double impact is resolved just as if a random one had occurred.

Making a Stun Attack Lethal

A character that is making an attack that normally deals Stun Damage may make the damage type for the attack Lethal, by taking a -5 penalty on the attack roll.

Any close quarters attack that deals stun may be turned into an attack that deals lethal in this fashion, except when the weapon's description prohibits it.

RANGED COMBAT

Ranged combat covers attacks made with weapons that are thrown or launched. There are three basic forms of ranged attack; thrown, missile, or area effect. Each is covered below. An attacker and defender in all three forms of attack are considered to have been involved in an engagement when the attack is initiated.

Thrown Weapon Attacks

When a character makes a thrown weapon attack he or she makes an OP Thrown Weapon (attacker) VS Melee Weapons/Unarmed Combat (defender) skill roll. If the attacker succeeds the attack deals base damage equal to the SP scored. If the defender prevails on the OP roll then the attack misses. A defender's use of the Melee Weapon or Unarmed Combat skill is dependent on the same criteria as an evasion action in close combat.

A character may make a multiple thrown weapon attack if they have a throwing weapon in each hand. A character that does this makes a separate attack roll for each weapon and suffers a -3 penalty to both attack rolls for each attack roll after the first (most entities only have two arms, but there are exceptions that could allow larger volleys). In spite of having made multiple attacks the attacker is only considered to have made a single engagement when he or she uses this technique.

Missile Weapon Attacks

A missile weapon is any weapon that uses a non-explosive mechanical process to assist in launching a projectile at a target. There are two basic forms of missile weapon attacks, the wild shot and the careful shot. Wild shots only take 1 Action Point, but are less likely to hit, because the attackers Missile Weapon SB is divided by five (i.e. an attacker with an Missile Weapon SB of +12 would only receive an SB of +3 on a wild shot). Careful shots require three Action Points and will hit more often, because the attacker receives his or her complete Missile Weapons SB for the action.

Missile attacks resolution depends on whether or not the defender is equipped with a shield. Defenders that do not have shields are hard pressed to evade missile attacks, because of the weapon's rapid delivery once launched. If a missile attack is launched at an unshielded defender the attacker makes an OP Missile Weapon VS defender's Melee Weapons/ Unarmed Combat skill roll, but with the defender's SB divided by 5 (i.e. if the defender's SB in Melee Weapons is normally +18 it would be a +4 against a missile attack without a shield). The skill a defender uses is matter of preference if he or she has a hand held weapon, but unarmed defenders must use their Unarmed Combat skill.

If the defender against a missile attack is equipped with a shield an OP Melee Weapons (attacker) VS Missile Weapons (defender) skill roll is made instead. If the defender's Melee Weapons skill roll succeeds the attack was blocked. If the attacker succeeds then the base damage suffered by the defender equals the SP of the Missile Weapons skill roll.

Rare instances exist where it is possible (most missile weapons require two hands to operate) for multiple missile attacks to be made. These attacks are resolved in the same fashion as multiple thrown weapons attacks, but utilize a base SB dependent on whether the attacks are wild shots or careful shots.

Area Effect Attacks

Grenades, dragon breath, and gas clouds are all examples of area effect attacks. An area effect attack is unique, because all individuals within a certain area are subject to the attack. The attacker makes a Thrown Weapon, Unarmed Combat, or Missile Weapon skill roll as appropriate to the form of attack and all defenders in the target area make an OP Melee Weapons or Unarmed Combat roll for evasion against the attacker's result.

Any individuals the attacker succeeds against suffer

Range Penalties for Target Movement Chart

Penalty	Movement Mode
-3	Defender Spent 1 AP on walking.
-6	The Defender Spent 3 AP to run·

base damage from the attack equal to the attacker's SP.

Any individuals that successfully win the OP roll to evade are allowed the option of spending Action Points out of turn to move outside of the area affected by the attack. If they have no action points left they may pre-spend an Action Point or Points for the next round if they wish. If a defender decides not to or cannot clear the area affected by the attack they suffer an amount of damage equal to the attack's DB or in the cases of special attacks must resist some undesired effect.

Range Penalties

The weapons utilized for ranged attacks have an assigned Range Increment (RI). This represent the distance an attack with the weapon may travel before it loses accuracy. When an attack is made with a weapon it suffers a -3 cumulative penalty for each RI of distance beyond the first it must travel to the target. Example, Johan fires a Longbow with an RI of 15 yards at a target 100 yards away. His penalty for the shot is -18 (85/15 = 5.6666... rounded up equals 6 x -3 = -18).

Cover & Target Movement Penalties

Ranged attacks suffer a -1 penalty per 5% of the target's body that is behind physical cover. If a target is 100% by hard (brick wall) cover it cannot be subjected to a ranged attack, if it is behind 100% soft cover (curtain) it may be subjected to an attack.

A ranged attacker suffers a penalty to the appropriate attack skill roll based on the movement mode the defender used in his or her last Combat Turn. The penalties are given on the Range Penalties for target movement chart.

Ranged Attacks against Prone Targets

A -3 penalty is applied to Ranged Attacks against opponents that are lying down if they are beyond one RI of the weapon.

Ranged Attacks into Crowds

When an attacker makes a ranged attack against a defender with people directly between them the attacker receives a -3 penalty per person on the attack's flight path. If the attack roll's FR misses the intended target, then the attack is considered to be directed at the person closest to the defender on the flight path. The FR for the attack is increased by 3 and the new defender may use an OP skill roll if possible to try and evade the attack or the new FR is compared to SD. If the attack misses the new target it is redirected to the next defender on the line towards the attacker with the FR increased by another three points for the next individual on the flight path. This process is repeated until the attack either hits a target or misses all the individuals on the flight path between the weapon and the target (i.e. an individual is missed when the attack penalty for intervening individuals reaches 0).

Holding Shots to Cover Zones

A character armed with a ranged weapon may hold there initiative and declare that the are covering a zone. The zone is anything they can see in front of them. This tactic allows the character to wait for opportunities to fire on an opponent that break from behind cover to move.

If an opponent takes a move action within the zone that alters their cover status (i.e. penalty applied to ranged attacks against them) then any characters covering that zone may interrupt that action by launching attacks at them. These attacks are subject to the penalty the movement action would have applied to their shots after its completion. Any damage the defender suffers as a result of these attacks is applied before he or she may resolve whatever action intended at the end of their movement.

Blind Shots

If an attacker is totally unable to see the target of a Ranged attack due to darkness or blindness a SD Awareness skill roll with a -20 penalty must be made to target the opponent and even then the attack may only be made if the opponent is within a number of yards equal or less than the attacker Awareness SB. If the attacker succeeds on the Awareness roll the attack roll with an appropriate skill may be made with a -20 penalty.

Ranged Attacks in Response to Close Combat Engages

Ranged weapons cannot be used to respond to close combat engagements. The defender must either utilize the Melee Weapons skill or Unarmed Combat skill to counter attack or evade the attack.

Surprise Ranged Attacks

If the defender has gone a round without visual contact with the attacker a ranged attack is considered a surprise attack. The attacker makes an SD roll with the appropriate skill for the attack. If the roll succeeds the base damage for the attack equals the SP of the attacker. If it fails the attack misses.

Quick Reference RI Penalty Chart

Ranged Attack Penalty	0	-3	-6	-9	-12	-15	-18	-21	-24	-27
Range Increment	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1y	1y	2y	3y	4y	5y	6y	7y	8y	9y	10y
2y	1-2y	3-4y	5-6y	7-8y	9-10y	11-12y	13-14y	15-16y	17-18y	19-20y
3y	1-3y	4-6y	7-9y	10-12y	13-15y	16-18y	19-21y	22-24y	25-27y	28-30y
4y	1-4y	5-8y	9-12y	13-16y	17-20y	21-24y	25-28y	29-32y	33-36y	37-40y
5y	1-5y	6-10y	11-15y	16-20y	21-25y	26-30y	31-35y	36-40y	41-45y	46-50y
6y	1-6y	7-12y	13-18y	19-24y	25-30y	31-36y	37-42y	43-48y	49-54y	55-60y
7y	1-7y	8-14y	15-21y	22-28y	29-35y	36-42y	43-49y	51-56y	57-63y	64-70y
8y	1-8y	9-16y	17-24y	25-32y	33-40y	41-48y	49-56y	57-64y	65-72y	73-80y
9y	1-9y	10-18y	19-27y	28-36y	37-45y	46-54y	55-63y	64-72y	73-81y	82-90y
10y	1-10y	11-20y	21-30y	31-40y	41-50y	51-60y	61-70y	71-80y	81-90y	91-100y
11y	1-11y	12-22y	23-33y	34-44y	45-55y	56-66y	67-77y	78-88y	89-99y	100-110y
12y	1-12y	13-24y	25-36y	37-48y	49-60y	61-72y	73-84y	85-96y	97-108y	109-120y
13y	1-13y	14-26y	27-39y	40-52y	53-65y	66-78y	79-91y	92-104y	105-117y	118-130y
14y	1-14y	15-28y	29-42y	43-56y	57-70y	71-84y	85-98y	99-112y	113-126y	127-140y
15y	1-15y	16-30y	31-45y	46-60y	61-75y	76-90y	91-105y	106-120y	121-135y	136-150y
16y	1-16y	17y-32y	33-48y	49-64y	65-80y	81-96y	97-112y	113-128y	129-144y	145-160y
17y	1-17y	18-34y	35-51y	52-68y	69-85y	86-102y	103-119y	120-136y	137-153y	154-170y
18y	1-18y	19-36y	37-54y	55-72y	73-90y	91-108y	109-126y	127-144y	145-162y	163-180y
19y	1-19y	20-38y	39-57y	58-76y	77-95y	96-114y	115-133y	134-152y	153-171y	172-190y
20y	1-20y	21-40y	41-60y	61-80y	81-100y	101-120y	121-140y	141-160y	161-180y	181-200y
21y	1-21y	22-42y	43-63y	64-84y	85-105y	106-126y	127-147y	148-168y	169-189y	190-210y
22y	1-22y	23-44y	45-66y	67-88y	89-110y	111-132y	133-154y	155-176y	177-198y	199-220y
23y	1-23y	24-46y	47-69y	70-92y	93-115y	116-138y	139-161y	162-184y	185-207y	208-230y
24y	1-24y	25-48y	49-72y	73-96y	97-120y	121-144y	145-168y	169-192y	193-216y	217-240y
25y	1-25y	26-50y	51-75y	76-100y	101-125y	126-150y	151-175y	176-200y	201-225y	226-250y
26y	1-26y	27-52y	53-78y	79-104y	105-130y	131-156y	157-182y	183-208y	209-234y	235-260y
27y	1-27y	28-54y	55-81y	82-108y	109-135y	136-162y	163-189y	190-216y	217-243y	244-270y
28y	1-28y	29-56y	57-84y	85-112y	113-140y	141-168y	169-196y	197-224y	225-252y	253-280y
29y	1-29y	30-58y	59-87y	88-116y	117-145y	146-174y	175-203y	204-232y	233-261y	262-290y
30y	1-30y	31-60y	61-90y	91-120y	121-150y	151-180y	181-210y	211-240y	241-270y	271-300y

MOUNTED COMBAT

A Mount Shares the Rider's Initiative

An animal under the control of a rider acts at the rider's behest on his or her Initiative Turn.

Benefits of Mounted Combat

A warrior on a mount receives a number of benefits. First he or she may use their mount's movement rates, second they have their Close Combat RS extended, and third they may make charging attacks. The application of each benefit is described below.

When a character rides his or her movement actions are made at the mount's movement rate. Most mounts can move greater distances in a round than their riders could on foot. The rider spends the same number of Action Points for the riding movement actions as if he or she were on foot. The only time these actions require an SD Riding (of type appropriate to the mount) roll is when the character attempts to have the mount make a movement action that requires an Athletics or Acrobatics SD skill roll of the animal. If the SD Riding skill of the rider fails then the mount refuses to make the leap or perform the climb that the character tried to force it to. If the rider's SD Riding skill succeeds then the mount will attempt to perform the movement action requested. The GM rolls the skill required for the mount's action and there is no guarantee a mount will be able to fulfill its master's order.

For a combatant the biggest benefit of being mounted is that the warrior adds the mount's Natural Reach Bonus to his or her own RS to determine the total RS for any given attack. Example, a knight riding a warhorse and wielding a flail would have a total RS of +2 (War Horse's NR 1 + Flail's RS 1).

Lastly, a character on a mount may make a charging attack. This can be a risky maneuver. A charge deals more damage than a regular attack, but the attacker also risks taking more damage in return. A charging attack may only be made in a round following one where the rider had the mount make running action of its full movement in a straight line. If the character has made that movement action on the mount he or she must in the following round declare their attack is charge attack. The benefit and danger of the charge attack is that it adds the mount's Strength Score to the Strength Score & Martial Arts (of type appropriate to the attack form) of the winner of the OP roll for the Close Combat Engagement for determination of their DB. If the attacker wins then he or she has the mounts Strength Score added for his or her DB calculation. If the defender wins then he or she has the mount's Strength Score added into their DB calculation.

Example, Rolar makes a charge attack on his War Horse. He loses the OP Melee Weapon VS Melee Weapon roll with the defender. The defender a spearman with a Strength Score of 10 and Melee Martial Arts SB 10; now has the Strength Score of 30 added to the DB calculation. This grants the spearman a DB of 10 (50/5 = 10) when determining the damage of his Counter Attack on Rolar.

A mounted character is never forced to make a charging attack, the mechanic only occurs when a player declares an attack is a charging attack.

Making a Mount Attack

A character may make his or her mount attack with a successful SD Riding roll and the expenditure of one Action Point. The GM rolls the mount's attacks, but the player may designate the target(s).

Ranged Attacks from Mounts

A character may make ranged attacks while mounted, but if he or she does not have stirrups they suffer a -10 on their attack rolls.

Charge attacks do not enhance ranged attacks.

Two-Handed Weapon Attacks While Mounted

Two-handed weapons are extremely difficult to use while mounted. A character that attempts to attack/counter attack with a two-handed weapon while mounted suffers a –10 penalty to any rolls made in engagements with it.

The Dangers of Mounted Combat

A mounted warrior receives some benefits, but the individual also embraces some risks. A combatant can have their mount knocked out from under them, be knocked off of a mount, or have the mount panic taking them away from the battle. Each of these complications is described below.

When a mount gets knocked down, knocked unconscious, or slain by an attack against it the rider must make an SD Riding skill roll to disentangle from the beast's fall. If the roll succeeds he or she manages to get clear of the mount and land on their feet ready to fight. If the roll fails the character must resist falling damage as if he or she had taken a five-foot fall per point of Natural Reach the mount had (i.e. a fall off a warhorse is treated as a fall of five feet).

If a character suffers a Knocked Down or Knocked Unconscious result on a Condition Resist roll while mounted they risk being thrown off their mount. The odds that this happens depend on whether or not the character is using stirrups. If the character was not using stirrups the GM rolls a SD roll with a single modifier of -10. If the roll fails the character is flung from the mount. If the character was using stirrups then the GM makes a SD roll with a set modifier of +0, success indicates the character remains mounted and failure indicates a fall. The distance of the fall for the purposes of damage is determined based on the Natural Reach Score of the mount as described above (i.e. if the mount had NR of +2 then the fall would be considered to be 10 feet long).

Condition Resist Roll Effect Chart

Condition Roll FR	Lethal Damage Effect	Stun Damage Effect
10 or more.	No Effect	No Effect
9 or less	+1 wound	No Effect
7 or less	Knocked Down & +1 wound	Knocked Down
5 or less	+1 wound	No Effect
3 or less	Knocked Unconscious* & +1 wound	+1 wound
1 or less	+1 wound	Knocked Unconscious*
-1 or less	Dead	No Effect
-3 or less	Dead	+1 wound
-5 or less	Dead	No Effect
-7 or less	Dead	+1 wound
-9 or less	Dead	Dead

CONDITION RESIST ROLL EFFECT CHART KEY

*A character remains unconscious for a number of rounds equal to his or her IP total.

Most mounts are not the bravest of creatures, when a mount suffers a Wound Point (WP) it tends to start wanting to leave the battle. Anytime an attack results in the mount suffering new WP the rider must make an SD(-# = Mounts Action Penalty for WPs suffered). If the rider's roll succeeds he or she maintains control of the mount. If the roll fails the mount immediately starts to run away from the battle, the rider may attempt to regain control of the mount once every round via a SD(-# = WP Action penalty of the mount and FP scored on the initial attempt to control the mount when wounded) be spending three Action Points. If any of these rolls succeed then the rider regains control of the animal. This rule assumes the mount is a creature with animal intelligence, if the mount is sentient and has a vested interest in the battle then controlling it may not be an issue, although if such a mount decides to leave a battle the rider is at the mount's mercy.

One final note, some mounts fly. The question of distance fallen when one of these mounts is knocked out from under a rider or if the rider is knocked off of them are answered not by the size of the mount, but by the distance the mount is in the air when the mishap occurs.

INJURY AND DEATH

Attack Resolution

The section above describes the resolution of a broad variety of attacks, but does not cover the final effects of the attacks beyond the base damage. The final damage an attack deals depends on a couple of factors. The first is the Damage Bonus (DB) of the weapon or hand to hand technique the attacker utilized and the second is the Armor Rating (AR) of the opponent based on what he or she is wearing or their physical make-up.

The final damage of an attack equals the attacker's base damage from their skill roll result plus the DB of the weapon or weapons utilized minus the defender's AR. Example, Johan gets a base damage of 12 when he stabs a wolf with a broadsword. The broadsword has DB of 5 and the wolf's fur provides it an AR of 1. The final damage of the attack equals 16 (12 + 5 - 1 = 16).

An attack's final damage cannot get reduced below 1 point. A successful attack always has the potential (however limited) to ruin the defender's day even if they are heavily armored.

The defender of an attack suffers a number of Injury Points (IP) equal to the final damage of an attack and must make a Condition Resist roll.

The Condition Resist Roll

Whenever a character suffers damage (i.e. receives IPs) he or she must make a SD Condition Resist Roll, unless the rules state the damage is exempt or a spell's Drain Cost dealt the damage (See Spellcasting Chapter and Sorcery Condition Resist rolls).

A character uses their Body attribute for the bonus on the Condition Resist roll and suffers a penalty equal to his or her current IP total after the application of the fresh IPs for the last attack/mishap. The FR of the condition roll is applied to the Condition Resist Roll Effect Chart to determine the effect of the attack or mishap on the character, the column used on the chart depends on whether the weapon, hand to hand technique, accident, spell, or other damage source that

Maiming Roll Chart	
Result on D20 roll	**Disadvantage Received**
1-2	Cyclops
3-4	Deaf
5-6	Diseased
7-8	Disfigured
9-10	Glass Jaw
11-12	Missing Arm
13-14	Missing Leg
15-16	Obnoxious
17-18	Partially Deaf
19-20	Stupid

affects a character is classified as dealing Lethal or Stun damage.

All effects on the Condition Chart are cumulative.

Example, Shawna suffers a hit from a dagger-wielding thug that deals 15 IP. She has Body score of 10 (-15 + 10 gives her a -5 penalty for her Condition Resist roll). Shawna gets a FR 1 on her Condition Resist roll against a Lethal damage source so she is knocked down, unconscious, and receives five wounds (5 WP).

The Function of Injury Points

Injury Points provide a generic means of representing how badly a character is worn out from being clobbered. All IP points a character receives are cumulative until healed and count as a penalty towards any Condition Resist or Sorcery Condition resist rolls made, although they do not penalize any other rolls.

In various rules entries in this manual references are made to damage dealt to characters under certain circumstances. Any time damage points are mentioned they represent the IP dealt to characters or creatures under those circumstances.

The Function of Wound Points

Wound Points (WP) are also cumulative and represent life threatening and crippling hits a character has taken. A character receives a cumulative -3 action penalty per current Wound Point suffered. A character with WP also has his or her movement per Action Point spent reduced by a number of yards equal to their WP. A character with 5 or more WP can only move 1 yard per action point and cannot make a run action. Lastly, a character with WP risks having his or her condition deteriorate unless they receive medical treatment.

A character with untreated wounds suffers a number of IP equal to their current WP and must make a SD Stun Damage Condition Resist roll, when one hour minus 10 minutes per WP suffered passes (with maximum reduction to an interval of 10 minutes for characters with 6 or more WP). If the Condition Resist roll succeeds no further deterioration occurs. If it fails the character must repeat the process in one hour minus 10 minutes per WP currently suffered. If a character receives treatment he or she will not suffer deterioration until after the treatment is completed even if the medical attention requires more time to complete than the character's current deterioration rate and they only suffer the damage if the medic fails to treat them successfully.

Characters with the Combat Surgery skill, magic, or boons may treat wounds. If the Combat Surgery skill is used the surgeon must make an SD roll with a -3 penalty per WP the subject being treated is suffering. The process takes 1 minute per WP the subject is suffering. The combat surgeon should have bandages and if the individual has 3WP or more a splint. If the medic does not have the appropriate tools the skill roll suffers a -10 penalty in addition to the standard penalty for the WPs of the victim. A successful combat surgery skill roll prevents any further deterioration, provided the subject does not receive any more wounds.

Regardless of success or failure each attempt to treat a wounded character uses up a number of bandages equal to the WP the character currently suffers from. If the roll fails the bandages have gotten to dirty too be useful, if it succeeds then they are used up holding the wounds shut. Splints are never ruined when used for impromptu battlefield surgery.

Maimed But Alive

A character that suffers a Dead result on a condition resist roll doesn't necessarily accept death. A character can cheat death as described in the Personal Traits Chapter or a player may accept some form of maiming for their character as an alternative to death.

A player that has had a character get a Dead result may roll on the chart above and receives the resulting Disadvantage as listed instead of dying. The player's rolled disadvantage is permanent just as it would have been during character creation. With the exception of Cyclops, Deaf, Missing Arm, and Missing Leg in the event the character gets the limb or organ regenerated magically, no disadvantage can get rolled more than once (reroll repeat results). The options Cyclops, Missing Arm, and Missing Leg may only get double result if the character has had the limbs regenerated and the experience cost for rehabilitation was paid (see the Special Abilities and Disadvantages Chapter).

A character may only accept maiming disadvantages as an alternative for dead results on Condition Resist Rolls three times. If a character has three disadvantages as a result of maiming in combat, then he or she must either cheat death or accept it.

As with cheating death, a character that opts for a maiming is not subject too deterioration of condition unless they suffer another attack, which is unlikely since they appear

dead for all intents and purposes until after the combat ends.

Example, Randal suffers a nasty mace strike from an opposing knight that caused a Dead result on his Condition Resist Roll. Randal's player enjoys the character, but does not have enough Fate Points available for cheating death, something that Randal has done ten times. Instead the player opts for the maiming roll. He rolls on the Maiming Chart and gets a 13, so he receives the Missing Leg disadvantage.

Healing

A character naturally heals a number of IP equal to his or her Willpower Score once every 24 hours after he or she rests 8 hours. A character heals WP at a rate of 1per 30 minus Willpower Score days (minimum increment 1day per WP recovered).

Once per WP a character may seek the assistance from someone that is a skilled physician. The doctor makes an SD(-3 per WP the patient is suffering), if the roll succeeds the character adds the doctor's Physician SB divided by 5 to their Willpower Score for the purposes of determining the healing time for the wound. A character only get's one chance at treatment per wound point for this bonus per WP. If a character attempts to be a doctor for wounds they are suffering they suffer both the standard Action Penalty and the roll specific penalty for their WP.

Meditation and magic also provide characters with ways to recover from injuries, often at miraculous rates.

Example of Combat

The combat example given here uses the character Jagenvorl and Zynella from the Character Creation Chapter. The GM Wanda pits them against a street tough from the Ready-Made Characters Chapter and two of his bullyboys sans Luck Score and Fate Points like all NPCs.

The bullyboys have a score of 10 in Strength, Reflexes, Body, Intelligence, Willpower, and Presence. They have no skills, but receive the +2 bonus from the Melee Weapon Skill's innate status. They are armed with knives that have Damage Bonus of +2 and deal lethal damage.

Wanda (GM): As you slip off the main street and down the low traffic alleys your suspicions are confirmed. One of Gregor's thugs from the merchant guild's meeting is following you at a distance.
Jim (as Jagenvorl): "I think we should find a darker alley near the river and chat with these thugs." I draw my battle axe, ready my kite shield, and look back at them.
Marla (as Zynella): "I wasn't planning on feeding fish this evening, but who knows what pleases my lord Olangast? Lead the way."
GM: As you turn down the alley you look back and see a thug readying his club as his companions draw their knives.
Jim: I wait a few yards past the alley entrance for them.
Marla: I stand just a little ways behind Jagenvorl on his left.
GM: Good, roll your initiative.

COMBAT ROUND 1

Jim: Uggh, I rolled a three with my +8 from the skill I got an 11.
Marla: I rolled a seven, with my +4 bonus using for the innate skill I got an 11.
GM: Okay, roll a tiebreaker while I roll for the thugs' initiatives.
Jim: I got a 22 total.
Marla: I got a 10. Looks like you'll go first.
GM: Nope, one of the thugs goes first.
Marla rolled a 17 for the first bullyboy, a 13 for the second bullyboy, and a 10 for the street tough. The initiative order for the round is as follows.

1st Bullyboy 1
2nd Bullyboy 2
3rd Jagenvorl
4th Zynella
5th Street Tough

GM: One of the thugs charges Jagenvorl with a raised knife and swings.
Jim: I counter attack with my axe.

The thug spends 1 Action Point on the movement and 2 Action Points on the attack and entry into Close Combat Mode. Marla rolls a 14 and adds the thug's innate +2 Melee Weapons skill bonus for a final result of 16 on the attack.

Jagenvorl spends 2 Action Points entering into Close Combat Mode with his counter attack. He rolls a 6 adding +1 for his Reach Score advantage with the axe and a +20 for his Melee Weapon skill. He gets a final result of 27.

Marla subtracts the thug's result from Jagenvorl's and gets a base damage of 11. Then she adds his Damage Bonus of 12 when wielding the axe one handed. The final damage result of the attack since the thug has no armor is a whopping 23.

Marla rolls the thug's Condition Resist and scores a -10 (The thug's Body Score 10 made rolls penalty a -13 when added with the -23 for 23 Injury Points and Marla rolled a 3). The thug is dead.
GM: Your axe cleaves the thug's skull splattering the cobblestones with blood and brain. The momentum of his charge sends his body flopping past the both of you. The second knife-wielding ruffian dives in for a stab.
Jim: Jagenvorl counter attacks with his axe.

As with the previous bullyboy, this one spends 1 Action Point for moving into combat and 2 Action Points on the attack, plus entry into Close Combat Mode. Marla rolls a

9 and adds the bullyboy's +2 innate Melee Weapons skill bonus for a final result of 11 on the attack.

Jim rolls 16, his final result is 37 with his +20 bonus for Melee Weapons and +1 for superior reach score. He also notes this is his second engage. His +10 Tactics skill grants him 2 additional engages after the first without a -3 penalty for attack, counter attack, or engage rolls. He gets one more penalty free engagement after this.

The bullyboy receives a base damage of 26 based on the result of the opposed Melee Weapon skill roll. After applying Jagenvorl's damage bonus of 12 the final damage is 38 points.

The bullyboy has a -28 penalty on his Condition resist roll. Marla rolls a 19 for a final result of -9. This bullyboy dies too.

GM: Your axe separates this fool from his head. Jim, it is now Jagenvorl's turn.

Jim: I close and attack the thug with a club.

GM: The thug counter attacks.

Jagenvorl's move up for the attack costs his 1 remaining Action Point.

Jim's initial attack roll has final result of 30 once he adds his +20 Melee Weapon skill bonus (no +1 for reach since both the battle axe and club have equal Reach Scores). He has no penalty for this his third engage due to his Tactics skill, but future engages will start causing a cumulative -3 each for attack, counter attack, and evade rolls made on during them.

After the thug's +20 Melee Weapons bonus is applied Wanda's initial roll has a final result of 55 (no modifier is applied for weapon Reach Score since both combatants have matching weapon lengths).

Now Jim has Jagenvorl spend a Fate Point for a reroll. He scores a 27. He spends another point and scores 22. Then another and scores a 30, again. He decides he'll roll one more time and scores a 38. After spending the four Fate Points he now has 1 Fate Point point remaining.

The base damage is 17, but after adding the street tough's +4 damage bonus and subtracting Jagenvorl's Armor Rating of 13 the Final Damage is 8 points.

Jagenvorl subtracts 8 from his Body Score for the injury points just suffered and determines he has +2 bonus on his Condition Resist Roll. He rolls and scores a 12. He checks the stun damage column on the Condition Resist Roll Effect Chart. It shows that he suffers no negative effects as a result of the landed counter attack other than the Injury Points.

GM: Marla, it is Zynella's turn.

Marla: Zynella request the Chaos Sphere boon and if it is granted launches it at the thug with a club.

Zynella spends 2 Action Points requesting the boon and if successful her thrown weapon attack with the granted Chaos Sphere will cost 1 Action Point.

Marla rolls Zynella's Prayer skill and scores a final result of 26. So a sphere of multi-colored lights and random colors appears in her hand.

Now Marla rolls her Thrown Weapon skill and launches the sphere into the melee between Jagenvorl and the street tough. She suffers a -3 penalty since Jagenvorl is along the shot's flight path towards toward the street tough. She suffers no range penalty since her target is well within her first range increment. Her final result is 21.

Wanda gets a final result of 26 on the street tough's Melee Weapons roll to evade even with the -3 penalty for this being his second engagement of the round.

Jim must now see if the sphere hits Jagenvorl instead. He rolls his Melee Weapon skill with a -3 penalty applied since this is his fourth engagement and exceeds his three penalty free engagements limit based on his Tactics skill. He rolls a 25, this indicates he also dodges the Chaos Sphere. Jim counts his blessings since he needed a 24 or better since the -3 penalty on Marla's attack was removed since no other potential targets were intervening.

The Chaos Sphere lands harmlessly on the ground behind the combatants and flickers out of existence.

GM: The thug raises his club and attacks Jagenvorl again.

Jim: I counter attack with my axe.

Wanda rolls final result of 29 for the street tough's Melee Weapons skill (after applying a -6 penalty since this is his third engagement of the round).

Jim rolls a final result of 31(after applying a -6 penalty since this is his fifth engagement of the round and he is two engages beyond the three penalty free engages granted by his Tactics skill).

The successful counter attacks base damage is 2, but once Jagenvorl's damage bonus of 12 is applied and the street tough's armor rating of 4 then the Final Damage is 10.

Marla rolls a 3 on the thug's Condition Resist roll (+0 modifier since the 10 Injury Points are subtracted from the street tough's Body Score of 10). She checks this result on the Lethal Damage column of the Condition Resist Roll Effect Chart and finds that the street tough suffered 4 Wound Points and is knocked Unconscious.

GM: You swing your axe around clumsily and bash the flat of it into the thug's face. You hear a snap as his nose breaks and he falls down like felled tree.

Marla: "Don't kill that one yet Jag. He may have answers about what that git Gregor's beef is with us."

Jim: "Aye, but these other fools are fish food. We have work Zynella, before this man sees light again."

COMBAT OVER



The Gamemaster's Chapter touches on a number of points. The opener is a discussion the duties of a Gamemaster (GM). The mid chapter covers a description some guidelines on awarding Experience Points (EP) to players at the end of Chapters and at the ends of the Stories the PC are involved in. The rest is dedicated to rules that a GM may use to resolve systems that affect the player characters (PC), but are not controlled by them.

GAMEMASTER'S TASKS

A Gamemaster's (GM) job is complicated, but rewarding one. The GM is a storyteller, adlib actor, and referee for the other players. The job entails responsibility for all None-Player Characters (NPCs) the Player Characters (PCs) encounter and the environs they explore. The GM also rewards the players for role-playing their characters. It is fun and is an art form.

The art of GMing is the substance of this section, along with the opportunities and challenges that *The Blade and the Will* provides for it. A GM is first and foremost an entertainer. In the context of a role-playing game he or she provides hooks that give players a chance to invest themselves in a story. In a game of *The Blade and the Will* these stories will include daring adventures at sword point, in far away or not so far away worlds filled with alien sorcery.

Once the players have acted upon the hooks (even ignoring them is acting) the GM responds with more hooks. In *The Blade and the Will*, this process begins even as character creation is done. The GM has offered a chance for players to explore an imaginary world with "heroic" personas. When a player creates a character they are biting the hook. The players list their character's archetypical motivations for their new personas and outfit them with skills that interested them. The GM is now responsible for making plot hooks for the stated archetypes of the PCs and challenges for their skill sets. All the players give and take in the process that is role-playing. The GM is just another player at the end of the day.

The GM is the final arbitrator in a game of *The Blade & the Will* and thus has unique issues, the following section will address these. This section starts with a few "rules" of gamemastering and then with some broader advice on the related processes.

1st Rule of Gamemastering

The GM's word is final on the game. He or she decides how any issues are resolved in the game via the rules you have chosen for the group's story creation. This rule exists so that a story can be kept moving. Debate is fine, but players should wait until after a session is completed for arguments on rulings or mechanics.

2nd Rule of Gamemastering

The GM should know the basic rules of the game they run. It is not necessary for the GM to memorize the entire rule set, but he or she should be able to find passages on obscure rules if necessary. This knowledge gives a GM consistency in their rulings, which is an important element of good GMing.

3rd Rule of Gamemastering

Play fair, a GM has ultimate authority, but that's no excuse to stomp the players. A GMs creative license allows them to have literally anything happen, so destroying or abusing the other players' characters requires no talent. The challenge a GM faces is making responsive stories that challenge and interest the players. The possibility of character death is one of the sources of tension in role-playing, but it should only exist in the stories when it adds excitement or gravity to the events at hand.

Getting Started

Before you can run a game of *The Blade and the Will* you'll need players and a setting. A GM can find players in a variety of ways. The easiest is often the recruitment of friends with similar interests in fantasy literature and role-playing, but posting flyers at local hobby stores or utilizing players wanted sections of Internet forums can also work. The process is made simpler, because GMs are typically in shorter supply than players.

A notice for players wanted should include a run down of when you are looking to play, what game system you're running (hopefully *The Blade and the Will*, but if not well the advice is still sound), and which setting the game will utilize. If free material is available online for you game Internet addresses for that material is also a handy addition. A summary of what kind of stories you want the characters in the game involved in is also helpful. If you are encouraging character creation prior to meeting the people, include any restrictions or parameters you want followed on the flier/forum post. Lastly, contact information for yourself, an email address or phone number along with a notes on polite calling times. Use common sense with how much information you leave in the flyer though, first name only is fine and don't go handing out your address to strangers.

Once you get in contact with some interested parties arrange to meet them at a neutral location and discuss the game. Role-playing hobby stores or coffee houses are good spots for this. If everyone agrees they are interested and are comfortable with each other at the meet, then set a date for a session. These initial meets may also be used for getting character creation out of the way.

Getting a group of players together can take a little effort, but if at first you don't succeed just keep trying.

A Setting

A setting is the world or worlds that a game of *The Blade and the Will* takes place in. Many GMs enjoy creating their own worlds from scratch based on their favorite fantasy genre elements, but other options exist.

Numerous publishers provide written settings for fantasy role-playing in. It is also possible to adapt your favorite author's worlds from books into playable settings, although this can be tricky. Worlds based on novels are often little more than playthings for the characters portrayed in them, which can make twisting the setting for role-playing (where players will use it as their plaything) tough.

If you decide that you're going to produce your own setting remember that it does not need to be a complete world with every detail fleshed out. The only parts that need be detailed are the ones the players will actively use; the rest can be painted in broad literary strokes. If the game is about characters' misadventures in the criminal underground of a major city then that city is all that needs your direct attention. If the players will explore major wildernesses then detail what the may find in them.

Beyond the basic write-up of what is present, who is present, and where it all stands the other item players will need to know about a setting is what kind of characters they are allowed to make. Remember that the races provided in the character creation chapter are not "universal". A GM decides which races of sentient beings exist on any given world. He or she also decides the starting level of your game in terms of the creation points available for character creation. Numerous literary fantasy worlds exist sans elves, dwarves, and dragons.

Introducing Players to the Setting

Players will want some knowledge of a setting they are going to play in. Literature on the races available in your game, the gods they worship (including the deity archetype associated), and a basic nature kingdoms in the area are vital starter props. A map of the region, even a very sketchy one can also help players get a feel for the imaginary space their characters will inhabit in the stories to come. You may also

have a summary of major conflicts that exist within the setting and the forces associated with them. If they players are expected to play servants of one side or another spelling it out in the initial pitch is a good idea.

How Many Players?

A GM should ponder how many players they want in their games. Each additional player will extend the amount of time it takes to resolve scenes within his or her game (combats being an excellent example of this principle). Each additional player also adds a layer of complexity that the GM must pay attention to in terms of personality mechanics. *The Blade and the Will* is ideally suited for groups of 2 to 5 players beyond the GM if all the system's personality mechanics are utilized. Larger groups will be difficult for a GM to manage in a time effective fashion.

The number of players also dictates the physical space a game will require. A role-playing game should be held in a space where all the players may be seated comfortably for the duration of the game and have all the associated props at hand (character sheets, dice, books, etc).

A Good Discussion for Starters

When a role-playing group forms the players and GM should sit down and discuss what the boundaries of the game will be in addition to what its theme is. Role-playing is an escapist hobby and can delve into all sorts of territory some of it potentially very uncomfortable for people. It is healthy for a group to agree ahead of time that certain in character behaviors are unacceptable. Things like the murder of children, wanton descriptions of torture, and player versus player dice manipulations. Some GMs and players just do not want to spend time in game listening to someone role-play their sex or torture fantasies. Many groups agree that while characters may have lovers or commit heinous acts said acts can be "faded to black". A fade being a device whereby it is agreed the player's character did something, but no time is spent describing the scene. Example, Josh's character Darion successfully seduces a noblewoman and she agrees to go upstairs with him. The GM lets Josh know he succeeded and the go upstairs and the scene is a fade. What Darion does with the seduced woman is not discussed at the gaming table and the other events of the story move on. Such acts may also simply be forbidden as story elements.

The idea of player versus player conflict is also an important one to get out of the way. Role-playing is typically a non-competitive hobby and if one of the players does things like have his or her character cast Domination spells or steal from other player characters it can cause all sorts of problems. This sort of power tripping is generally not in the spirit of role-playing as a team effort. Some players enjoy games where a bit of player versus player backstabbing goes on, but many do not. A group should discuss how they feel about this conduct in their game.

Other topics to consider are strong phobias players may have or issues on less obvious topics. If even talking about snakes makes a player have nightmares than his or her GM is well advised not to make stories where snakes do very bad things to that person's character.

A group should adhere to the boundaries the set in the pregame conversations. Players that demonstrate that they can't adhere to a group's agreed style of play once a game has begun should generally be asked to leave it. Remember there is no right answer to what a group's boundaries are other than what allows all the associated members to have fun comfortably.

The Game's Tone

A role-playing game like a story will have a tone. A GM using *The Blade and the Will* can create games with a variety of tones, although the game is better suited for some than others by nature of what it is. Since the game covers swords and sorcery style fantasy the following are some common tones of storytelling for it. Each tone has associated storytelling tropes listed with it below.

Splatter fantasy, for the characters everyday is an excuse to kick ass. Why is everyday an excuse for butt kicking? Because the world is overrun with vile forces that need some serious attitude adjustment at sword point. The violence in this tone of game is light hearted and directed at a clearly alien evil that has laid siege to the forces of the character's civilization. Will someone, anyone stop this human on goblin war? Nope.

Dark fantasy will place the characters in a perpetually tragic world. Victories are short lived and loves are doomed. The worlds these stories are told in are also often cursed by a standing blight or an approaching doom. The players' characters in a game with this tone may expect confrontations with personal and alien horrors. Violence usually won't help characters in a "dark" fantasy game escape the horrors of their world, although it may highlight it as means for survival. In short angst, doom, and monsters.

In high adventure toned games players are heroes. The world needs heroes and makes them rich and famous. The players see shining ruins and fantastic creatures (and in the event the beasts are evil, kill them). These games worry less over the smaller details of character's existence and let them live large.

Low fantasy, the characters adventure, because that's what they do. It may not get them rich, but they'll see some crazy things out on the road and have plenty of money slip through their fingers. The players live in the shadow of the larger powers of societies and history, but inevitably get

mixed up as pawns in those forces' plays for power.

Other tones exist, but these are probably the ones best suited to the game. A GM controls the tone of their game based on how he or she has their setting react when players act within it. When you prepare story hooks and react to players' actions always think about how what you are doing will affect the tone of the game. A tone can shift over the course of the game, but a consistent tone is important when running the game, because it will inform how the players interact with it.

The Game's Scope

A GM should consider the scope of the stories they want to tell. A role-playing game's scope is a measure of how much of the world gets touched by the players' actions. Are the PCs saving farmer Brown's daughter, the whole of humanity, or some spot in between? Any spot an the spectrum can provide fun stories, but once players in your game are involved with a story where they save the world and everybody knows they did, then asking them to partake of a story where the rescue a farmer's daughter afterwards will not have much of a draw.

Small scope games have an advantage in that it is easier for a GM to provide tension and viable hooks. A classic GM trick around scope is involving PCs in stories that give their characters an effect on a massive scale, but the general populace no actual knowledge of what the players did.

Role-Playing Style

A GM can have a great deal of influence over the role-playing style of their group. What is a role-playing style? A role-playing style is how the players act out their character's actions. Do the players describe their character's speeches or speak as their character? When the players' characters go the bar do they ask what the rumors are or do they talk with the patrons for them? The author of *The Blade and the Will* has a preference towards the latter style where people spend as much time speaking as their characters as opposed to describing their speeches. This preference exists, because it plays up the theatrical elements of the game.

So how does one bend a game towards this style? Simple, the GM tells the players that they are to speak as their characters. Likewise the GM speaks as his or her characters when ever possible.

It is however important to remember players should not be expected to role-play everything. If a character has social skills listed that they cannot simulate or are uncomfortable simulating then roll the skills and describe the outcome (role-playing as much of the roll's aftermath as possible). A GM should remember that all those skills and numbers exist to demonstrate capacities that a player may not personally have, but their character does. Still, role-play as much of it as possible and never knock people for falling back on character's skills or be afraid to ask for skill rolls if players are trying to role-play social interactions beyond the abilities listed on their character's sheet.

If your player is one of those lucky bastards that is smooth as all hell in life and created a character with no social skills, but tries to play it smooth with their personality in game with no character skills to back it up, remind them that role-playing is in no small part making the numbers on the sheet come alive and the player's numbers indicate that they are socially inept.

The author's hypothesis for using the "speak as your character style" is simply that it gives better immersion in the story at hand. That said, it is only a hypothesis and if some other style proves fun for you then, do the right thing, have fun.

Making Stories

A story is about a character or characters. Over the course of a story something happens that changes the participants. In *The Blade and the Will* the players' characters are the primary feature of the story. These PCs may be heroes or anti-heroes, but the ultimately are the center of the game. The game defines the basic form the characters will take. They are blade wielding citizens of dangerous worlds filled with magic, but once the setting's basic assumptions of what kind of characters fill it have been met the characters are king.

What does this central status mean for GM telling stories for them? First off, a good GM is flexible. While writing epic plots is good, the players should have choices about their characters involvement in them.

A common mistake for novice GMs is to write a singular epic that the players are expected to pursue. This approach's danger is that if players don't pursue the plot all the GM's hard work is wasted. If the players jump off the rails the GM has created and the GM doesn't have other options available then a game will not go anywhere. More so if the GM struggles with the players to place them back on the tracks he or she laid down.

A better approach when GMing is to prepare a few hooks for players and a fistful of non-player characters do go with them. The simplest story hook is the concept of profit, which may be presented directly in various job offers for characters. Money is the basic motivator in much of role-playing, although in some campaigns less tangible things like honor or power (if the characters play potent characters with tons of money already) can also be profitable. Any hooks a GM creates should have a NPC or three attached to them.

Examples of basic hooks include; an offer from the sheriff to pay one thousand silvers to the individual that can find out who stabbed farmer Jenkins, a one hundred silvers per head bounty offered by the manager of a mining guild for

bandits raiding a prospecting camp, or an offer from a bandit chief that characters will get a share in the spoils if they turn on the merchant caravan they are guarding.

The NPC attached to a hook is very important. The offer the NPC makes to players implies that like the PCs the NPC has goals and anyone that has goals will inevitably have potential rivals. A good method for a GM when creating initial hooks is to create a relationship tree between the various NPCs behind the hooks initially available to the players.

Example, if the hooks driving NPCs are the sheriff, the mine manager, and the bandit chief (also by implication a merchant caravan owner that is hiring guards) then a GM should think how are they related? Perhaps the mine manager hired the assassin that killed an opposing prospector. The merchant is delivering a letter on the success of the murder back to the company headquarters. The bandit chief is trying to recruit a big enough gang to pillage the sheriff's town and avenge the recent execution of his younger brother. As these NPCs act on their goals with or without the PCs the action can provide new hooks or at the very least scenery for the players as they act on the hook they chose to pursue. If the players choose to work with the mines manager will they be mistaken for the assassins when the sheriff's investigators dig deeper? If it will make the game more interesting then yes the investigators will they are killers and this new hook will be more advanced than pure profitability. When you create a batch of NPCs with rivaling relationships the most important thing for a story is potential in roads for the PCs into the mess.

Advanced hooks are the man that walks into a room and points a crossbow at the players. They are problems that find the characters as a result their other actions and demand a resolution. A hook that immediately places a character on the spot are great, because rather than asking the characters to sally fourth and see if adventure finds them, the adventure lands in their lap. If the player's characters fail at making an immediate response they will lose their imaginary freedom or their lives.

At the end of a role-playing session, the story that gets told is what the players did with the hooks provided and how you had the NPCs react when the players pursued a hook. The GM as a storyteller both relates the ongoing dramas between PCs and the NPCs, as well as the broader stories of the figures around the PCs. At the story's end the players may be richer, have more friends, more enemies, or just survived a challenging circumstance, but something will have changed for them.

Preparation and Improvisation

A question you may be asking yourself is how do I prepare for a game where I let the players pick what hooks interest them? If I make a map of a big underground complex, but they decide they don't like the hook that leads them there then I've wasted my time, haven't I? The answer is a resounding no. Provided you thought about ways that multiple hooks may lead into prepared area or if you can accept that what you toiled making may not get used today it can always feature in a later story. In fact, while a GM must improvise stories in response to players' choices, this is made easier by having prepared things ahead of time. A GM that sits down and fleshes out their settings with maps, NPCs, and other details will almost always improvise a more consistent and believable story for their players. Even material that does not make it into a story may help solidify a GM's understanding of the world he or she have created.

The Players' Share in Stories

A player expects that he or she will get a chance to contribute within stories and a GM has a responsibility to make sure that they get a chance to. When a GM fails at making openings for players continuously, he or she may not have those players much longer.

So, how does a player get a share in the story? The simple answer is by using what is on their character sheet. A player that took heap of combat skills so they can kick ass and take names should get some combat action, a player with infiltration skills should have scenes where those skills are key, and a player with a variety of social skills should get chances to play the face with the NPCs. Beyond simple skills the goals that characters pursue and the personality archetypes they select also provide levers for a GM. Anytime a player gets a chance to display their character's nature and the associated reward that gives them then they have received a share in the game. Likewise, character flaws provide a GM a chance to give a character spotlight in scenes. While character flaws effects are negative the player would not have selected them if they didn't want it used against them.

In an ideal game all of the players will receive equal shares in the story, however ideals are often the enemy of reality. At some times one player's character will be the star of a given story and other player's characters will have supporting roles. This is okay provided the role of star cycles over progressive stories. If the star could not complete the story at hand in a desirable fashion without the aid of the other players then it is probably safe for the status to continue through the story. If the lead character hogs all the attention in a story then a GM should rectify the situation.

The last component of giving players story shares is learning each of their personal interest levels. Role-playing is an amazing hobby that represents a slightly different thing to each of its members. Some players want a chance to play at amateur theatre, some want pursue stories given them, some want to make stories, and some just come to hang out with the others in a group. A GM should always be thinking about

what the various players he or she is performing for actually want from the game and try and provide it. Example, asking a player leadership complex to take a backseat to a player that just wants to sit back and watch the fun is generally not a good idea.

Making Non-Player Characters

Role-playing draws people by creating an imaginary environment wear the interesting characters they make are mask they take on. A GM is the lucky devil that by virtue of their role as one of the players gets a pile of masks as opposed to the one (sometimes two or three) the other players get.

Non-player characters should be individuals and thought out at least half as much as the PCs. GM built characters may easily end up feeling like cardboard actors if effort does not go into their creation. If the NPCs are flat the story their involved in is liable to end up flat as well. When a GM sits down and writes up NPCs it is often a good idea meditate on people that interest or offend them in day to day life and why. Then the GM builds characters off those principles.

Good GMs should also avoid attachment with their creations or overuse. A good role-playing story has the PCs as stars. Powerful NPCs solving all the players' problems via dues ex machina, or overshadowing the players' actions will alienate players from the story. An important element of role-playing is the escapist freedom of action the GM while holding the reigns on the game is responsible for making sure that the players get a good fix.

Non-Player Characters' Roles

The basic roles of NPCs are friends, villains, fodder, and employers. A good role-playing story requires that a little from each category.

Players should have friends in the game, so that the world does not seem entirely adversarial (also helps keep the relationship with the GM friendly). Friends do favors for the characters, show up when the characters need them, and give the players someone they can trust as in game voices.

Villains provide opposition and a story cannot exist without one. Really good villains break the player characters' stuff and kill their friends. Players will be unmoved by a bandit that burns five villages they have slept in on their journeys, but if the bandit beats them unconscious takes all their loot you can bet they will want a piece of his hide. Players will also get riled up over the slaying of characters that have proved selflessly useful as assistants in their stories.

A GM tactic that should be used sparingly for creating a good villain is friends that betray them. A good GM will make sure the PCs have a laundry list of friends before this tactic gets used, because if he or she does not then the players will start treating everyone they encounter with the principle that they are a potential enemy. A little bit of GM VS Players mentality is okay for the game. If it is the central crux of the game tons of story possibilities will be lost, because the players have their fingers on the nuke launch button every time they meet a new NPC with good intentions. That said, players will really dislike an NPC that betrays them, especially if he or she takes their stuff and kills one of their other friends.

NPCs as fodder are bit characters. They are the individuals that serve the major NPCs in the story. They provide the players with faceless opposition and act as messengers. Whether or not they are competent depends on the tone of the game, but they are minor figures in a story.

Employers provide players with hooks in a story, without necessarily being friends or foes. They provide a reward for the player characters if they achieve a goal and can be figureheads for larger organizations in a setting.

Non-Player Characters' and Fate Pools

Non-player characters do not have Fate Pools. They are denied this benefit, because Fate Pools are intended as system for the players to mold the outcomes of the game and get out of bad rolls. A GM doesn't need Fate Points, since all he or she has to do is declare a new character arrives or event unfolds to change the odds for the NPCs and creatures against the players.

Why do the players get special treatment? The players in a role-playing campaign will inevitably have more ill luck and misery since trouble finds them each session and unlike the NPCs the PCs are not legion. When a bit non-player character dies he or she is a small part of the player's story, but if a player's character dies then that character's story is over. The trade-off players make for not being in control of the scenery their characters see, is star status in the stories.

A GM may have a sentient NPC request a miracle as per the Fate Point option. An NPC may do this once per session and only gets one shot.

Characters' Personality Traits, the GM, and the Story

Earlier in this chapter it is stated that two to five players is an ideal group size for a game of *The Blade and the Will*. This is largely due to the fact that the game's personality mechanics for characters require a GM not only have a knowledge of the system's mechanics, but of the individual players' characters. A GM should keep a list with all of the players' characters' various personality Archetypes, Character Flaws, Five Favored Acts, and Five Heresies. This is vital since much of the game's rewards and in some instance penalties stem from these elements of the players' characters. A good GM will familiarize them self with this material well

enough that he or she can riff off of it without even referencing it in most cases.

The various rewards of acting on an archetype are covered in Chapter 3 Personality Traits. The GM decides when these awards are granted, but player may make queries about as to whether or not an action they just took merits a reward. This also applies to the acquisition of Favor Points via the pursuit of a character's deity's favored acts.

As a rule if a player feels like they earned the award (Fate Point or Favor Point) in a scene a GM should grant it, unless the request is totally inappropriate due to a total lack of role-playing on the part of the player. If any effort was put fourth though, yes is the best answer.

Another thing for a GM to consider is making the inquiry process surrounding awards non-verbal. A common complaint about bonus point reward systems like Fate Points is that they break the immersion of role-playing when players break in on play with questions about point acquisitions. If there are constant pauses in the story where the GM and players stop for point reward discussion this can be a tangible issue. A simple solution exists and it has the advantage of keeping the players eyes on the GM and vice versa. Simple hand gestures are the tools for this solution.

If a player feels that he or she has role played their personality archetype and have met the stated standards for a Fate Point they raise their hand. If the GM agrees he or she gives thumbs up and if he or she disagrees then a thumb down is given.

Players running Crusader characters that feel they have achieved one of their deity's favored acts may raise their fist in the air above their head. Again if the GM agrees with the player he or she gives a thumb up and if her or she does not agree a thumb down is given. Also, a GM that feels a crusader character commits a heresy he may clap then point to the player whose character just offended their deity.

Example, Jenny's character Black Widow has the personality archetype of Truth Teller when. When she enters a manor, she meets a valet who asks, "What is your business here?"

Black Widow said, "I am here to kill the master of this house." Later when this brash act delivers the master into her hands and she slays him Jenny raises her hand and the GM gives the thumbs up. The initial rush of guards her telling the truth caused did complicate things, but the truth gave delivered the house's master into her hands.

The same techniques may be used for players to declare expenditures of Fate Points in most cases. If a player wants a reroll they can simply mime tossing a die for the GM and then pick up the die roll again. In the event that they want use Fate Points for purchasing a bonus on a roll they can make the tossing gesture then state the bonus they will purchase for the roll.

Example, Michael's character Ruhdgar has just had the spell Paralyze cast at him. Michael crosses his arms in front of him and says, "five." Then he rolls. The initial roll fails. He pantomimes rolling again and picks up the die then rolls again. The last roll succeeds. Michael marks off the Fate Point used for the +5 Resist Bonus and one for the additional roll.

Now, this non-verbal system only works if everyone is on board with it and it is important that a GM establishes that any debate on rewards or penalties handed out over the course of the game occurs after the session is complete (or before it begins). This requires the players trust the GM and vice versa.

Disadvantages and Character Flaws Players Took

If your players did not want the negative effects of Disadvantages or Character Flaws then they would not have made their character with them. The flaws force players to role-play around unique issues and it is a part of the game. A GM that enforces Character Flaw and Disadvantage effects is just giving the players what they wanted.

Granted, a good GM applies them only when genuinely applicable, but bending the story once per session so that at least one of each character's weaknesses must get worked around is not unkind. If a GM twists every scene so that the players are crippled by each and every one of their liabilities then that is unkind.

Making the Game Challenging

While role-playing games are non-competitive hobby a good GM makes challenging stories (well, a majority of role-playing games). Why does a good GM do this? A story's protagonist overcomes problems and if a character finds something a problem then it is a challenge. A challenge provides tension and tension is what keeps generally keeps players interested.

The most basic challenge is the field of combat and in the genre of fantasy it is one most players will find themselves on semi-regularly. In *The Blade and the Will* balancing combats is fairly straightforward. If a character faces an opponent with a combat skill bonus equal to his or her own the fight will usually be a challenge. If they face two opponents with SBs five less than their own the fight will be a challenge. If they face three opponents with SBs ten less than their own the fight will be a challenge. In the event that they meet an opponent that exceeds their SB by 5 they'll be fighting for dear life and if the opponent's combat SB exceeds the PCs by ten or more then they will get their ass handed to them if they are alone. Granted, GMs balancing combats will have to consider other variables like the damage output on hits and the armor of the defender. If a defender's armor makes it so that an attacker must succeed by more than 1 success point to

deliver a single injury point, treat their effective SB as being raised by the number of additional success point required to deal single point of damage (i.e. if the attacker needs 5 success points to deal a single injury to an opponent, then that opponents is effectively +5 SB for purposes of difficulty comparisons).

Also remember that depending on the tone of you have decided on for you game it may not even be desirable that combats present a challenge, unless the players face of against major villains. In a splatter fantasy toned game hoards of +2 unskilled Melee Weapons opponents with empty Fate Pools sent out by an evil sorcerer to "crush" the PCs may simply be window dressing for the story. In darker toned or high fantasy style games it makes more since to have each trained warrior the players meet present a potential challenge as described above.

More complicated challenges include social, magical, and environmental issues. Classic challenges like a group of squabbling towns the players must unite if a fast approaching army is going to be resisted. The element a GM should never forget when making stories is time. Time limits are an excellent pressure for action, especially combined with consequences either directly for the players' characters or indirectly via major changes in the setting around them for the worse. A leisurely quest for the seal of Dagmar is very different than, a quest were it must get recovered from its burial sight within a week or the forces of the dimension Yarg-Ol-Odi will be unleashed massacring everything within the king's kingdom. A puzzle is just a puzzle, but deadline on completion is challenge.

How does a GM gauge the challenge they provide the players with? A good technique is to make the issues the players face something that they can solve with their skills with a rate of roughly 50% success. This will have them continuously debating the use of their story currency as represented by their Fate Pools. As events occur and their characters respond let them ponder whether they burn Fate Points to determine their own course in the story or hoard them for a rainy day. Fate Points allow players to ponder what is important for them within a story. Is it worth getting into this fight, how much of my fate will be tied up in surviving it? Should I leave that door locked and accept my failure at picking it? Can I allow this merchant to have anything other than the best impression of me?

If the players insist on having characters solve problems with fighting or delving into dangerous places, the pondering of Fate Points is complicated by their Death's been cheated score. Fate Points provide players a means of bypassing character's dooms. As they adventure and especially if they use violence as a first resort then character's dooms should loom ever closer as the game progresses. Whether this is a testament to the characters larger than life exploits or the fact that the world casts a shadow over all that strive for personal goals depends on the GMs chosen tones. Regardless of tone the march upward of the Death's Been Cheated Scores of characters is a challenge presented for the players.

Also, not everything in a story needs to be a challenge. The challenges in a story for the players should be highlights. When players design characters that are awesome combat machines, super charismatic faces, masters of arcane arts, and what have you, a GM should let them play those roles. The challenges present should fit individuals of the stature the players have crafted.

Scene Management

The Personality Traits chapter discusses how certain rewards of things like Archetype rewards may only occur once in any given scene per Archetype and the Spirited Attribute grants a character with it a Fate Point at the beginning of each new scene. The question GMs face is what is a scene? A scene is any singular event in the story; a fight is a scene, the exploration of a mansion is a scene, and talk with the merchant guilds local chapter head is a scene.

A scene changes when the players arrive in a new location (the journey between locals also being a possible scene) or the tenor of activity changes. If one moment the players are chatting with a noble and the next they are fighting with an assassin that jumped through a plate glass window then the scene has changed. Likewise, when the assassin lays butchered at the feet of the noble, it indicate yet another scene has commenced.

These sorts of distinctions can be important during exploratory portions of the game. If they players are searching an ancient ruined city or castle, the scene progresses until interrupted by a meeting with an NPC (possibly with the final result being a fresh corpse at the site) or the players make a long journey away from the site.

As a rule player to player role-playing never changes a scene, only encounters with NPCs or shifts in setting local may herald a new scene. An exception exists if your players are having a round of inter party combat, although if this is going on your game may have bigger problems approaching than how you handle scene changes (unless of course your group agreed that this was the kind of game your hosting).

A GM may verbally announce scene shifts or just indicate by other means like numbered scene marker cards. Scene change announcements may not even be necessary once players have good enough grasp of what triggers new scenes in the game.



GM Rolls & Fate Point Insurance

The GM makes numerous rolls for the players. There are times when revealing that one of these rolls is about to occur can ruin the suspense or surprise in a story. The problem is that players are allowed rerolls via Fate Points on all rolls. The solution is that players agree at the beginning of each session how many Fate Points the GM may spend for them on rerolls and bonuses for GM only mechanics involving the character.

The GM simply informs the player how many Fate Points got burned after the secret rolls result in either success or failure.

Example, Fred asks his players how many points they want their Fate Point Insurance to be at the start of their session. Tim states that he wants 1 for a reroll and 2 for bonuses on the roll for his character and Bill states that he just wants 2 rerolls.

GM Fiat

A GM may occasionally bend the rules in the name of a good story. A good GM avoids doing this often though. The first question over use of ignoring a systems rules raises is why are we using this system if the authority using it to dictate how our characters actions turn out in a story does not want it used? Ignored rules also give the impression that a GM is not fully engaged in the improvisation end of the role-playing experience. A GM like the other players should play the hands they are dealt.

The Blade and the Will provides the players the ability to mold stories via Fate Points. The trick for a GM is building a balanced structure around the hooks they provide for players and not getting overly attached to any given plot. A GM is at their best when they establish certain structures that stories may play out around and then stick them.

All this said, on rare occasions a little GM fiat is okay, but only if it saves an enjoyable story from being a complete wreck. If you do decide it is necessary, let the players know why you are doing it. If they spent any in game resource like Fate Points on the situation, return them. If the players state objections, then consider letting the situation stand as is instead.

Otherwise roll the dice and let everyone live with the results. GM Fiat is handled best when it doesn't change any of the dice results, but simply results in improbable events in the story. Sure, the player's blood sworn enemies knocked them all unconscious and had promised death, but why are the players regaining consciousness on the field of battle with those enemies gone? NPCs and monsters behaving in improbable ways is, better than telling your players "that dice roll didn't happen".

Storied Deaths

Death's cold hand is the primary provider of tension for stories in *The Blade and the Will*. The PCs are having adventures precisely, because the stories they are involved in contain imaginary actions that are risky. The character's stories should be filled with death defying action and excitement.

A GM should be creating stories where PCs can potentially die. However, it is important to make sure that player's characters only ever meet their deaths in dramatic ways, with a few exceptions covered below. If characters die let them go out in climactic fights or making heroic sacrifices. PC deaths that don't improve a story or highlight how dire the dangers were shouldn't happen in the first place. Remember though, epic stupidity is dramatic and players that have characters do intentionally idiotic things deserve dead characters.

When should a GM make an exception to the idea of storied deaths? When players are playing violent nut jobs that are little more than serial killers in fantasy drapes. If the players or a player makes their story about violently stomping civilization, then have civilization stomp back, at least if the players are disrupting each others fun. Otherwise a game of outlaws and lawmen with the players bucking the law can be great fun too.

Story Rewards

At the end of a successfully completed story the players are rewarded. A tangible mechanical reward for this is the granting of Experience Points covered at the end of this section. Loot in terms of cold hard silver, an occasional magical item, and other treasures is another possible if simplistic reward. In game terms both lend the players a sense of tangible advancement, which is part of the fun.

Other less obvious rewards can be given to characters; special titles, completed goals, the ears of powerful people, or membership in secret cabals can all reward players. Even simple survival can be a reward if the story was filled with enough danger and excitement for the characters.

A GM should remember that story rewards should serve the duel purpose of a hook for future stories. Loots great, it makes a man feel rich, but rich characters may find that the intrigues of powerful fellow citizens are at least as hazardous as bold trips into the unknown. Titles come with responsibility and secret cabals always have plans for their members.

Rewards should be granted with an eye towards the tone and scope of the game the GM wants to run and what the players have stated as goals. If GM and players game is about heroes forever seeking riches and getting parted with them, then make sure that the rewards don't muck up the agreed upon model. Likewise, if the players are running a game where they are rich and titled make sure the rewards have a

scope beyond just money.

Whatever rewards players receive make sure that the challenges that follow are something that they must engage directly with their characters. If you remember this nothing you give the players will "ruin" a game.

In the end a successful reward makes a player feel like something good was accomplished in the game and ideally this will give them an excuse for further gaming.

On Take Backs

The NPC roles section covers the idea of taking things from player character possession in game for more enthusiastic pursuits of villains. This section is a caution against the overuse of removing player rewards. As a rule do it sparingly and make sure that the players can get back what was lost either by virtue of it not being unique or striving against, then overcoming those that robbed them.

In rare instances that an some reward a GM gives a player imbalances the game so that other players cannot enjoy it, discuss this with the player and either make the objects removal dramatically satisfying or mutate the reward.

The GM and Magic

The Blade and the Will is a fantasy genre game and as such includes magic. Magic creates some of the larger challenges for GM's to improvise around and the spells provided for players use in this book include some with massive areas of effect. If you are novice GM and have only read over the spells some of them may seem horrifying in the hands of the players in terms of what they can do to a story. With this in mind this section is written so that you will at least have a hint at how this game's designer intended this sort of thing to be dealt with.

First remember that if a world is filled with "real" magic then the inhabitants will have taken precautions against it. A GM may safely assume that in any village, town, or city an Anti-magic Ward spell has been cast on some landmark or even a variety of landmarks in order to prevent a diabolical mage from hitting the community with a spell that has a radius of ten miles. Thus, when a player sets out to cast a massive spell, they should never just be contending with the basic Spellcasting difficulty modifier, but also with overcoming the most powerful Anti-magic ward within its area of effect.

Another spell the GM should remember is Dispel Magic, as its ability to undue spells and boons is universal; magically animated dead, massive storms, and magical items can all get destroyed by it. If a spell inconveniences a populace some enterprising magic user will come along and take pot shots at it.

A GM armed with these tools can provide logical difficulties for players throwing around earth shatteringly massive sorcery. Just remember that the players should get away with using the spells if they worked hard for it occasionally, but be prepared for the backlash the events big magic creates will put in motion.

The way players use magic in a game of *The Blade and the Will* can also be heavily influenced by how it is represented to them in the setting. If magic users are prosecuted then the players will show greater care with it when using it to avoid the hassles it creates in the story and if everyone in the world practically breathes magic once again the players will act on that too.

Players as Inspiration

As a GM's game progresses he or she should keep an ear on the players. If he or she hears them musing on what might be behind an element of the plot, then let them have created the correct answer or if they had multiple ideas then let one of them be correct.

Also ask your players what they want in the game, while also keeping in mind what you want from the game and as you develop new hooks for stories build them on a compromise that lets all of you enjoy the proceedings.

Problem Players

What is a problem player? Any player that unintentionally or intentionally behaves in a fashion that ruins the other players' fun. Problem players do things like bully another player, break the agreed upon game boundaries of the group, or take the game off topic so regularly that the gathering might as well be called lets discuss football, instead of role-playing night. A GM if lucky may never encounter a problem player, but if you do here is a little advice.

First, do not simply dismiss the player from your game, take a little time away from the game and talk with the player about the problem. The play might not know there is a problem. It's a good idea doing this away from the group so that the player does not feel needlessly shamed by the correction in front of the other players. There are instances when an immediate reprimand at the gaming table is called for, but they should be rare. If the player shows a willingness to work on the problem issue in future games and does when the game is on, then the problem is solved. If the problem behavior continues then the player should be asked to leave the gaming group.

So when are immediate reprimands a good idea? Only if a player is being abusive to one or more players. If the issue is deeper than scene stealing or poor etiquette, but involves personal attacks then stop the game and let the player know that the behavior is unacceptable. If necessary end the session and see if everyone is still comfortable playing

with one another. Role-playing as presented in this manual is a cooperative endeavor and the players must respect one another.

Play for Fun

Play for fun and GM thinking about how you can make your players have fun. If at any point the game loses its fun factor for you, stop playing it and do something that amuses you instead. No role-playing is better than no fun role-playing.

"Rob" the Library

For ideas, steal them mercilessly from books, movies, and other GMs. A GM is a storyteller and telling a good story requires seeing what goes into one. There is no substitute for an unquenchable appetite for stories. A familiarity with what people have done and by that token you can do with stories is essential for surviving the entertainment of group of players. A GM improvises a lot if they are any good and its easier if you've stolen a fist full of literary tools before you step in front of your players. Do not worry about whether or not you have read or watched enough stories before standing in front of your players, because you will never have read enough.

When you game strive for that feeling you get from your favorite authors stories and consider your session a success if a hint of that spirit hits the table.

Making Up New Rules and Game Balance

The question of what is a balanced game can be a prickly one. A balanced game is generally one where the challenges a player face are appropriate to the power they possess. A good GM will always be thinking of new things as additions for their games; new spells, magical items, or house rules.

This game's author is of the opinion that this is a great tendency and that if you use what is presented in this book as scaling guides then you should not ruin your game with these creative impulses and even if something ends up unbalanced you can just change it after discussing why you think it is broken with the other players. That said there are two things that will probably result in broken moments quicker than others.

First, spells that heal injury points. Since a magic user pays injury points for casting spells giving them a means of healing them can result in over powered sorcerers.

Second, object based or skill based modifiers to attack rolls. Attack bonuses do double duty enhancing damage as well as insuring a combatant hits. Most bonuses should get applied as Damage Bonuses when they are reusable.

Awarding Experience Points

At the end of each gaming session the player's characters are all rewarded with Experience Points (EP) if they survived. The points earned are based on the number of Fate Points they earned by adhering to their archetypes, a flat reward for participating in the game, and an hourly reward for the time that they shared with the GM.

The flat reward is ten EP, plus the player's character's Discipline Attribute Score. If a player shows up and participates their character receives ten EP along with the bonus EP they receive for the Discipline Attribute (even just rolling the dice when asked while not disrupting the game is participation, if that's how the player enjoys the game).

The hourly reward is one Experience Point per hour of real time play, rounding all fractions of an hour up. So if the players participate in an eight hour and fifteen minute game session their characters receive a 9 EP.

The Fate Points earned award is equal to the number of Fate Points awarded for fulfilling archetype roles, but with a maxim of five points earnable from points granted for any single archetype. Thus, the maximum award is 10 points if the character fulfilled each archetype's conditions five times over a session.

Example, Gina's character Drake received eight Fate Points over the course of the six hour session, but six of them where earned on a single archetype. So Drake receives seven EP for her Fate Points earned. Additionally, Drake gets twenty points for being present due Drake's Discipline Attribute Score of ten and the standard ten point award for being present. When the seven EP earned via Fate Point awards, the twenty points added for being present, and the six points for the length of the session are added Gina's character received thirty-three EP for the session.

GAMEMASTER SYSTEMS

The systems for *The Blade & the Will* discussed in this section provide rules for a number of activities and situations that players may be involved in. The rules tend to be applied by the GM and are included here, because they tend to be handled on the periphery of the actions PCs take. The PC may initiate an action, but the resolution of the side effects or issues created by the action are the job the GM.

DANGERS TO LIFE AND LIMB

The section below covers a variety of threats to a character's well being. The threats covered are those deemed to be par for the course for "adventurers".



Damage from Falling

A character that leaps from a height greater than five feet or makes an uncontrolled drop of any distance to the ground may be subjected to falling damage.

To determine if a leap or fall damages a character make a SD(-# = twice the feet fallen/leapt down) Acrobatics skill roll. The character suffers a number of points of Lethal damage equal to the FP scored on the skill roll. A character's AR is subtracted from the damage dealt by a fall.

If a character is unconscious or helpless when a fall is made a zero bonus SD (-# equal to twice distance in feet fallen) is used to determine the damage. Damage dealt is handled the same based on FP scored regardless of whether or not the falling character is conscious.

Fires

A character that comes into contact with a mundane fire or whose clothing has been lit by an attack (magical or mundane) that utilizes fire must resist burn damage.

The character that comes into contact with flame must make a SD(-# based on size of the fire) Reflexes resist roll, some magical effects may provide bonuses for this roll.

Fire Damage Resist Penalty Chart

Penalty	Size of Flame
-10	Candle or a hot pan.
-20	Torch
-30	Bonfire, clothes are on fire, or edge of house fire.
-40	Full immersion in raging inferno or brief contact with molten lave/metal.
-50	Full immersion in molten metal or lava.

The character suffers a number of points of Lethal damage equal to FP scored on the roll. A character's Armor Rating is subtracted from this damage, but the protection from armor worn is reduced by 1 point per round of contact after the first (i.e. a character wearing whose armor normally provided 10 points of AR would only provide 6 points of protection on their fifth round of contact with a fire). The protection Natural AR provides against fire damage does not reduce in this fashion. Success indicates the character resisted getting burned. The chart above shows the penalty to the Reflexes Resist roll based on the size of the fire.

Fire damage against objects is dealt with using the same process as with characters, but with the objects Structure Score used instead of the Reflexes attribute for resistance. An object is only set aflame by fire damage, if the Damage Points dealt are equal to twice the objects AR and suffers at least one Break Point. See the section breaking stuff in this chapter for more information on object statistics.

Once an object catches on fire it will burn and suffer additional fire damage each round as if it were fully immersed (although the damage it deals to others depends on the size of the fire the object is capable of creating). The object will continue to burn until it is either destroyed or makes a successful Condition Resist roll.

If a character's clothes catch on fire the fire burns until he or she either immerses their body in water or drop and roll. A character that drops and rolls must spend three Action Points. He or she then makes a SD Reflexes roll (this is not a resist roll). If the roll succeeds the fire is put out, if it fails the fire continues to burn.

Other characters may attempt to put out a burning character with blankets or by tossing water on them (either action costs 3 Action Points). If they use blankets to smother the flames the character lending assistance makes an SD(-10 if the burning character is standing up) Reflexes roll (again not a resist roll). If the their Reflex roll succeeds the burning character has had the fire on them put out. If water is thrown on the character the same SD Reflexes roll is made, but a +3 cumulative bonus is applied per gallon of water used to dowse the fire. In the event that a character lending assistance fails

Disease Chart			
Disease	**PP**	**Time Increment**	**Damage Type**
Common Cold	-20	6 hours	Stun
Corpse Rot	-30	1 day	Lethal
Pleasure's Price	-30	1 month	Stun
Red Death	-40	1 hour	Lethal
Slobbering Madness	-30	12 hours	Lethal

on their SD Reflexes roll the burning character is remains on fire.

Suffocation

If a character or creature leaves or is deprived of its typical medium for breathing it becomes subject to suffocation.

A character/creature may hold their breath for a number of rounds equal to his or her Body Score if they were aware they were entering an environment where breathing is impossible. Once the period when a character holds their breath elapses or the character enters the substance they cannot breathe suffocation begins.

A character that is suffocating takes 5 points Stun damage per round that he or she is unable to breath. The Stun damage continues until the character has gotten out of the substance or area that is preventing them from breathing or death occurs.

Diseases

An adventurer's life can be a dirty one. Sometimes disease hides behind the grit the adventurer slogs through. In game terms diseases are similar to poisons, but a few major differences do exist. The basic statistics and resolution processes for poisons and diseases are almost identical, with one major difference (see Equipment Chapter for rules on Poisons).

A disease has a Body resist penalty, time increment, damage type, and description. The damage a disease deals is determined by the FP scored on the SD (-Disease Potency Penalty (PP)). The total damage the disease will deal is equal to the FP scored on the Body Resist roll, but it is dealt 1 point at time at an increment given in its statistics (i.e. 1 point per hour, day, etc). The first point of damage is not suffered until one time increment has passed. A disease is considered to remain in the subject's system until all the damage has been dealt to the recipient. The victim of a disease must make a Condition Resist roll against each point of damage it deals. Each disease has a designated damage type.

The major difference between diseases and poison is that diseases do not get stronger based on multiple doses. A disease occurs due to infection either with a virus or bacteria, a character or creature is only affected by the initial contact with the affliction. After the disease is in his or her system all a character can do is wait for it to take its course unless they have some magical means of curing it.

The chart below gives statistics for a variety of diseases a character may suffer from; descriptions of the diseases are given after the chart. None of the diseases listed are intended to be accurate depictions of real maladies.

Disease Descriptions

Common Cold

This disease must be resisted by anyone who comes within a 10-yard radius of someone afflicted or into contact with unwashed equipment, clothes, or bedding of an afflicted individual within 6 months of the disease's end.

If an individual catches it, the coughing and congestion it causes gives the recipient a -3 Action Penalty for disease's duration.

A character is immune to further cases of the common cold for six months after its duration expires.

Corpse Rot

A character must resist this disease if he or she comes into physical contact with an afflicted individual or unwashed equipment, clothes, or bedding of that individual within 6 months of the disease's end.

The recipient of this diseases has their skin start to die and appear rotted in patches. A character permanently loses 1 point from their Presence Score per WP suffered as a result of Corpse rot. A character's score may not be reduced below zero, by this effect.

A character that successfully resists this disease or survives a case of it becomes immune to any further cases.

Pleasure's Price

This disease is spread via the exchange of bodily fluids.

Beyond the damage it deals to the unfortunate victim it has no other side effects.

Red Death

Anyone who comes within 10 yards of an afflicted individual or comes into contact with equipment, clothing, or bedding of that individual within 6 months of the affliction's end must resist this disease.

This dread disease makes the recipient's flesh look bruised and causes them to bleed from just about every orifice.

Anyone who resists or survives a case of Red Death

becomes immune to the disease.

Slobbering Madness

This disease is spread by bite. Anyone who suffers a WP from a bite attack of an individual afflicted with the disease or when eating raw meat from a creature infected with it.

After suffering the first point of damage from this disease the victim, goes nuts until the disease has run its course. He or she will attempt to bite anyone that attempts to touch them and may take the initiative to walk over and bite just about anyone in there presence while conscious. The bite attack is resolved as an Unarmed Combat engage and the attack is treated like a punch if the attacker does not normally have a Bite Attack as a Natural Weapon option. The GM decides whom the maddened character or creature will attempt to bite.

A character that survives or resists a case of this disease is rendered immune to it in the future.

Traps

The owners or protectors of valuables tend to be security conscious. One of the means utilized by these individuals is traps. Traps come in three basic flavors, simple, mechanical, and magical. Simple and mechanical traps are discussed here, while magical traps tend to be created via spells and are resolved via systems covered in the Spellcasting Chapter.

A trap has a few basic statistics regardless of whether it is a simple trap or a mechanical one. These are the Scan Penalty (ScP), Disarm Penalty (DiP), Potency Penalty (PP), and Damage Type of the trap.

The question of a trap being simple or mechanical determines whether a SD(-DiP) Reflex action roll or SD (-DiP) Disarm Trap skill roll is required to render the trap inoperable.

So how does a character end up setting off a trap? The answer usually involves a character either stumbling into it whilst passing through an area or an attempt to use a protected device. To stumble into a trap a character need only fail a GM rolled SD(-# = twice the ScP for the trap) Awareness skill roll when it enters his or her awareness range and walk into/over the activation mechanism. If the Awareness roll succeeds the GM may then make a SD(-ScP) Scan roll for the character. If the roll succeeds then the character spots the trap. Failure indicates the character remains oblivious.

If a PC suspects the presence of traps he or she make a standard Scan Action ,with a SD(-ScP) as listed above. If a character misses a trap in an area or built into an object on a requested attempt he or she will be unable to try and spot it again for twenty-four hours.

If a character has spotted a trap they may attempt to disarm the trap. For simple traps this only involves a successful SD(-DiP) Reflex action roll. Failure on the roll simply indicates that the character was unable to take the trap apart and may not attempt to do so again for 24 hours. Regardless of success or failure the attempt requires a number of minutes equal to the DiP penalty (i.e. a trap with a -5 DiP penalty takes 5 minutes to disarm.)



A character that wants to disarm a mechanical trap must make a SD(-DiP) Disarm Trap skill roll. A proper attempt requires a set of tinkering tools; if the attempt is made sans tools it suffers a -10 penalty. If the Disarm Trap skill roll is a success then the trap is disarmed. If it fails then the trap remains a threat and if the character scores 15 or more FP on the roll it goes off and hits the person attempting the disarm. A character that fails to disarm a mechanical trap may not attempt to disarm it again for 24 hours.

If a character triggers a trap due to a failure to observe its presence or a badly failed attempt to disarm it then they may become subject to damage from the trap. A character that triggers a trap must make a SD(-PP) Reflex resist roll. The trap's victim suffers a number of points of damage equal to the FP scored on the Reflex resist roll of the damage type given for the trap. An individual damaged by a trap may also be affected by special side effects based upon the trap's design. The damage dealt by traps is reduced by the AR of the victim.

The amount of time required to disarm a mechanical trap is ten minutes per point of DiP penalty the trap has (i.e. a mechanical trap with a DiP of -20 takes 200 minutes to attempt to disarm).

Condition Resist roll against each point of damage it deals. Each disease has a designated damage type.

Trap Descriptions

Trip Wire

When a character walks into a trip wire he or she is considered to suffer a knockdown if they suffer even one point of damage.

Trip wires often have bells attached to them to act as alarms.

Trap Chart

The Trap	Trap Type	ScP	DiP	PP	Damage Type
Trip Wire	Simple	-10	0	-15	Stun
Ankle Snare	Simple	-10	-5	-20	Special*
Open Pit Fall	Simple	-10	N/A	*	Special*
Lock Barb	Mechanical	-15	-10	-15	Stun
Bolt Shooter	Mechanical	-20	-10	-30	Lethal
Trap Door	Mechanical	-20	-15	*	Special*
Wall Spears	Mechanical	-15	-20	-40	Lethal

TRAP CHART KEY

*: See Trap description.

Ankle Snare

An ankle snare pulls tight around the victim's ankle if the step into its center and jerks them off the ground. This process does not deal damage and leaves the victim hanging upside down ten to twenty feet above the ground. The jerk and lift only occurs if the target fails the Reflex resist roll against the trap.

A character that cuts their leg loose of the rope or unties it may suffer falling damage if they do not find some means of dealing with their suspension.

Open Pit Fall

These traps cannot be disarmed, because they are large pits. A character that fails to spot one and walks into may suffer falling damage based on the depth of the pit. If the pit was built with spikes in it the PP is a cumulative -5 per spike in the bottom. Only one spike may effectively placed per square foot in the bottom of the pit.

The only way to "disarm" a pit is to fill it in or span it with a sturdy surface.

Lock Barb

When trigged this trap propels a needle out of a lock that is tampered with or has the wrong key inserted into it. The trap resets itself each time the lock is activated. These traps are often built with a small poison pouch that holds a dose of wound delivered poison. The dose is spent on the first person that the trap delivers a wound to, although the poison may go inert after a set period of time given in its description after the pouch is broken (see the Equipment Chapter). The poison pouch is broken the first time the trap is activated after its installation.

If a character disarms one of these traps with a full poison pouch that has not been broken he or she may remove the dose.

Bolt Shooter

This trap fires a crossbow bolt into the individual that triggers it. The trigger mechanism is often a pressure plate or built into a lock. Some of these traps are built with the ability to reload and others are single shot.

These traps can also be made with poison pouches that coat the bolt or bolts when fired at the victim.

Trap Door

This is a trap that simply hides a pit. If a character falls in they may be subjected to falling damage and if filled with spikes, resist damage as described for a standard pit trap.

Some of these traps are built to automatically reset and close imprisoning someone that drops into the pit.

If disarmed the trap door gets held rigid and may be walked over without falling in.

Wall Spears

When triggered via a pressure plate or some other mechanism designed to prevent tampering, this trap shoots four spears out of the wall into the victim. If the Condition Resist against any damage dealt by the trap results in a knock-down, unconsciousness, or death result the victim is pinned to the opposite wall and impaled on the spears.

A character that is impaled by this trap must make a SD(-10) Strength action roll to push the spears back enough to pull them self off. An impaled character may only attempt this action once per 10 minutes with the first attempt allowed on the round following traps arming.

If other people are present they may attempt a SD Strength action to push the spears back and remove the victim.

Some of these traps are designed to automatically reset after a period of time, and will cease to impale and pin a victim when they retract.

Starvation and Dehydration

If a character goes to long without food or water he or she may begin to suffer damage as a result. A character suffers 5IP of Lethal Damage for every 24 hours they go without food and 15IP of Lethal Damage for every 24 hours they go without water. A character cannot receive the Dead Result on his her Condition Resist against this sort of damage unless he or she has a number of IP equal to or greater than their Body attribute score. If the IP a character has are below that treat a Dead result on the Condition Resist as falling into a coma for the next 24 hours.

In addition WP suffered as result of starvation or dehydration damage is not subject to deterioration.

Attribute Damage

Character's attributes are not fixed and may be subjected to damage via magic or other effects.

A character is considered functional provided the damage to any given attribute does not reduce its score to zero. If an attribute is reduced to zero a character either lapses into a coma or dies. The only exceptions are the Sorcery, Discipline, Luck, and Spirited Attributes, which may be reduced to zero without any negative effect, other than the character's inability to use the associated beneifits.

Whether a character dies or goes into a coma depends on whether the reduction of the attribute to zero occurred due to an effect with a duration that will expire or is permanent. If the attribute is only temporarily reduced the character merely falls into a coma until the effect ends. In the event that the attribute has been reduced to zero by permanent damage the character dies. The most common example of permanent Attribute Damage in *The Blade & the Will* is the Sorcery Cost of some spells, although other effects may also permanently damage attributes.

It should be noted that an Attribute Score could not be reduced below zero.

If a character uses Fate Points to cheat Death when a character dies to due to permanent Attribute damage he or she must also expend 15 Experience Points (EP) to raise the attribute back to a score of one. If the character is unable to spend 15 EP he or she cannot cheat death. If another character attempts to resurrect a character that has died due to permanent Attribute damage the same 15 EP payment applies. If the dead character cannot make the payment to give the damaged Attribute a score of 1 he or she cannot by resurrected, unless some other outside force raises the Attribute Score to one or above.

HOW TO BREAK STUFF

This section is dedicated to the rules mechanics of breaking objects.

When a character tries to break something he or she simply states the intent to attack it and what they plan on attacking it with. The attack is made as an SD skill roll of the type appropriate for it and if made with a melee weapon or unarmed technique costs one Action point, unless the object is attached to someone.

If the object is attached to or held by someone that person may opt to evade or engage for a counter strike as if they were the subject of the attack. If the character attacking the object is successful damage is determined based on the outcome of the engagement with the defender, but dealt to the object instead of its wearer/wielder. The attacker does not receive the reduced Action Point cost Close Combat attacks when a defender actively plays keep away with the object.

If the attack succeeds the damage calculation for the attack is done in the same fashion as for an attack against a character or creature. Objects have an Armor Rating (AR) based on the substance they are made out, which reduces the damage dealt to the object. The final damage an attack deals to an object is translated into Stress Points (IP for objects).

When the final damage an object receives it is important to note that objects that are held do not receive the benefit of the wielder's AR. Objects only use their own inherit AR based on the material the are made of.

Each time an object receives Stress Points as result of an attack against it the object must make a Condition Resist roll. This is an SD (-Total Stress Points) Structure Score roll. All objects have a Structure Score that is analogous to a character or creature's Body score. It represents how tough the object is. The object Condition Resist Chart is given below, note that all damage dealt to objects is considered the same, Stun and Lethal damage to objects are both rolled on this chart.

An object that is damaged by an attack may suffer Break Points. These points are subtracted from the object's AR and also cause a -3 cumulative penalty to any Action Roll attempted with the object per Break Point. The penalty to actions with an object also applies to any attempt to repair it with the appropriate Craft skill.

If an object suffers the destroyed result the object is so thoroughly trashed that it is impossible to repair it.

The chart below gives the AR and Structure scores for a variety of objects. It is not intended to be all-inclusive, it simply provides examples that a GM may use to gauge the sturdiness of a wide variety of objects by means of comparison to those listed below.

Object Armor Rating & Structure Score Chart

Object	AR	Structure Score
Armor, Soft (Leather:Cloth: etc)	ARx2*	20
Armor, Solid (Metal Construction)	ARx2*	40
Chain	15	10
Clothing	0	10
Door or Gate, Metal	15	50
Door, Vault	40	100
Door, Wooden	6	15
Door, Wooden Reinforced	12	30
Glass Bottle or Clay Bottle	2	0
Rope	4	10
Solid Plank	6	5
Solid Metal 1x1x1 foot section	40	100
Solid Stone 1x1x1 foot section	30	50
Twig	0	0
Wall, Brick or Stone 6x6x1 foot section	15	100
Wall, Wooden 6x6x1 foot Section	12	50
Weapon, Melee	8	RSx5
Weapon, Missile or Thrown	8	20

OBJECT ARMOR RATING & STRUCTURE SCORE CHART KEY

*: Refers to the AR the armor provides its wearer.

Object Condition Resist Roll Effect Chart

Condition Roll FR	Damage Effect
10 or more.	No Effect
9 or less	+1 Break point
5 or less	+1 Break Point
1 or less	+1 Break point
-3 or less	+1 Break Point
-7 or less	+1 Break point
-11 or less	Destroyed

Note: All effects on the Condition Resist Chart are cumulative.

Repairing Objects

An object may be repaired by anyone with the appropriate craft skill and tools for the job. The character that will repair an object simply makes a SD (-3 cumulative penalty per Break Point the object has) Craft skill roll. If the roll succeeds then the object has been repaired and is returned to zero Break Points and zero Stress Points, a failed attempt results in the object making Condition Resist roll, although the Stress Points remain the same as before the attempt.

The time this requires may vary greatly, but a good rule is that each Break Point an object has takes an hour to repair with the proper tools. An attempt to repair object without the proper tools takes three hours per break point, the attempt also suffers a -10 penalty for the skill roll.

CRAFTS & QUALITY

The Equipment Chapter of this book ignores the question of variable quality goods. Equipment can vary in quality and provide characters with in game benefits or penalties based on it. There are five grades of quality an item may fall into poor, average, good, excellent, and masterpiece. The benefit or penalty an item provides depends on whether it is a weapon, a piece of armor, or general equipment. All statistics listed in the Equipment Chapter for items are given for Average quality goods.

A weapon receives a Damage Bonus (DB) bonus or penalty based on its quality. This modifier applies after the weapons base DB is calculated for a wielder, as with bonuses from Weapon Specializations and Slaughter skills.

Example, Darren wields an excellent quality shortsword, it grants a +2 DB. He ends up with a total DB of +5 (ST 15/5 = 3, 3+2 for the quality bonus equals 5).

Armor receives an Armor Rating modifier based on its quality. Example, masterpiece leather armor would have total AR of 5 thanks to its +3 AR bonus for quality. Shields are considered weapons do not have the AR increased based on quality, but do receive a DB bonus.

All other items that can be considered “tools” for various skills grant a modifier on skill rolls involving that skill (Weapons and armor provide no bonuses for skills related with them). Example a character with poor quality stirrups suffers a -1 penalty on any riding skill rolls she makes while using them. A character with an excellent quality spell book receive +2 bonus on Arcana skill rolls for memorizing the spell contained in the book.

Beyond the basic mechanical benefits of the quality of goods they also affect other factors like price, ease of manufacture, and ease of repair. The chart gives the mechanical bonus, cost multiplier for the objects base value, and the number of SP that creation or maintenance of an object of the given quality.

Object Quality Modifiers Chart

Quality Rating	Modifier	Cost Multiplier	Make/Maintain Crafts Skill SP Requirement
Poor	-1	.5	1-9 SP
Average	0	1	10-20 SP
Good	+1	2	21-30 SP
Excellent	+2	4	31-40 SP
Masterpiece	+3	8	41+ SP

Example of cost multiplier, a masterpiece two-handed sword costs 8000 silver.

Anytime a character makes an item the make an SD Crafts skill roll appropriate for the items manufacture. Doing this costs the craftsperson a number of silver equal to .2 percent of the object's standard value, if they already own the necessary tools (possibly including a workshop space). If the proper space is unavailable the SD roll suffers the standard -10 penalty for lack of tools. The SP scored on the craft skill roll determines the objects quality as per the Object Quality modifier chart. A failed SD crafts roll indicates the raw materials acquired for the project got wasted. Note; if a character has a Craft Specialization skill related with the item their SP scored is boosted accordingly if the skill roll succeeds.

Regardless of success or failure, a craft project may be assumed to require 12 hours per pound of the object made.

Example, Doctor Rued uses his Crafts Tailoring skill to manufacture some bandages. He has an SB of +10 and scores an FR of 19, normally he would have crafted a poor quality set of bandages, but he has the Craft Specialization Bandages skill at an SB of +10 (this provides a bonus of +2 SP). The specialization gives him a total of 11 SP on the skill roll and indicates he made some average quality bandages. The project cost him 2 silver pieces and took 36 hours of his free time. The doctor is pleased to have enough bandages on hand for 20 more WP of treatment for his perpetually battered comrades.

When repairing objects as described in the repair objects rules a character must score a number of SP equal to those required for the manufacture of the objects original quality rating or the object is considered to have been reduced to poor quality by the repair.

A repair cannot increase the quality of an object beyond that of the original.

Example, Hans repairs an average broadsword, but only scores 5 SP. The repair is a success, but the sword is now considered a poor quality broadsword. Had he scored 11 or more SP the sword would remain average quality.

TRAVEL

The stories PCs end up in often require them to make long journeys between two or more locations. This section provides some guidelines on how much time these trips require with various modes of transport. This section also discusses how a PC or group of PCs can end up lost so they can extend their "adventure".

The distance a character, animal, or vehicle may travel is represented given based upon six hours of movement. The chart below gives the standard rate per six hours for various modes of transport. The distances given on the chart may be affected by the terrain or weather the traveler crosses. The chart with the modifiers for these issues is given below the travel rate chart.

Traveling More Than Six Hours in a Day

It is possible to travel more than six hours in a day, but it taxes the bodies of the people and beasts that do it. For each six hours an individual or animal travels beyond the first they must make a SD Athletics skill roll with a cumulative -5 penalty per six hours traveled. This penalty is also cumulative with any double time penalties for the rate of travel and the double time penalty is also multiplied by the number of six-hour increments traveled by the character. A character that fails the SD (-accumulated penalties) Athletics skill roll suffers a number of Lethal IP equal to the FP on the skill roll. Armor does not protect against this damage.

Example, Daniel is a legionary on a forced double time march for twelve hours. At the end of the double time march he must make an SD (-25) Athletics skill roll. His FR is a 2, which gives him 8 FP. This results in 8 IP and a Condition Resist roll on the Lethal Damage column.

Travel Rates for Groups

If a group of individuals travel together the movement rate per six hours is determined by the slowest member or vehicle in the group.

The same rule applies to fleets of ships that travel

together.

Getting Lost

When an individual or group embarks on a trip it is assumed that they have an intended destination. The question of whether or not they reach that destination depends on their ability navigate. Most people can be expected to navigate established roads between well-known locations. The process requires more know how and occasionally maps when the location is unknown, the trip involves a jaunt through the wilderness, or sailing the open sea.

If the traveler is in civilized regions navigation is a simple matter. If the individual has made repeat visits to the local then he or she need only make the trip. Locations that a character has only visited once or twice may be reached without getting lost with a successful SD Willpower roll. If a character gets lost or does not know how to reach a location along established roads or in a city a simple SD Etiquette skill of the appropriate type for the questioned party roll can glean the information from a local. In the event that the location is more than 10 miles away the GM may make a secret SD (-1 cumulative per 10 miles away the location is) to see if the questioned party knows the place the character is headed to. It is up to the GM to have an NPC provide real or bogus information based on the knowledge or lack thereof.

A person or group that travels through the wilderness takes a bigger risk than those who stick to the established roads and regions of civilization. The character in charge of the groups heading must make a SD Navigation skill roll once every six hours.

This Navigation roll receives a -5 penalty if the character does not have a map of the region. Even with a map a character may still suffer a Navigation penalty based upon the quality of the map between a -1 to a -4. A character also receives a -5 penalty if he or she does not have a compass or the ability to look at the stars. Lastly, a character that attempts to Navigate in the wilderness must make an SD Survival skill roll of the appropriate type. Failure on the roll subjects the Navigation skill roll with another -5 penalty. All listed Navigation penalties are cumulative.

If a character's Navigation Skill roll succeeds they remain on course for that six-hour period. If it fails the character veers FP miles to the left (FR of roll is an odd number) or right (FR of roll is an even number) of the location aimed at.

A character finally reaches a location in the wilderness when the distance to the location is less than the distance the individual or group travels in a six-hour period and the SD Navigation roll succeeds.

Nautical Navigation is handled in a fashion almost identical to that of wilderness navigation; although a sextant and a compass are the required tools to prevent a -5 penalty for daylight navigation and sextant is still required for navigation via the stars. The Nautical Navigation skill is used for the SD roll to determine whether the ship or fleet remains on course and how much they veer if they do not remain on course.

Base Personal & Vehicular Travel Rate Per Six-Hour Period

Transport Mode**	Miles Per 6 Hour Watch
Walking on foot	1/2 Strength Score Miles
Double Time March*	= Strength Score Miles
Riding a Mount	5 + 1/2 Mount's Strength Score Miles
Double Time*	10 + Mount's Strength Score
Pulled Cart or Wagon	= 1/2 Average Strength Score of Animals Pulling Vehicle
Double Time Haul*	= Average Strength Score of Animals Pulling Vehicle.
Oar Manned Boat	= 1/2 Average Strength Score of full crew. If the oars are undermanned treat each missing crewman as 0 for the purposes of determining the average strength of the crew.
Double Time in Oar Manned Boat.*	= Average Strength Score of the full crew. If oars are undermanned treat each missing man as representing 0 for the determining the average Strength of the crew.
Sail Boats (Single Sail)	10-30 miles dependent on wind + rowed distance of crew.
Sail Boats (Multi Sailed)	30-50 miles dependent on the wind.

Base Personal & Vehicular Travel Rate Per Six-Hour Period Key

*: If a individual or individuals makes a double time journey he or she must make an SD (-10) Athletics skill roll at the end of the trip. The FP scored on the roll is the number of IP of Stun damage the individual suffers for the double time journey. Armor does not protect against this damage.

Ground based vehicles (wagons, carts, etc) suffer 5 Stress Points when pulled double time.

Rest On the Road

A character that rests out in the elements heals IP at the normal rate provided he or she has proper shelter and bed-

Personal, Terrain, & Weather Modifiers To Travel Distance	
Personal Condition	**Penalty to Distance Traveled Per Six Hours**
Character has an action penalty.	-# miles equal to Action Penalty
The Character is Scouting@	-3 miles
Terrain Condition	**Penalty/Bonus to Distance Traveled in Six Hours (#)**
Hills & Valleys	-5 miles
Mountainous (steep grades)	-10 miles
Muddy Ground	-5 miles
Road/Path: Well Traveled	+5 miles
Snow Covered Ground	-1 miles per foot of snow.
Wilderness	-10 or -5* miles
Weather Conditions**	**Penalty to Distance Traveled in Six Hours**
Fog	-5 miles
Heat in excess of 90 Degrees Fahrenheit	-5 miles
Heat in excess of 110 Degrees Fahrenheit	-10 miles
Rain, Light	-5 miles
Rain, Torrential	-10 miles
Snow, Light	-5 miles
Snow, Blizzard	-10 miles
Winds, Strong	-5 miles
Winds, Gale force	-10 miles

PERSONAL, TERRAIN, & WEATHER MODIFIERS TO TRAVEL DISTANCE KEY

#: A bold and determined individual will always be able to move at least one mile in six hours, if their movement period was reduced to zero or below by weather conditions this can be risky though. If a character insists on traveling in inclement weather he or she must make an SD (-points below zero the travel distance in miles was driven by the terrain and weather) Body resist roll. The FP is the number of points of Lethal IP the character suffers at the end of the six-hour trip for traveling in such foul conditions. Armor does not protect against this damage.

Ships caught in foul weather require the navigator on duty to make a SD (-cumulative weather penalty to movement) Sailing skill roll. If the roll fails the boat suffers FP Stress Points to the hull. The hull of small vessels is treated as a 6x6x1 wooden wall; larger vessels are treated as having a hull equivalent to a brick wall. Armor does not prevent this sort of Stress damage to the boat. If the Condition Resist roll for the boat's hull gives a destroyed result, the boat begins to sink.

*: A character with the appropriate wilderness survival skill may make an SD roll to reduce the penalty to a -5. Only one such survival skill roll may be made per six hours of travel.

**: Penalties for multiple varieties of terrain and inclement weather are cumulative.

@: See the Dramatic Action section later in this Chapter for rules on Scouting and Ambushes.

ding for the weather. If a character rests without proper bedding (i.e. a bedroll or blankets) or shelter for inclement weather (when it rains, snows, or is just plain cold) they have their IP recovery rate reduced to 1/2 Willpower Score for the night's rest. The recovery rate for WP is not affected by this reduction.

Sleeping in Armor

It person can sleep while suited up for battle in his or her armor, but not comfortably. A character that takes a night's rest in his or her armor receives a number of IP when he or she wakes up from a nights sleep equal to the AR of the armor worn. No Condition Resist is made against this damage; it simply counts towards the character's IP total.

Hot Climates & Armor

The bulk of armor may become a liability when the weather gets hot. This is reflected by the application of IP to individuals that insist on gearing up when temperatures exceed ninety degrees Fahrenheit.

A character that wears armor when the temperature exceeds ninety degrees suffers a number of IP equal to the AR of the body armor they are wearing at a rate of one IP per minute until the total IP suffered equals the armor's AR. The character does not make Condition Resist rolls against this damage and the this sort of damage is only suffered once per 24 hours, so that taking the armor off and then putting back on again will not cause further IP if the character has already suffered the full allotment of damage for their suit. A character that removes one suit of armor and then applies another with a higher AR is subject to more heat damage (i.e. Daren was wearing Hardened Leather during the morning of a real scorcher and took 4 IP, In the afternoon he dons a suit of Scale Mail. Three minutes later his heat damage for armor for the day is 7 IP.)

On days when the temperature exceeds one hundred and ten degrees Fahrenheit suits of armor deal a number of IP equal to twice their AR, this damage is handled in the same fashion as described above.

The AR provided by shields never contributes to damage dealt to a character due to inappropriate dress in extreme heat.

The rules above may also apply to characters that operate for extended periods of time in close proximity to large fires that increase the ambient heat in an area.

PERCEPTION

Most individuals and animals have five basic senses that they use to orient themselves in the world. This section provides some basic guidelines on the use of character's perceptions via skills. It also covers the limits upon those perceptions and some notes on individuals and creatures granted alternate means of perception.

This manual is full of instances where perception-based actions are described. The information provided in this section is simply intended to supplement those rules. It is up to the GM to decide when OP Scan VS Stealth or SD Scan rolls for traps or secret doors will have the Listening Based or Sight Based Penalties applied based on the guidelines sketched out below.

Personal Awareness

Characters are considered to have a personal awareness range that stretches a number of yards equal to his or her SB in the Awareness Skill. This range does not represent a sphere of omniscient knowledge of the surroundings possessed by the individual merely the distance at which he or she has honed there senses of hearing, smell, touch, and sight to provide them the chance to notice anomalous occurrences.

If the GM knows the character is about to walk into a trap, has someone sneaking up on them, or the GM wants to know the character notices something he or she may make a secret SD(modified as appropriate to the situation) Awareness skill roll when the character wanders within their personal awareness range. If the roll succeeds the GM may either inform the character of their hunch on something's presence or make another secret skill roll as appropriate to the situation to see if the character wises up to the nature of the occurrence. Failure on this sort of SD Awareness roll indicates blissful ignorance and all the good things that may come to a character as a result of it.

A character's Personal Awareness range also becomes relevant in situations where he or she is unable to utilize the sense of sight. This can occur either due to blindness or invisibility on the part of an opponent or terrain. In these cases the Personal Awareness range represents the maximum distance he or she may be able to get a bearing on an opponent or occurrence near them at.

A character's Personal Awareness range is intended to indicate the person's ability to detect subterfuge in their presence and does not illustrate the maximum distance the individual may see or hear things at.

Sight

The question of what a character can see and at what distance can be an important one to answer in some situations. This section provides some brief guidelines on how to use what is arguably the most important sense of perception available to a person.

The most common way that characters utilize sight is when they make SD or OP Scan skill rolls to try to spot hid-

Sight Based Action Penalties	
Visual Distance	**Penalty to Sight Based Action**
per 10 yards between subject and viewer*	-1
w/ telescope: per 100 yards between subject and viewer	-1
Atmospheric Condition	**Penalty to Sight Based Action**
Fog/Smoke, Dense	-10
Fog/Smoke, Light	-5
Rain/Snow Heavy	-10
Rain/Snow Light	-5
Light Conditions	**Penalty to Sight Based Action**
Darkness, Full Moon	-10(0)#
Darkness, Moonless Night	-15(-5)#
Total Darkness	Blind
Twilight	-5(0)#

SIGHT BASED ACTION PENALTIES KEY
*: This assumes that the viewer is an "average" human being or humanoid. Some animals or creatures may have smaller or much larger increment for this penalty. If no note is given in a creature or animal's description you can simply use the 10-yard increment as a standard increment.
#: If a character has the Nightvision ability use the penalty given in parentheses. Character's/creature's with the Nightvision ability are blinded by total darkness too.

Noise Based Action Penalties & Bonuses	
Sound Distance	**Listening Penalty**
Per yard between listener and subject*	-1
Loudness of Sound Source	**Listening Modifier**
Equivalent of thunder	+15
Yell or shout	+10
Raised voice (for singing or oration)	+5
Equivalent to Conversational Tone	0
Equivalent to Whisper	-5
Surrounding Conditions	**Listening Modifier**
The sound is the only one being made in the area.	+5
There are a couple of competing sound sources at a similar volume.	-5
There are a couple of competing sound sources at greater volume.	-10
The area is filled with noise (busy markets, busy taverns, battles, etc).	-15
An uninsulated door or wall is intervening between the listener and the subject.	-5
A solid door or wall is intervening between the listener and the subject.	-10

NOISE BASED ACTION PENALTIES & BONUSES KEY
*: This represents the standard for an "average human or humanoid. Some animals or creatures may have considerably greater range for their hearing at the GM's discretion.

den threats or gain some information on person at distance. A sight-based action is usually defined as an attempt to keep an eye on or spot something important to the viewer.

Three factors can complicate these sight-based action; the distance to the object viewed, atmospheric conditions, and the light level. The chart below gives the standard penalties an individual is assumed to suffer to sight based activities. The GM may opt to use the penalties listed her for ranged attacks, although this is optional and shouldn't be done for the distance based penalty to sight based actions.

Normal Vision, Nightvision, and Other Forms of Sight

Most characters will have one of two basic categories of vision; either normal vision, which is assumed as the default or Nightvision. A character with normal vision is assumed to see well in daylight and not so well in the darkness. A character with Nightsvision can see well in either as result of their eyes requiring less light input, but only within the range given for their vision in yards. Beyond the range listed a character or creature with Nightvision suffers the same penalties as a character with normal vision.

Some creatures or characters have other forms of vision. These may be based upon the life essence given off by creatures around them, echolocation, or thermograhpic visualization based on heat emanations. When a character or creature possesses these vision modes it either supplements normal vision or replaces it. In either case the special forms of vision tend to be limited to a range given in the character or creature's description (i.e. a Creature with a Life Sight 500 yards as its only vision mode, becomes blind beyond that

range).

The sight-based penalties above usually do not apply to special vision modes unless indicated, although the Hearing Action Penalties given below may apply to creatures that utilize Echolocation for sight. These characters or creatures would still use the Scan Skill for visually oriented uses of their sight though (spotting hidden people, objects, or other perceivable visual disturbances).

Sound

From time to time characters may want to listen in on conversation or for specific movements by a target subject. The Awareness skill is used for these sorts of actions.

The difficulty of listening in on conversation or for specific sounds depends on the distance to the subjects, how loudly the subjects are speaking, and how much atmospheric noise is being made. The chart above shows the penalties that may be applied to a SD Awareness roll to eaves drop or listen for movements. A success on this sort of roll indicates the character hears the conversation or the movement (provided it occurs). Failure indicates that the character was unable to pin point the desired conversation or identify the desired noise.

The description of listening systems above indicates a model where a character or creature is actively eaves dropping or tracking someone's movement. This is not the only way a GM may utilize hearing based issues. There may be times when the GM requires characters to make Awareness skill rolls just to hear each other in some situations or to see if they can communicate effectively over great distances.

The Other Senses

The senses of taste, smell, and feel may all be utilized by character's as well, but do not require as many guidelines. A character's senses of sight and hearing are used to handle a majority of perception based actions. When the other senses are utilized it is usually done via an SD Awareness skill roll to detect some threat or curiosity that the sense can reveal. A success indicates the sense provides the appropriate early warning and failure indicates that it failed to.

SOCIALIZATION GUIDELINES

There are two schools of thought (possibly more) on how socialization should be handled in Role-Playing Games. Some people feel it should be handled via pure role-playing and others believe that this can undermine the function of rules to provide player's characters with the abilities that the player is incapable of performing. I fall into the latter school, I do believe that scenes between PC and None-Player Characters (NPC) should be role-played, but I also believe that rules should exist to allow character's to bend these situations with Social Skill Actions. Rules for social interaction can also be helpful in speeding up mundane, but necessary social tasks so the player's may spend their time role-playing the important elements of the story.

This section of the GM chapter is dedicated to describing means of resolving a variety of social actions. The rules provided here may be bent or ignored by the GM as the story requires.

Armor is Just Plain Rude

Novice GM's often complain that players attempt to have the characters wear armor at all times. One way to circumvent this habit is through the application of the stigma attached to armor in social interaction. People get nervous around people that wear armor in public, because people in armor are the precursors to violent conflict. If an individual shows up to shop, drink at a local pub, or attend a dance dressed for war it makes people uncomfortable. The person looks like he or she is itching to spill some blood.

An easy way to represent the discomfort people feel at the arrival of fully armored characters is to apply a penalty equal to the AR of the armor visibly worn to all social skill rolls the character makes in public places in villages, towns, or cities. This penalty may not apply to meetings in the wild or in border areas where it is assumed that everyone has reason to be armed in public, but the GM gets to decide when armor is considered socially acceptable or not.

The GM is also free to decide who is intimidated or feels threatened by the presence of armored characters. The local authorities may stop armored travelers to question them or attack them on the road under the pretext that they are clearly bandits.

Clothes Are a Social Tool

There are a variety of Etiquette skills for various social classes in society. If a character attempts to utilize his or her Etiquette skills with someone while dressed as a member of a different social class than the skill covers he or she suffer a -10 penalty to the skill roll. The chart below shows what clothing types are acceptable for use with the various etiquette skills. If the cross referencing of the clothing type and etiquette skill reads "no" then -10 penalty is applied for the skill while those clothes are worn by an individual using it.

Skill & Reputation

Highly skilled characters can potentially have achieved a level of fame that causes strangers to recognize and respect them. One or more of a character's skills must have an SB of 20 or more for this possibility to exist.

Clothing Acceptable for Etiquette Rolls Chart

	Etiquette Merchant	Etiquette Noble	Etiquette Rural	Etiquette Street	Etiquette Tribal	Etiquette Underworld
Clothing Type						
Camouflage Clothes	no	no	no	no	no	yes
Courtier's Clothes	no	yes	no	yes	no	yes
Merchant's Clothes	yes	no	yes	yes	no	yes
Poor Man's Clothes	no	no	no	yes	no	yes
Peasant's Clothes	no	no	yes	no	no	yes
Tribal Clothes	no	no	no	no	yes	no

Anytime a character meets a stranger for the first time or on a new occasion when one of their qualifying skills has had an SB increase of 1 point or more, the GM makes a series of reputation rolls. A stranger is someone that has not formed an esteem level based opinion of the character as a result of a first impression.

A reputation roll uses the SB of the skill that equals or exceeds 20 and is a SD(-30) roll. The roll has a +5 bonus applied if the character is titled minor nobility (Lesser Lord, Lesser Lady, Bishop, or any lower rank) or is a member of a Guild. The roll receives a +10 bonus if a character holds a titled rank of Lord, Lady, or higher.

If a reputation roll succeeds the NPC that meets the character knows of the player character's fame as a talented practitioner of the skill that had its SB used. If multiple reputation rolls succeed then the NPC recognizes the player character for their ability in each skill that succeeded. Each successful reputation roll grants a +3 cumulative bonus on the character's first impression Etiquette skill rolls.

Example of reputation rolls, Zorant is eligible for reputation rolls with the following skills; Melee Weapons SB 22, Leadership SB 20, and Riding SB 23. He is also a Courtier in the kingdom of Francalin that provides him a +5 bonus for title. Zorant meets a traveling merchant on the road. The GM rolls for each of the skills with the final modified bonuses being -3 for Melee Weapons, -5 for leadership, and a -2 for Riding. Of the three reputation rolls only the Riding roll succeeds with a final result of 14. Regardless the merchant recognizes Zorant's name from the horse race he won at Castle Albinar's Spring Tourney. This grants him a +3 bonus on his Etiquette skill roll to see how the merchant's esteem of him pans out.

If the GM desires the same mechanic described above may be used as a mean of giving the player's character's a chance to recognize highly skilled NPCs. The player's characters simply don't have any esteem level establishment bonuses applied against them when they recognize someone based on their reputation in a skill.

Esteem & First Impressions

Each NPC is assumed to hold each character at a certain level of esteem. Once a relationship is established this may fluctuate a great deal, but first impressions set the bar for an NPC opinion. Whenever a character meets an NPC for the first time or the first time the NPC can remember he or she must make an SD Etiquette (of the appropriate type for the NPC's social class) skill roll to determine how the character rates in the persons eyes. The FR of the appropriate Etiquette skill roll is compared to the Initial Impression Chart given below to determine the PC's esteem in the NPC's eyes. What each level of esteem represents in broad terms is given following the chart. The Initial Impression Modifier Chart may be used to determine whether the PC receives a bonus or a penalty to the Etiquette roll.

The initial impression a character makes lasts for one month if he or she does not capitalize on it.

It should be noted that the initial impression guidelines given above are intended for polite to tense situations. If a group has already committed to violent action against the PC then no impressions may be formed until after the immediate hostilities have concluded.

Levels of Esteem

Each Level of Esteem is described in basic terms below. The descriptions outline the sort of opinion held of a PC with that level of Esteem and what sort of favors or disservices the NPC may deliver to a character based on a given esteem level.

Initial Impression Determination Chart

FR PC Etiquette Skill Roll	NPC Initial Esteem Level
40 or above	Ruler
30 to 39	Confidant
20 to 29	Friend
10 to 19	Neutral
5 to 9	Neutral: but forgettable*.
-5 to 4	Disliked and forgettable*.
-6 to -15	Disliked
-16 to -25	Enemy
-26 or -35	Dire Enemy
-36 or below	Dire Enemy: attacks PC immediately.

INITIAL IMPRESSION DETERMINATION CHART KEY

*: The meeting with the PC is forgotten within minutes of the encounter.

Initial Impression Modifier Chart

Modifier	Mode of Meeting
-6	PC is random stranger on the street.
-10	PC is not dressed as a member of targets social class.
-#	PC is wearing armor in an inappropriate social setting (Penalty = AR).
+15	PC just saved subjects life.
+9	PC just rendered a major favor for the subject.
+3	PC just rendered a minor favor to subject.
-3	PC drew attention by providing a minor inconvenience to subject.
-6	PC is providing a major inconvenience to the subject.
-12	PC utilizes slur or insult to draw subject's attention.
-9	NPC is in a bad mood or looking to get into an argument.
-12	NPC is in a really bad mood and wants someone to fight with.
-20	NPC just beat the character in a fight or took valuables from them by threat of violence.
-10	PC just purchased the NPC as a slave.
+3	Per successful repution roll prior to the meeting.

Social Interaction Modifiers Chart

PC's Esteem Level with NPC	Modifier
Dire Enemy	+20
Enemy	+12
Disliked	+6
Neutral	0
Friend	-6
Confidant	-12
Ruler	-20

Dire Enemy

This person hates the PC in question with a bloody passion and actively plots to harm them. If given a chance to kill the PC without their being consequences through he or she plotting they will gladly take it.

Enemy

This person does not like the PC. If an opportunity presented itself to harm the PC without consequence he or she would take it. The NPC does not actively seek this opportunity, because he or she has better things to do.

Disliked

This NPC believes the character is a jerk and feels no desire to spend time in there presence or do them any favors.

Neutral

This NPC is aware the PC exists, but has no real opinion about them one way or the other. He or she might to a small favor for the PC provided a small favor is given in return.

Friend

This NPC likes the PC as person. He or she may provide small or large favor provided the PC does the same for them in return.

Confidant

This NPC likes and trusts the PC. He or she thinks nothing of rendering small favors to the character and will do large or extraordinary favors for the PC provided he or she does the same one the asked in return.

Ruler

This NPC views the PC as the center of his or her world. He or she will do favors big and small for the PC without asking anything in return. The NPC will want the PC's ear from time to time, but requires no more sustenance than the glorious presence of this adored person.

Long Term Contact and Shifts in Esteem

An NPC's esteem of a PC after the initial impression depends on how the relationship between the two parties plays out. If the PC treats the NPC well or provides favor to them without demanding favors in return the esteem an NPC has for them may grow. If the PC demands favors and does not reciprocate then the NPC's esteem levels towards them may drop accordingly. It is up to the GM to decide when Esteem Levels in relationship shift based on the NPC's motivations, the PC's behavior, and the needs of the story.

COMMON SOCIAL INTERACTIONS

A wide variety of social interactions may occur between PC and NPC, the initial impression merely creates model within which the social interactions between the two parties to take place. This section discusses guidelines for handling a variety of social interactions between PC and NPC via OP skill rolls.

Social Interactions between players' characters should be role-played unless they agree to use the system's below and abide by the results.

The descriptions and guidelines for the interactions are a generic chart showing the bonuses or penalties applied to NPC OP rolls against a PC based on their Esteem Level for influence based interactions precedes this section. The generic chart below should only be used for OP rolls that utilize either the Empathy or Etiquette skills. These modifiers should only be used for systems that involve direct person to person interactions between PCs & NPCs.

After an Arrest

In settings modeled after ancient societies a GM may assume the laws are draconian. A character that gets caught is either fined a number of silver equal to ten times the cost of the illegal item or service sought or scheduled for an execution after torture.

If the GM has detailed specific punishments for offenders those trump the guidelines above.

Black Market Purchases

A character may try and purchase stolen goods to receive a discount in price. This discount does not modify the effective price for the purposes of finding the item as described in the section on making illegal purchases. This sort of purchase cuts the items price in half, but also classifies them as illegal. Thus, the purchase is subject illegal purchases rules.

Bribery

A bribery action is made with an OP Fast Talk (briber) VS Appropriate Etiquette skill (target). The briber must request a specific favor in return for the bribe. The etiquette skill the target uses depends on what social class they perceive themselves as (i.e. whichever skill they have highest SB in).

If the briber wins the OP skill roll then he or she may receive a favor from the target that accepts the bribe offered. If the target wins the OP skill roll then he or she views the bribe as insufficient. The action taken in response to a failed bribe depends on the person being bribed.

The GM may apply a bonus or a penalty to the briber's roll based on how generous the amount of currency offered in the bribe is. The target may receive a bonus or a penalty to the roll based on the GM's perception of how big a risk the target is at if they provide the requested favor for the bribe. See the three categories of favor given below.

Favor Requests

A favor may only be requested of an NPC that holds the PC as disliked or better on the Esteem Level scale. Enemies never do favors for a PC.

To request a favor a character must make an OP Etiquette (requester) VS Etiquette (target) skill roll. The etiquette skill used depends on the social class of the target. Both parties use the same etiquette skill. If the character that makes the request wins the OP roll, the target grants the favor. If the target wins the OP roll then they deny the request for the favor.

The target of a request for a favor receives a bonus to their skill roll based on how big the favor being asked is. There are three basic categories of favor and each is given below along with the bonus it provides to the target's OP Etiquette skill roll. These bonuses are cumulative with the modifiers for the Esteem Level the target holds the PC in.

If a character accepts a favor they request he or she may be held liable for a favor of similar level from the NPC. A failure to grant that favor can result in a slip to a lower Esteem Level in their eyes.

A character that asks for more than one favor or repeats a request for a favor within a 24 hour period gives the target a cumulative +3 bonus to there OP Etiquette roll per request after the first that day.

Finding Goods Etiquette- Merchant Modifiers Chart

Modifier	Circumstances of Search
-1 per	50 silver worth of base listed value of the item sought.
+1 per	Consecutive eight hours of searching for the item at this local without looking for any other item for sale after first search.
+1 per	Local merchant that views character as a "friend, confidant, or ruler".
+20	Character is in a major metropolis.
+15	Character is large city.
+10	Character is in large town.
+5	Character is in a small town.
+0	small town or village.
-10	Character is in tiny village, roadside in, or encountered traveling merchants.
-20	Character wanders randomly knocking on homestead doors and asking local tribesman for goods in the boonies.
-30	Character looks for a mysterious stranger in uncharted lands with item for sale.

Small Favor (+0)

The request requires a minimum of effort and no expenditure of personal resources on the part of the target.

Large Favor (+10)

The request requires some of the target's resources and requires a day's effort to carry out.

Huge Favor (+20)

The target is being asked to risk his or her livelihood on the PC and the favor may require a considerable amount of time to carry out.

Finding Goods & Services

After play has begun players may want to purchase equipment or services for any number of reasons. A desire for an item does not necessarily mean that the item the character wishes to purchase is available for sale. When a player character decides they want find an item or service for purchase they spend eight hours investigating availability and make an SD Etiquette- Merchant skill roll applying the modifiers on the chart above. If the roll succeeds then the player found a seller for the item or service sought.

Example, Darien is in the small village of Fandir and decides that before he marches into the beast-inhabited ruins north of the village he wants a suit full chainmail. He spends eight hours inquiring after the armor and makes an SD Etiquette- Merchant roll. The modifier for this roll is -30, because Full Chainmail costs 1500 silver.

Darien has an effective SB of +2 in Etiquette-Merchant as an innate skill bonus, because he hasn't learned the skill formally. The final result of the roll is -18 so he fails to find a seller.

He continues the search for another eight hours, this time with -28 penalty since he had already searched for the armor eight hours prior. The final result is a 2, another failure.

After six days of asking about the armor and bemoaning his need for it the Etiquette- Merchant roll succeeds. A merchant rides down from a nearby village with a suit of full chainmail, having heard that someone was very much in the market in this little village.

Flirting

A character flirts when he or she wants to raise the Esteem Level of someone whose sexual preference may make the PC attractive to them.

To flirt the PC makes an OP Empathy (the flirt) VS Etiquette (subject) roll. The subject uses the Etiquette skill for the social class they believe they are a member of. If the flirt wins the OP roll, then the target has his or her Esteem Level for the flirt raised via amorous intent. If the roll fails then the subject is unimpressed by the attempt, if more than 20FP are scored by the flirt then the targets esteem level drops a notch.

If a target's Esteem Level rises to Confidant the PC is considered a love interest and becomes subject to all the ties the subject of flirtation believes that entails. This depends on the motivation of the NPC and the GM's view of the situation.

It should be noted that jilting a lover can drop the PC's esteem into dangerous territory (i.e. disliked).

Goat Purchasing

From time to time a PC may have reason to want to make a character attack them. If this is the case then he or she tries to buy their goat. To do this the PC makes an OP Empathy (Goat Seller) VS Etiquette (Goat Buyer)(the social class the target views themselves a member of) skill roll. If the roll succeeds the PC has made an insult severe enough to cause the NPC to fly into a rage and attack the character either verbally or physically. If the roll fails the target NPC simply views the instigation attempt as a laughable joke.

If the potential goat buyer receives a bonus to resist rolls against Fear Effects due to either the Leadership or Mediation skills then that bonus is applied to his or her

Assassin's Gear Chart*			
Competency Bonus	**Melee Weapon**	**Ranged Weapon**	**Armor**
0 or lower	knife	none	none
1-5	knife	none	leather armor
6-10	shortsword	10 shuriken	leather armor
11-15	shortsword	5 throwing knives	studded leather
16-20	shortsword coated with viper venom	light crossbow	studded leather armor
21-25	Good shortsword coated with viper venom	Good light crossbow	Good studded leather
26-30	Excellent shortsword coated with viper venom	Excellent light crossbow	Excellent studded leather
31+	Masterpiece shortsword coated with viper venom	masterpiece light crossbow	masterpiece studded leather

Assassin's Gear Chart Key*
*: A GM may replace any of the items on this chart with tools of equal or lesser value if they are more appropriate for the local area's culture.

Successfully Investigated Assassin's Results Chart	
Investigator's Success Points	**Criminal's Fates**
1-10	Assassin is killed. Employer is unknown.
11-15	Assassin is captured: but does not reveal employer for 1 week.
16+	Assassin is captured and reveals employer.

Etiquette skill for the OP goat purchasing roll.

The question of whether or not the NPC who just sold their goat to the PC wants to insult, injure, or kill is based on the number SP the PC scored on the OP roll. If the SP is less than 10 then the NPC just wants insult the character verbally. If the PC scores 10 to 19 SP the NPC wants to rough the PC up a bit (i.e. beat them until they fall unconscious or beg for forgiveness). If the PC scored 20 SP or more the NPC wants him or her dead.

A NPC that has his or her goat purchased by a PC will usually have their Esteem Level for a character dropped to Enemy after the exchange of foul words or violence is completed. A PC might be able to prevent this with a really good explanation on why they wanted the person's goat.

Haggling

When a two character's haggle an OP Etiquette skill roll is made between them using the Etiquette skill of the seller (i.e. if the seller is a street urchin the Etiquette- Street skill is used). If the buyer wins the roll then the base price of the goods being purchased is reduced by 5% per 5SP scored. If the seller wins then the base price of the goods is increased by 5% per 5SP scored.

A typical haggling session takes about ten minutes.

Hired Assassins

When a character successfully finds someone that is a willing assassin for a desired target. Whether or not the assassin succeeds is another issue altogether. The GM randomly determines the competency bonus of the hired shank with an SD roll modified by a +1 per individual the character that hired the assassin knows that are classified as "friend, confidant, or ruler" that is in a criminal organization. The final result of the roll is the assassin competency modifier for the SD assassination roll (i.e. a FR 6 equals +6 bonus, an FR -10 results in -10 penalty, etc). Example, Finial has four friends in a local street gang, so when the GM rolls for the located assassin's competency he applies a +4 bonus. The final result is a 16, so his hired shank has +16 competency bonus.

If the assassin's target is an NPC an opposed Assassin's Competency Bonus VS target's Awareness Skill roll is made. The NPC target receives a +10 bonus if they live in a fortress and another +10 bonus if he or she has a bodyguard. If the assassin scores a number of success points that

Host A Gathering Cost Chart	
Social Class	**Cost in Credits Per Guest**
Merchant	20
Noble	50
Rural	5
Street	10
Underworld	20

equals or exceeds the target's Body Score then the assassin succeeds in killing the victim.

If heaven forbid the assassin was hired for killing a fellow player character then he or she shows up and attacks the character. The assassins SB in Melee Weapons, Thrown Weapons, Missile Weapons, and Stealth are all treated as equal to their Competency Bonus. If the assassin had a Competency penalty assume the assassin is unskilled in all listed skills. An assassin's attributes are equal to their Competency Bonus or ten whichever number is greater (i.e. a +5 Competency Bonus Assassin is considered to have a ten in all attributes). The equipment the assassin has is dependent on their Competency Bonus and is given on the Assassin's gear chart. The assassin only succeeds if he or she wins a stand up fight, possibly opened with a sneak attack.

Regardless of an assassin's success or failure another Competency Bonus VS local law enforcement and friends of the victim's highest Etiquette- Underworld SB skill roll. Also, the assassin must make a separate Competency Bonus roll versus any players that opt to investigate. If the assassin succeeds on all of the opposed rolls then he or she is unidentified as well as the person that hired them. If the investigators succeed then the assassin and the individual that hired them have their fate dictated by the success points scored. See the chart below, in addition all the standard Investigation Modifiers covered in that section apply for this roll.

Hosting a Gathering

A character may find it beneficial from time to time to host a get together. The host usually wants to improve the community's view of them, draw out people they wish to talk to, or show off. A party when thrown correctly can facilitate any of these goals.

The first thing a character must do is decide who they want at the party. Is it to be open to the public or invitation only? The answer to this question does not change the process much, but the answer to the next question does. What class of people is the party intended for? Will the party be aimed at poor, peasant, merchant, or noble individuals. The answer determines how much the party is apt to cost the host and which Etiquette skill is used for the rolls to see how it goes.

A party costs money. To even throw a party the character must know how many guests they plan to be able to facilitate. The chart above shows the cost in credits for a party per guest based on the social class it aims to attract. A party is considered to require one man hour of preparation per guest; a character that has help may divide the man hours of preparation amongst others. If the help is not other PC he or she may have to pay them for the work and this is not included in the cost of throwing a party covered below. The cost may also get reduced 1 silver per person by not serving liquor, beer, or wine, but it is harder for the party to succeed as described below.

Example of Man Hours Allotment for a Party: Sir Wallace wants to throw a party for two hundred Noble Guests. The initial cost of the party is 10,000 Credits/Silver Pieces and the party will take 200 man hours to set up. Sir Walter has no intention of doing this himself and hires 40 servants (skilled laborers) to set up the event. As the laborers are hired for a months work each costs 90 Credits and the bunch costs him 3,600 Credits total. The advantage for Sir Walter is that this army of laborers divide up the 200 man hours required and have his manor ready for the party in a mere five hours. The knight prays the celebration goes will, because it cost him a grand total of 13,600 Credits.

After a character has paid the price of the party and prepared the designated spot for a gathering he or she must see how effective their invitations where. To do this a character makes a SD Etiquette (of the variety used by the desired social class of guest). A -10 penalty is applied for this Etiquette roll if the character specifies the party will not have alcohol present. If the rolls succeeds then each SP scored indicates that a cumulative 5% of the desired number of guests shows up (i.e. if the SD Etiquette Noble skill roll for Sir Walter scored 15 SP then 75% of the 200 guests showed up). It should be noted that it is possible for more guests than the character had intended the event to handle may show up; this is a boon and a hazard for the host.

If a character has made specific overtures to an individual or individuals to show up at the gathering then he or she must make an OP Etiquette (of appropriate type) VS Etiquette (of appropriate type) skill roll to draw them to the party. If the host wins the OP roll then the NPC may show up provided the percentage of guests allows for their arrival along with any other direct invites. In the event that a party does not attract enough guests for multiple direct invites that the host won OP Etiquette skill rolls with the GM decides who shows up and who does not. The GM is advised to handle this based on the Esteem Levels the invites hold of the host, characters with the lowest Esteem Levels being the most likely to back out. If the host loses the OP roll for a direct invite the guest does not show up.

Once it has been determined how many people show

up for a party all that remains is to see whether or not it is viewed as a success or a failure by the guests. To do this the host makes an OP Empathy VS Etiquette (of appropriate type) roll with the guest that holds him or her in the lowest Esteem Level (i.e. the bad apple). If more than a 100% of the intended guests show up then the host suffers a -1 cumulative penalty per 5% beyond 100% of the parties intended capacity the crowd grew to. If the host wins the OP roll with the guest that likes him or her least then the party is a success. When mentioned by any of the guests it is remembered as time well spent and all consider the host a memorable figure even if he or she is not held in high esteem by them personally. If the host fails the OP roll the party is considered to be in bad taste. If the guests did not no the host personally prior to the party they will not remember his or her name when it ends. Those that do know the character personally may either offer condolences or criticism based upon whether they like the character or not.

Interviewing (Gotcha, variety)

A PC that interviews an NPC is usually seeking a specific piece of information he or she believes the target has. The PC makes an OP Empathy (interviewer) VS Etiquette (subject)(based on the social class the target believes they represent) skill roll. If the PC wins the OP roll they get the information sought from the target. If the target wins the OP roll they realize what the interviewer is after and don't give up the information. The process usually requires 10 minutes to an hour regardless of the PC's success or failure.

The GM may give the NPC a bonus to the roll based on how much of a secret the information being sought is and how damaging it could be to the character to let it slip. Secrets that could end the target's career provide a +10 bonus to the OP roll and secrets that could end their lives provide a +20 bonus.

Investigation

There may be occasions when a player wants to find out details related to a specific topic or incident and goes into the community looking for details. The difficulty of this process depends on how much time the character has and can be risky if individuals related to the incident investigated have reason to want to keep the information sought buried.

When a character mounts an investigation the player must state what it is he or she seeks and what element of society they will look for the information in (i.e. which etiquette skill will be used). The player then makes an SD(-# based upon time and proximity to the information on the topic sought of the social class being interviewed) Etiquette skill roll. If the roll succeeds the amount of information gained depends on the SP scored on the roll. If the roll fails then no information is gleaned.

The degree of success a character scores on his or her Etiquette skill roll for an investigation also determines how easy it will be for a related party to find out about the character's investigation.

To see if an individual or group related to the events under investigation discovers the character's search an SD(-# the level of success the investigator achieved, the investigations distance from the target's social class, and how long they carried on the investigation) Etiquette skill roll of the type that the investigator used. If the investigation relates to a group then the highest Etiquette SB possessed by any given member of the group is applied to the roll. If the roll succeeds then the individual or group has become aware of the investigation and who has been orchestrating it. What the individual or group does in response to this depends on the circumstances.

The chart below gives the modifiers an investigator receives to his or her Etiquette skill roll based on the event under investigations relationship to the social class the search is taking place in and how long the investigation lasts.

The chart below gives the quality of information received based on the SP scored on an Etiquette skill roll for an investigation.

The charts below provide the modifiers applied to the investigated party's odds of detecting the investigation based upon how long it continues. These modifiers are cumulative with the Counter Investigation Modifier the individual receives based on how well the investigator's Etiquette roll went and the events relationship to class modifier.

Lies and Lie Detection

When a character lies to another character he or she must make an OP Fast Talk (the liar) VS Empathy (the target) skill roll. If the liar wins the OP roll the person is unaware that he or she has been lied to provided they do not possess information that proves the statement is untrue. If the target's Empathy skill wins or ties the OP the character recognizes the lie for what it is, but may still need to make an applicable Information skill.

A character that recognizes a lie may respond to the situation as he or she sees fit.

Making Illegal Purchases

A character may occasionally want goods or services deemed illegal, these goods and services are labeled in Equipment Chapter. Each time a character searches for one of these items they must make an Etiquette- Underworld opposed skill roll versus the highest SB of a local law enforcer in the Investigation skill (if local law enforcement has not had full statistics generated assume a SB +15). The

Investigation Modifier Charts

Events Relationship to the Social Class	Modifier to Etiquette Roll
It was carried out by members of the class.	0
It was carried out by a social class this class works closely with.	-5
It was carried out by a social class whose activities are discussed as rumors at best.	-10
It was carried in location separated by a small geographic distance (i.e. in the next town).	-10
The event occurred in a distant land.	-20

Modifier for Evidence Gathering Etiquette Skill Roll Based on Time Spent.

# of hours spent investigating	modifier
1	-8
2	-6
3	-4
4	-2
5	0
6	+2
7	+4
8 or more	+6

search for the product or service goes unnoticed if the Etiquette- Underworld skill roll succeeds. Otherwise the local authorities discover the search and attempt an arrest.

The local law enforcement has a modifier applied on their skill roll based on the size of the community the illegal good or service is sought in (see criminal investigator's skill modifier for detecting illegal activity chart).

Example of illegal purchase attempt, Finial seeks an assassin for a local grain merchant in the metropolis of Andulza. After the first eight hours of seeking a hired shank he must make an Etiquette- Underworld VS Etiquette-Underworld skill roll. The local investigator has a modified bonus of +10 (normally +20, but the metropolis applies a -10 penalty). Finial has an Etiquette- Underworld SB of 15, the final result of his roll is a 30 and the local law enforcement only scores FR 20, so is search goes unnoticed.

Quality of Information Received From Investigation Chart

SP Scored	CIM*	Quality of Information
0 or less	+10	No information is gained.
1-5	+10	Small lead is acquired another investigation attempt in this social class will receive a +5 bonus.
6-10	+5	Small lead is gained another investigation attempt in this social class will receive a +5 bonus.
11-15	+5	A big lead is gained another investigation attempt in this social class will receive a +10 bonus.
16-20	+0	You discover the information you sought.
21-30	-5	You discover the information you sought.
31+	-10	You discover the information you sought.

Quality of Information Received From Investigation Chart Key

Note: Any bonuses indicated only apply to the next investigation attempts roll and are not cumulative over multiple attempts to gain a piece of information.
*C.I.M.: This is the modifier applied to the SD Etiquette roll of parties that might be interested in discovering the investigation.

Counter Investigation Modifiers for Etiquette Roll Based on Investigations Duration

# of hours spent investigating	modifier
1	-8
2	-6
3	-4
4	-2
5	0
6	+2
7	+4
8 or more	+6

Criminal Investigator's Skill Modifier for Detecting Illegal Activity Chart

Modifier	Size of Community
-10	Massive metropolis/Uncharted wilderness
- 5	Large City/Boonies
0	Small City
+5	Large Town
+10	Small Town
+15	Village
+20	Tiny Village

Rhetoric, Basic

If a NPC disagrees with a PC, the PC may attempt to use rhetoric to make them agree with them or at least bow to his or her view on the activity at hand. This is done with an OP Empathy (PC) VS Empathy (NPC) roll. The winner of the roll wins the argument. A PC that takes an action that flouts an NPC's belief that he or she won a rational argument on how a situation should be resolved lowers their opinion of him or her.

Rhetoric, Technical

There are arguments that require the correct knowledge of a topic to have any value. These are usually made in front of audiences filled with individuals with knowledge on the subject. Prior to the start of the rhetorical exchange both parties involved must make an SD roll of the skill that relates to the topic they will argue about. The audience must also make SD rolls in the same skill. At this point all that matters is that the success or failure of these rolls be recorded.

After the skill rolls for the knowledge of the argument have been made, the two characters that are arguing make an OP Empathy (PC) VS Empathy (NPC) roll. The winner convinces any witness that had the same success or failure result as the winner on the SD skill roll that preceded the argument and their opponent if his or her success/failure on the SD roll matched the winners. Those with a different success or failure result on the SD skill roll will not agree with the winner of the OP Empathy roll regardless of the outcome.

To truly win a technical rhetorical argument, both the SD and OP rolls must succeed for the character. This assumes of course that the character is interested in spreading real and helpful information on the technical field or issue debated. The importance of having a competent audience present cannot be overstated.

Quality and Quantity of Rumors & News Gathered Chart

SP scored	Information Gained
1-5	The scandal/news everybody is talking about.
6-10	The big scandal/news and a scoop on it.
11-15	The big scandal/news, a scoop, and a minor scandal/news.
16-20	As above, but with a scoop on the minor scandal/news.
21-25	As above, but with another minor scandal or news bit.
26-30	As above, but with the scoop on the second minor news bit.
31-35	A piece of sensitive information on a local figure.
36+	A piece of sensitive information on a local figure that could be really profitable or make them take active attempts on your life.

Modifier for Rumor Gathering Empathy Skill Roll Based on Time Spent

# of hours spent chatting	Modifier
1	-8
2	-6
3	-4
4	-2
5	0
6	+2
7	+4
8 or more	+6

Rumor Gathering

When a character arrives in a new area or has gotten behind on the news her or she may wish to do a bit of rumor gathering. This can take between 1 to 8 hours, and involves a trip to a single or various locations where people gather and talk. The character doing the rumor gathering makes SD(-# based on time spent) Empathy skill roll. The amount of current gossip and news acquired depends on the SP scored on the roll. Failure indicates that the character managed waste a few hours learning nothing.

The charts above give recommended modifiers to the rumor gathering attempts based on the hours spent on the task and the amount of information gotten based upon the SP

Threat OP Roll Modifier Chart

Target's Modifier	Circumstance
-6	The target is under the physical control of the threat maker.
-6	Some one the target loves is under the physical control of the threat maker.
-3	The target has seen the threat maker carry out acts similar to the one threatened.
+3	The target is not under the physical control of the threat maker.
+6	The target has seen the character fail to carry out a threat.
+9	The threat seems ludicrous or improbable to the target.

scored on the attempt. A good GM will have specific rumors ready to go for an area. Rumors and news gathered by a character that makes a rumor gathering action are an excellent means of introducing plot hooks and clues to get the player moving through a story.

Threaten

A character may attempt to use blackmail or threats as a means of gaining a favor or information from an NPC. This sort of behavior does not win any popularity contests and will immediately drop the Esteem Level of the PC to disliked in most target's eyes and possibly worse.

The character must have a prefabricated threat and request prepared for the target. The threat is handled with an OP Empathy (threat maker) VS Empathy (target) skill roll. The Esteem Level the target has for the PC does not modify this roll. If the target receives a bonus to resist rolls against Fear Effects due to aptitude in the Leadership or Meditation skill that bonus is applied to his or her Empathy skill for the OP Threat roll.

If the threat maker wins the OP roll, the target believes he or she will make good on the threat and provides the information or favor.

If the target wins he or she is unimpressed by the threat and refuse to provide the information or favor.

The chart above shows gives some possible modifiers to a threat attempt on the part of a character.

Who is the Leader?

If a group of NPC is presented with two or more individuals that offer plans to handle a job, crisis, or open question on the group's course the following system may be used to choose the leader.

Modifiers for Skill Roll to Determine Leader of the Moment

Modifier	Circumstances
-9	If any members of the group view the character as an enemy.
-6	If any members of the group dislike the character.
+3	More than 50% of the group give the character the Esteem Level of Friend.
+6	More than 50% of the group give the character the Esteem Level of Confidant.
+12	More than 50% of the group gives the character the Esteem Level of Ruler.
+3	The character has won the role of Leader once before and solved the issue faced by this group at the time.
+6	The character has won the role of Leader on multiple occasions for this group and solved each problem it faced.
-3	The character has lead this group before with undesirable results for its members.
-6	The character has lead this group before on multiple occasions with bad results for its members on each occasion.

To even be a candidate for the argument at least fifty percent of the group in question must hold the character as having an Esteem Level of Neutral or better. If this is the case then the character is considered a potential leader by the group of NPC.

If the character meets the Esteem Level requirement for a group faced with an issue, he or she makes a Leadership VS Leadership OP Skill roll with all the other individuals that have proposed courses of action. All of the potential leaders make only single roll and compare all of their results. The character with the highest FR on the Leadership skill roll wins the position of leader for the group and has his or her advice acted upon in relation to the current issue.

The OP Leadership roll described above may be modified based upon a variety of factors. The chart above gives some potential modifiers to attempts to establish one's self as a leader.

The modifiers on the chart above may be cumulative, but in instances where modifiers are based on related issues (i.e. the Esteem Level or success of the leader) then the precedence for the modifier should be given to highest applicable bonus or penalty. For modifiers derived from successful or

failed endeavors under the character's leadership the most recent exploits of the leader take precedence for determining the modifier.

GUIDELINES FOR DRAMATIC ACTIONS

This section provides some basic guidelines for handling a variety of actions that characters may take. It is intended as a model a GM may use to resolve dramatic actions. The rules given below attempt to cover a broad range of activities that characters may engage in during the story, it is not all inclusive, but should provide enough examples so that GM may ad-lib means of resolving other actions.

Ambushes

Most small scale engagements spring from either successful or attempted ambushed. The Combat Chapter does make references to surprise attacks and the benefits hitting a completely unsuspecting foe, but does not go into the orchestration of the ambush proper. The ambushes absence from that chapter is due to the fact that most of the issues related to it fall to the GM to handle.

In game terms an ambush occurs anytime a character or group creates a situation where they attack another character or group that is not expecting it. When performed correctly this provides the ambushers with a single round of unopposed actions.

To do this the ambusher(s) must sneak within striking range of the individual or group without them being aware of their presence. Rules for stalking and hiding are provided later in this section, and both are skills that may form components of an ambush.

Two methods exist for a character to set up an ambush. He or she may either lay in hiding at a location that a target is expected to pass by or sneak up behind someone.

So how does an attacker receive an Ambush round? If target group is actively scouting the ambusher must win his or her OP Stealth (Ambusher) VS Scan (Target) roll against each member of the group. If their are multiple ambushers all of them must succeed on the OP Stealth roll for the attack to be considered an ambush, because if even one is spotted the defenders become ready for a standard battle.

If all of the ambushers succeed on the initial OP Stealth VS Scan roll of a scouting group of defenders they may initiate an Ambush Round of Ranged Attacks, Spell, or Boon lobbing at the defenders.

During an ambush round the defenders are all considered to have zero action points and cannot make Evasion Actions. The only action rolls they may make are responsive ones, like Acrobatics skill rolls to avoid falling damage (i.e. rolls that occur because someone has done or intends to do something to the target that does not allow the target an active choice of response). If the attack comes from in front of the defenders they are not considered helpless during an Ambush Round.

If an individual or group was not scouting, then any ranged attack that comes from outside of an Awareness SB yard radius is considered an Ambush attack.

If a group of ambushers wishes to engage the defenders at Close Combat range then success on the first OP Stealth VS Scan roll is only a preliminary step.

The next step occurs when the ambush targets close the distance to within their Awareness ranges. When this occurs a series of OP Stealth VS Awareness rolls is made. If the ambushers win all of the OP rolls then they may spring from hiding and make a single Ambush Round of Close Combat attacks or any other actions they feel like making. If the defenders win the roll then the round is treated as a normal combat round.

If the ambushers are trying to sneak up on the defenders from behind to make Close Combat attacks, they must have succeeded in defeating both the scouting and awareness of the defenders. If this is done they must make another OP Stealth VS Awareness skill roll to sneak within striking distance. If the ambusher succeeds on this roll he or she may make a single Close Combat versus helpless defender attack roll as described in the Combat Chapter. If the roll fails then the defender becomes aware of their presence and combat begins as normal.

Arm Wrestling Contests

When two characters decide to arm wrestle they each make an OP Strength Score VS Strength Score roll. The character that succeeds is the winner and the character that fails loses the contest. In the event of a tie both participants must make another OP Strength roll.

An arm wrestling contest is requires 3 Action Points of each participant in the round it takes place.

Big Lifts

A character is sometimes faced with tense situations that only a dramatic application of brawn will solve or if you prefer he or she encounters an object that weighs more than Strength x 20lbs for the character's normal maximum lift.

A character may increase his or her Maximum Lift for one round to Strength x 30lbs by making a successful Athletics SD skill roll, but doing this causes 1 IP of Stun Damage and causes a Condition Resist roll. If the roll fails then the character simply suffers the 1 IP of Stun Damage and makes a Condition Resist without receiving a boosted Maximum Lift.

If a character intends to hold the weight in excess of his or her Maximum Lift aloft for more than one round he or she must make a new Athletics skill roll each round it is held and suffers the damage listed above for each round that this is



done.

A big lift cost 3 Action Points per round for the character that performs it.

Boozing It Up

The tavern is a classic fantasy cliché. A character drinks with their fellows there and occasionally finds the seeds of future adventures over their ale mug. Drinks also help characters find another friend, their good buddy Punch Drunk from the village of Hops Barley. A character's body score determines their base ability to handle liquor and this may be improved by their Drinking skill. A character's Drinking Capacity is equal to their Body score divided by five plus their Drinking skill SB divided by five. Example, Drogal Ironbeard has a Body Score of 20 and a Drinking SB of 20 thus he can drink 8 beverages without ill effect.

An alcoholic beverage is considered either a tankard of ale, a glass of wine, or shot of whiskey. A player should mark down each drink their character has had if drinking is being done in earnest in a scene. A drink gets removed from the tally at a rate of 1 per hour. If the number of drinks a character has exceeds their drinking capacity based on their Body Score and Drinking skill then the begin suffering ill effects. Each drink they take over their capacity deals 5 points of Stun Damage and causes an immediate Condition Resist roll. Condition resist rolls from drinking do not cause wounds, but a character does suffer a cumulative -3 Action Penalty per beverage over their drinking capacity they imbibe. A character may suffer knockdowns or unconsciousness, as a result of stun damage from booze. A death result may only occur if the character goes five drinks or more over their Drinking Capacity, otherwise a dead result roll is treated as unconscious. Example, Drogal has his tenth drink for the evening and gets a horrible result of -28 on his condition resist roll. If the damage the ale did was treated as normal stun damage he would be dead, but since he is only two drinks over his Drinking Capacity the result indicates he passes out.

A character knocked down as result of a drinking Condition Resist roll prompts the GM to make an unmodified SD roll. If the roll succeeds the character shames their family by vomiting uncontrollably for one round.

A character that is knocked unconscious by drinking will not wake up until their drink tally equals their Drinking Capacity score.

Climbs

A character must make an SD(-# based on situational modifier) Athletics skill roll each Round they climb. If successful the character may climb 3 yards per Action Point expended on climbing that round. If the roll fails the character two things may happen. If the character is using proper climbing gear he or she simply makes no progress that round and wastes 3 Action Points cling to the surface. If a character was not using proper climbing gear they fall after completing half

Climbing Modifiers

Modifier	Circumstance
+3	Abundant hand holds are present.
-3	The surface provides almost no hand holds.
-9	The surface provides no hand holds.
+3	The surface slopes out at a 45 to 70 degree angle.
-3	The surface is inverted beyond a 90 degree angle.
-3	The surface crumbles.
-6	The surface is slippery.

CLIMBING MODIFIERS KEY

Note: All climbing modifiers are cumulative.

of the attempted distance for the round and may be subject to falling damage.

The chart above gives situational modifiers for climbers based upon the surface he or she is scaling.

Concealing Weapons

A character that wishes to conceal a weapon on their person must make an OP Stealth (The Sneak) VS Scan (The Viewers) roll against the people examining them. The character only makes a single Stealth roll when he or she attempts to conceal the weapon and all viewers OP Scan rolls are made against the FR of that roll.

A character suffers -6 penalty per point of Reach Score the weapon has. Weapons with Reach Scores of three or more cannot be concealed on an individual's person.

The GM makes the Stealth roll to see how well the weapon is concealed. The character hiding a weapon always assumes it is concealed until proven otherwise.

Escaping Bonds

A character that is bound may make one attempt per 24 hours to break out of those bonds. The difficulty depends on the nature of the bonds the character is held in. The most important variable is whether the bonds are simply tied around the character or are shackles designed to hold a character. Two methods exist for breaking free of bonds and which one a character uses depends on the nature of the bonds. Both methods are described below.

Method 1: Character Is Bound Without Shackles

The first method applies to situations where a character is bound by rope or chain, but not shackles. A character that find them self in this situation may use a OP Contortion Skill VS Rope Work roll (using the skill of the person who bound them) Skill roll. If the bound character wins the roll then he or she has slipped out of the bonds. If the roll is tied or failed the character remains bound.

There are factors that may ease or complicate escaping from tied bonds. If a character has an edged weapon with Reach Score of zero on their person he or she may make an SD Contortion roll to draw it prior to the escape attempt. If the roll succeeds the character gets a hold of the weapon and if the bonds are rope receives a bonus to their Contortion skill roll VS Rope Work equal to their DB with the weapon. If the character is bound with chain an edged weapon does not offer a bonus for escape attempts. If the character fails the SD Contortion roll to draw the edged weapon stored on their person they may not make another attempt to grab it for 24 hours.

If a character is bound with chains that have had a lock or locks affixed on them a -10 penalty is applied to their Contortion skill roll VS Rope Work. A character with the Lock Pick skill or a key to the locks on their person may circumvent this penalty if they can successfully open each of the locks. If a character has a lock pick set or key secreted on their person he or she must make an SD Contortion roll to reach it. Failure indicates that they could not reach it and may not make another attempt to for 24 hours. If a character manages to reach them lock picking attempts may commence normally or if the character has the key he or she can simply open the lock. If a character gets the locks off the chains a standard OP Contortion VS Rope Work roll will determine if the character gets free.

Regardless of other circumstances a characters attempts to break free of bonds is considered to take half an hour.

Method Two: The character is in Shackles

A character may break free of a set of shackles with a successful SD(-30, although specially designed shackles may apply a greater penalty) Contortion skill roll. If the roll succeeds the character slips out of the shackles. If the roll fails the character suffers a number of IP of Stun Damage equal to the FP scored on the roll and must make an immediate Condition Resist roll.

Each set of shackles applied to a character requires a separate Contortion roll to break free from. Each attempt requires one minute and a character may only make one attempt to break free of any given set per 24 hours.

Games of Strategy

Strategy games include games like Chess or Go. A match between two players of this sort of game is simulated with an OP Crafts- (specific game) VS Crafts- (specific game) roll. The individual that succeeds on their Crafts skill roll is the winner of the match.

Herb Gathering

Characters with knowledge of herbs and wilderness survival may cut out the middleman for acquiring the useful botanicals if sufficient time is available and the herbs are in season. First the character must be in the appropriate region for the acquisition of an herb, second he or she must spend eight hours looking for the herbs. Success or failure is determined with two separate rolls; a SD Survival skill roll for the environment the herb is found in and a SD Physician roll for the harvesting.

The GM makes the Physician roll, because it determines whether the correct herb was picked. Success on the survival roll indicates the environment was navigated safely

Herb Gathering Chart

Herb Sought	Home Environment	Harvest Season	Scarcity Penalty
Anti-venom	Prairie	Summer	-9
Blinder	Forest	Summer	-10
Brutes Root	Mountain	Fall	-30
Calm Sleep	Swamp	Spring	-2
Death's Grip	Swamp	Fall	-20
Fever Leaves	Mountain	Fall	-10
Immune System Booster	Forest	Spring	-2
Knee Weakener	Mountain	Spring	-5
Lady Death	Swamp	Summer	-20
Laughing Leaf	Forest	Summer	-6
Numbing Bitters	Prairie	Spring	-1
Paralysis	Desert	Spring	-15
Psychic Twist	Arctic	Summer	-30
Purge Root	Jungle	Summer	-10
Red Powder	Desert	Winter	-3
Sweet Nowhere	Jungle	Fall	-30
Tiger Blood	Jungle	Spring	-20
Viper Venom*	Forest	Fall	-10

Herb Gathering Chart Key
*: This assumes the character seeks the herbal version; this may also be acquired via hunting animals that possess it and harvesting it from them.

and the logical spots checked. Success on the Physician roll indicates that one dose of the proper herb was picked. If the Survival skill roll fails then no herbs are located.

An herb's Scarcity Penalty listed on the chart below modifiers both the Survival and the Physician skill rolls of a seeker. If the herb is sought in a season other than the one listed for its harvest an additional -10 penalty is applied.

If the Physician roll fails the GM makes on unmodified SD roll. If this roll succeeds the accidentally picked herb dose is harmless. If it fails then the plant mistaken for the herb sought is poisonous if ingested or introduced into the blood stream via an open wound. The poison has a Potency Penalty of -20, a Time Increment of one hour, and the damage type is stun.

Example herb gathering, Yolan wants to gather some Blinder poison since he is in a forest region in summertime and a man forever interested in foul substances. First his player rolls for his Survival- Forest skill with the -10 Scarcity Penalty. He succeeds on the roll and the GM rolls his Physician skill, also with a -10 Scarcity Penalty and this roll succeeds as well. So when Yolan thinks he found a dose of blinder he is correct.

Lock Picking

If a character attempts to pick a lock without a proper set of lock picks or if it is a combination lock a stethoscope (from a physician's kit) /sounder (a lock pick for combination locks) then a -10 penalty to the SD(-Locks Quality Penalty) Pick Lock roll required to open the lock. If the roll succeeds the character opens the lock. If the roll fails the lock remains shut and the character may not attempt to pick it again for 24 hours.

A Lock Pick attempt requires a number of minutes equal to the penalty points to the character SD Lock Pick roll divided by 5. Thus if a character was attempting to pick a

lock and had a -40 penalty the attempt would require 8 minutes.

Most locks will have quality penalties that range between 0 and -40, although locks that are even more difficult to pick can certainly exist.

Long Jumps

Under most circumstances a character is assumed to be able to make leap of one yard forward from a standing or walking start. If the character is running prior to the leap the distance increases to three yards forward.

A character may encounter situations were the normal distance he or she may leap is insufficient for their needs. A character may increase the distance he or she may leap forward with a successful SD (-5 per additional yard the character wants to travel forward) Acrobatics skill roll. If the Acrobatics roll succeeds the distance leaped is increased by the desired amount, with the base distance still being based on the characters movement pace prior to the jump (i.e. walking or running). If the roll fails the character is only able to leap the normal distance of one yard from a stand or three yards at a run.

A leap as described above cost 1 Action Point and unlike other movement actions the character that makes it must travel in a straight line from the point the leap starts to the point that it ends.

A system similar to the one described above may be used for jumps where height is the issue, although all references to yards should be read as feet (i.e. a walking character may jump one foot in the air without any trouble or a jump that has its height increased by 4 feet applies a -20 penalty to the SD Acrobatics skill roll).

If a character needs some combination of height and distance for a leap then the penalty for the jump may be determined with a cumulative application of penalties to gain either distance. Example, Brad needs to make a running leap that travels four yards and clears five feet, thus his SD Acrobatics roll is made with a -15 penalty (-5 for the extra yard of forward movement and an additional -10 for the two extra feet of height gained.

The GM may note that for creatures or characters with Natural Reach bonuses (i.e. great size) the bonus may be added to the base leap distance to better reflect the individual's jump capabilities as yards or feet dependent on whether the leap is horizontal or vertical. Example, a Mature Dragon with a Natural Reach Bonus of +3 would be able to leap 4 yards forward from a stand and six yards forward on a running jump without need for an SD Acrobatics roll.

Playing Dead

A character may be faced with situations where it would be better to play dead if they get knocked down than continue to put up a fight. To do a convincing job of this a character must either suffer a knock down result on a Condition Resist or simply throw them self to the ground after taking a hit. Once this has occurred the character must make an OP Empathy (the actor) VS Scan (any witnesses) roll. The actor need only make one roll and all the witnesses to his or her fall roll against the FR he or she scored. Any witnesses that fail their rolls believe the character is dead and will act accordingly. Any witnesses that succeed on their Scan rolls against the Empathy FR of the actor know the character is still alive.

If a witness has had this particular stunt pulled against them before he or she receives a +10 bonus to their Scan roll to spot the ruse.

Swimming Modifier Chart

Modifier	Circumstance
-3	Slow moving river or mildly choppy open water.
-9	Quick moving river or wind tossed open water.
-18	Rapids or storm tossed open waters.

Races (On Foot, Etc)

On occasions two or more individuals may want to find out who can get from point A to point B the fastest. If all the participants are on foot then each contender makes an OP Athletics VS Athletics skill roll. The contender with the highest result wins the foot race.

If the contenders are mounted or sailing ships then either a Riding VS Riding skill or Sailing VS Sailing skill roll may be used to determine the victor.

If races are through unknown regions or over open seas each contender may have to make a successful Navigation or Nautical Navigation skill roll as described in the travel section to even be allowed to make the OP roll as a member of the racing contenders. If they get lost they lose the race before it even begins.

The amount of time required to complete a race depends on the distances involved and the modes of travel the participants use.

For races over six hours in length the GM may have all of the competitors check for injuries accrued for hard travel or double time marches as described in the Travel Section. Any WP received would have there penalties applied to the final OP roll of the recipient to see if they win the race. If a contestant's Condition Resist results in unconsciousness or death from over exertion would disqualify a contender from making the final OP skill roll to determine the victor in the race.

Scouting

When characters travel they may declare that they are scouting. This reduces the speed at which they may travel, but allows Scan Rolls to spot ambushes and traps as soon as they enter the character's line of sight.

If a character or group that was scouting enters into Combat only receive two Action Points for their first round of battle.

The GM rolls all Scan rolls stemming from Scouting for the players.

Silent Kills

A character may have reason to want to slay/knock unconscious an opponent without the target making a noise. This may only be done if the target is considered helpless via ignorance of the attackers presence (i.e. has been snuck up on outside of combat).

If a player is initiating the attack they need only declare there intention to make a Silent Kill. When this declaration is made the normal +10 bonus for attacking a helpless foe is not applied to the roll, but if the Condition Resist Roll against the attack's damage results in an Unconscious or Dead status for the defender they drop without making a sound.

Swimming

When a character goes for a swim the difficulty is dependent on how rough the water is. A character that is swimming make an SD(-# based on situational penalties) Swimming roll each round at the beginning of their Combat Turn. If the roll succeeds the character may swim up to five yards per action point expended for movement that round in any direction in the water.

Failure indicates that the character sinks a yard and may take no actions while in the water for that round.

The chart above provides some situational modifiers based on how rough the water is.

If a character fails to swim in a river or other mass of flowing water that has obstacles in it (i.e. submerged boulders, tree trunks, etc) the individual may be subject to falling damage upon collision with said obstacles. The distance for the fall is the distance the river/flow swept the character during the round prior to the collision.

Sneaking Around

The Stealth skill has two basic applications in most situations; it is either used to stalk silently around or to hide. Guidelines for both functions of the skill are provided below.

Modifiers For Balance Actions

Modifier	Circumstance
+6	Character reduces movement to a careful pace of 2 yards per Action Point expended.
-6	The character makes a running action this round.
-3	The surface being balanced on is only six inches wide.
-9	The surface being balanced on is only three inches wide.
-18	The surface being balanced on is a rope.
-6	The surface is slick with water, oil, or ice.

Stalking

A character that is stalking is attempting to move silently so they will not attract attention to them self. This only requires a skill roll when the character is within the proximity of individuals or creatures that might hear them and is handled with GM made OP Stealth (the stalking character) VS Awareness (of the potential listeners). The GM only needs to make one Stealth roll for a character when he or she starts to sneak around in a scene, unless he or she is in combat in which case the GM should make a separate Stealth roll each time the player declares the target is stalking someone. If the character is not in combat however the FR of the first roll is used to determine the success or failure of any listeners encountered on the PC's rounds Awareness skill rolls. Example, Stella is sneaking around in a noble's mansion. At the beginning of the scene the GM rolls a FR of 30 for her Stealth skill. She sneaks past three guards on her rounds, each of which makes OP Awareness roll against her FR. The guards score FR of 12, 28, and 22 respectively so none of them hear Stella as she pads through the mansion.

A character that is stalking about may only move five yards per two Action Points expended in a round.

The potential listeners only make their Awareness skill rolls to see if they notice the stalking character when that character enters there awareness radius (radius in yards around the character equal to his or her SB in Awareness). The GM may also apply modifiers to the listeners Awareness roll based on the noise levels he or she is contending with at the moment.

Hiding

A character that hides uses either an object or convenient wedge of shadow to conceal them self from view. When others look for the character they make an OP Scan (the searcher) VS Stealth (the sneak). If the searcher succeeds on the Scan roll the hidden character has been spotted, but if he or she fails the character remains hidden. The GM makes

the Stealth roll for a player as the character always believes they have hidden successfully until it is proven otherwise.

Since Scanning is a sight-based action it is subject to generic sight based modifiers. If the character manages to hide behind cover the GM may also apply penalties to the Scan attempt as if it were a Missile attack roll (i.e. -1 penalty per 5% cover).

The searcher may also receive some bonuses dependent on the circumstances. If a character attempts to hide while directly in the searcher's line of sight the Scan roll receives a +10 bonus.

A searcher also receives a +10 bonus if the character makes an attempt to hide after having been heard stalking about or have been successfully tracked to this location (see tracking guidelines below). This bonus reflects the knowledge that someone is in fact nearby and is cumulative with the bonus listed above if the searcher happens to spot the character dive for a cubby hole.

A hiding character receives a -3 penalty to his or her roll if they wish to be able to look out of their hiding spot at the people they are hiding from.

If searcher or searchers all fail there Scan rolls then the character has managed to hide successfully and cannot be found by those who failed until he or she moves from the hiding place or 24 hours passes and the searchers make another attempt to find them. There may be instances where based on the nature of the hiding spot, the 24 hour rule is not applicable, due to the ability of people to spot it if the merely look for the character from a different angle (i.e. the character is hiding in plain sight or behind a small patch of cover in a large open space).

Tightrope Walking and Other Feats of Balance

At times a character may need to traverse thin strips of ground to get from point A to point B. When a character enters a piece of terrain that must be walked across by placing one foot directly in front of the other or very near to it, he or she must make an SD(-# based on Situational Penalty) Acrobatics skill roll to avoid falling off the terrain. If the Acrobatics roll succeeds the character moves on the terrain without falling off. Failure indicates a spill and if the piece of ground they where balancing on is high enough up may result in falling damage.

A character must make an SD(-#) roll as described above once each round that he or she spends traversing the precarious terrain.

The chart above gives suggested situational modifiers for those attempting feats of balance.

The system described above may also be used to see if characters can remain balanced while trying to take actions on slick surfaces like frozen lakes or lard warehouses where tub just flipped over. The only difference being that a failed SD (-#) Acrobatics roll merely indicates the luckless character fell down rather than fell off.

Tracking

If a character is tracking another character or creature he or she makes a SD (-# = days that have passed since the tracks were made) Survival (of the type appropriate to local terrain) skill roll. If the roll succeeds then the character can follow the tracks to the animal or character provided he or she can travel quickly enough. The exception to this mechanic is when the target of tracking is actively trying to prevent it.

In these situations an OP Survival (the tracker) VS Stealth (the target) is made. The tracker's Survival skill roll suffers -1 cumulative penalty per day since the tracks were made just as if he or she were making the SD roll. If the tracker succeeds then he or she may follow the tracks as described above. If the target's Stealth roll succeeds the tracks are untraceable.

It should be noted that a character's effective Stealth SB for hiding tracks may not exceed his or her Survival SB in the local terrain when this roll is made. So if a character has an SB 20 in Stealth, but only an SB of 5 in the Survival skill related to the local conditions he or she can only add +5 to the OP roll against the tracker for the Stealth skill.

Unlike a character that is stalking a character that is actively masking their tracks does not have his or her movement rate reduced.

The rule of limiting a character's effective Stealth SB skill based upon their Survival SB only applies in the wilderness. In urban environments or man made structures a character always uses their standard Stealth SB.



Magic is a cornerstone of the fantasy genre. Some characters in *The Blade and the Will* are able to use it. To be a magic user a character must have all three of the following skills; Spellcasting, Centering, and Arcana (with the exception of Hedge Magic users described at the end of this chapter). A character that does not have a skill bonus (SB) of at least one in each of these skills cannot use spells. In addition the character must know at least one spell and have Sorcery Attribute Score of at least 1. If a character's Sorcery Attribute is reduced to zero he or she cannot cast spells even if they have knowledge of them. This chapter explains how character casts spells and how the effects of those spells are resolved.

SPELL DESCRIPTIONS

Name

A spell's name always precedes its basic statistics and description.

Difficulty Penalty (DP)

The Difficulty Penalty is the modifier attempts to cast the spell have applied to the caster's SD Spellcasting skill roll.

Cost & Sorcery Condition Resist Rolls

A spell takes a toll on the user when cast. This is represented in its base Drain Cost (DC) and Sorcery Cost (SC). An armored spell caster may have to pay more to cast the spell; this is explained later in this Chapter.

When a character attempts to cast a spell successful or not he or she suffers a number of Damage IP equal to the DC of the spell and if the spell has SC loses that number of Sorcery Attribute Score points permanently (the only way to get them back is through the expenditure of EP). Armor worn and Natural Armor provide no protection against stun damage suffered from spell DC.

Whether the damage the character suffers is treated as Stun or Lethal depends how the spell's DC compares with the caster Sorcery score prior to casting the spell. If the spell's DC is equal or less than the character's Sorcery score then it deals only Stun damage and additionally the character cannot suffer a "dead" result on his or her Sorcery Condition resist roll. The character treats a "dead" result as knocked unconscious.

If the spell's DC is greater than the character's Sorcery score then the damage is Stun and a "dead" result is possible.

If a spell's DC exceeds the caster's Sorcery score by 10 or more then the damage dealt is Lethal.

When a character suffers the IP from a spell they have cast he or she must make a Sorcery Condition Resist Roll.The roll is handled in the same fashion as a standard Condition Resist Roll, but the Sorcery Attribute Score is used in place of the Body Score (see the Combat Chapter for Condition Resist Roll rules). All IP suffered from Spellcasting are cumulative with IP from other sources.

Example, Drunelle casts a Read Thoughts spell that

has a DC 20 and SC 1. He had a Sorcery Score of 15 prior to casting the spell, so the damage type for the DC is Stun and has the possibility of killing him if the Sorcery Condition Resist roll goes badly. After the spell is cast his Sorcery Score is reduced to 14.

Range

The maximum distance away from the character the target of a spell may be. The description may also include limits on the sort of target the spell may affect.

Casting Time (CT)

Spells are defined as either Fast or Ritual. A fast spell requires two Action Points to cast. A ritual spell requires 10 minutes per point of DC and 1 hour per WC point of WC in the spells cost (i.e. a ritual spell with a DC5 & WC3 would require 3 hours and 50 minutes for a character to cast).

Effect Description

This describes the function of the spell. It outlines what it does, how the targets of the spell may resist if that is an issue, and the limits on the spell.

SPELLS KNOWN AND MEMORIZED

A character may know a spell without having it memorized, however a character may only cast spells that he or she has memorized effectively. A character is allowed to have a number of spells memorized at one time equal to their Willpower score. If a character learns a new spell he or she must memorize it before they can cast it without penalty. See the Character Creation & Development chapters for information on learning knew spells.

The spell memorization process varies a little dependent on whether the character has written copy of the spell to reference. If the character has a book that contains the spell formula written in a language he or she can read a SD Arcana skill roll is made with the spells DP applied to the roll. If the skill roll succeeds the spell is memorized successfully. This process requires an hour regardless of whether it is a success or failure.

If a character does not have written copy of the spell they know an additional -10 penalty is applied to the SD Arcana roll, but otherwise the process is identical.

A character that has reached his or her memorization limit must drop one of the spells they have memorized if they memorize a new one.

A character does not forget a spell as result of casting it.

THE SIZE OF A SPELL BOOK

A spell book's size depends on the DC & WC of the spell it contains. A spell is considered to require 20 pages of text and diagrams per point of DC or WC it takes to cast. If either the DC or WC of a spell is variable then the lowest possible combined payment of both when a spell is cast is used to determine the size of the text (if a variable cost is unspecified then its value is the minimum of one).

Example, The Astral Awareness spell has a cost DC 4 and an optional increased cost of WC 10 for an extended duration. The WC still figures into the size of the text for the spell, because the combined payment of both is always assumed to be the baseline for a spell's complexity. Thus, Astral Awareness requires text 280 pages long to contain it.

It should be noted that books are not the only objects that can contain spell descriptions, fetish objects, stone monoliths, and other options exist as well. A GM may allow a character to keep their spell's written formulas in these sorts of objects, but the cost of purchasing a written copy should always be equivalent to acquiring a spell book. The weight of the object should also be equal or greater to that of a spell book that would have contained the spell.

MAKING YOUR OWN SPELL BOOKS OR FETISH OBJECTS

A magic user faces some stiff fees if they always buy their spell books from others, although it can certainly save time in a pinch. A character may only attempt to write down the formula for a spell if he or she has it memorized. The process requires six-hours per point of minimum combined DC and WC the spell can potentially cost (all variable costs defaulting to the lowest price given, the minimum is one point if a value isn't specified). The character must be in possession of the appropriate tools for the project prior to starting (i.e. the required number of pieces of paper, ink, etc).

Once a character has completed the required period of time working on the text/object for a spell he or she makes an SD(-Spell's Difficulty Penalty) Read & Write language skill roll. If the roll succeeds then the spell has been transcribed successfully and the text/object may be used to study the spell for learning or memorization. If the roll fails the text/object is flawed and all the materials are wasted.

HOW TO CAST A SPELL

The ideal condition for a character to cast a spell is with hands free and vocalization. A character suffers a cumulative -3 penalty to the Spellcasting roll if their hands are restrained or they cannot speak, although a caster may launch a spell via pure psychic force with -6 penalty to their spellcasting skill roll.

A character may only cast spells that have an SC cost if they have enough Sorcery Attribue Score to pay for the

Power of Casting Chart	
SP Scored by Caster	**Power of Casting Modifier (PCM) to Defender's Resist Roll**
1 - 5	+5
6 - 10	+0
11 - 15	-5
16 or more	-10

spell available.

The first step of casting a spell is to complete its casting time requirement. For fast spells this is a simple matter of expending 2 Action Points. For ritual spells it can require extensive periods of time. If a spell's casting time exceeds six hours the magic user may cast it over a period of multiple days, provided they spend six hours or whatever increment remains for the spell on the final day working on the spell. If a day passes without the maximum effort being applied to the spellcasting process the spell collapses and the casting process must be started again. A character may work on a spell more than six hours in any given day, but this places a strain on the caster. For each hour after the sixth that a caster works on a spell they suffer 1 IP of Stun damage and must make a Condition Resist roll. If a caster passes out or dies while casting the spell the spell collapses and must be restarted. A caster that goes into overtime on a ritual spell may stop at any time and pick the spell up the next day. A ritual spell is completed in the round following the completion of the listed period. While a character is casting a ritual spell they are considered to be taking a continuous action that requires 3AP per round. If a character stops working on a spell for more than their Willpower Score rounds prior to hitting the six-hour mark or completion point of a spell they lose all the progress (i.e. time spent so far that day) casting the spell.

Once a spell's casting time is completed they proceed to make Spellcasting skill roll with penalties applied based on whether the spell is memorized and the spell's DP. When a character wants to cast a spell he or she has memorized a SD Spellcasting skill roll is made with the spell's DP applied, along with any other circumstantial modifiers. If the roll succeeds then the spell was cast successfully, provided the character has viable target. If a character tries to cast a spell that he or she knows, but does not have memorized a -10 penalty is applied to the skill roll, but the process is otherwise identical.

A successful spell creates the effect described for the spell within the parameters allowed by his or her Centering Skill Bonus. See the section below for more on Centering Skill Bonus.

If a spell allows the target to resist its effect the establishment of the power of its casting (PCM) is also necessary. The target resisting the spell receives a modifier to their resist roll based upon the PCM scored by a spellcaster.

A viable target for a spell is anything that meets its effect parameters, is within the appropriate range, and that the caster is aware of. The caster must have either visual contact with the target, physical contact, or know the location of a target via an SD(-20) Awareness roll to pinpoint its location via other senses. A target must be within a number of yards equal or less than the Awareness SB of the caster to use the latter method. The only exceptions to this rule are spells that specifically state the caster may target unseen locales or that the spell is cast upon a blanket area.

Regardless of the spell's success or failure the character that casts it must pay its cost. A character makes an immediate Sorcery Condition Resist roll as result of the fresh Stun Damage IP a spell inflicts and if it has SC must immediately reduce their attribute score accordingly (the reduction is applied before the Sorcery Condition Resist Roll is made).

If a character reduces their Sorcery Score to zero via the casting of spell they lose the ability to cast any further spells until the attribute is restored to a score of 1.

A target of spell that provides a means of resistance resolves that process immediately to determine the extent of the spell's effects. A target that successful make the proscribed resist roll is unaffected by the spell in any way.

Example of basic Spellcasting, George wants to cast a Fire Immunity spell on himself. His standard Spellcasting SB is +20, but after modifying it for Fire Immunities -9 DP his bonus is a +11.The Spellcasting roll comes up with an FR 17, a success that renders him immune to fire damage for twenty hours (his Centering SB is 20). He suffers 12 Stun Injury points as result of the spell's 12DC. Since the IP are suffered from Spellcasting he makes a Sorcery Condition Resist roll. He has Sorcery Attribute Score of 10 so when he applies the penalty equal to his current IP (-12) he gets a final modifier of -2 (Sorcery Score 10 -12 for IP = -2) for the roll. His FR is a 4. He checks this against the Stun Damage Column on the Condition Resist Chart and reads that the Stun damage dealt by the spell had "Knocked Down" result, but no other effect. Goerge falls on his knees as result of the head rush from channeling the spell's energy.

Determining a Spell's Power of Casting

When a spell is cast successfully the SP scored on the skill roll determine the power of casting bonus or penalty applied to the defender's resist roll against the spell. The chart below shows the modifier applied based upon the SP scored on the Spellcasting roll.

The PCM for potential target's resist rolls remains in effect until the spell's duration elapses and the spell ends after

the initial casting.

The Centering Skill

A character's Centering skill affects the range and power of the effects of the spells they cast. Spell descriptions often refer to the Caster Centering Skill Bonus or CCS to quantify the potency of the spell. Example, a caster of a skill bonus of 9 in Centering casts the Ball of Flame spell successfully. The thrown weapon created has a DB of 9 and RI of 9 yards.

Many spells have durations and effects that are affected by the CCS. It should be noted that the effect is always determined by the character's CCS at the time of casting. Once the spell has been cast the effect does not change if the caster's skill increases, because a magic user does not actively maintain the spell.

In many spell's description the penalty applied to a target's Attribute roll to resist is shown as (-CCS & PCM). This indicates that the penalty equal the CCS of a spell plus the power of the casting modifier for resisting the spell. Example, a Nobody Here spell cast by an individual with a Centering SB of 15 and a PCM of -5 applies a -20 penalty to the SD Willpower roll of its victim to resist the spell.

Armor and Spellcasting

A character's armor does not make spellcasting more difficult, unless the armor causes an Action Penalty, but it does make the spells more costly.

When a caster draws magic into their body to form it with their will armor slows the flow of energy into the caster. In game terms this translates into spells having their DC increased by an amount equal to the AR of any suits of armor or helmets worn by the character (i.e. a Flame Ball spell cast by a character wearing Plate Mail and Full Helm would have a total DC of 18DC [base cost 3 DC + 15 DC increase for AR 15).

Shields and Natural Armor do not increase the cost of casting spells for their wielders.

Touch Spell Engages

A touch spell engage costs one Action Point. It is similar to a normal engage, but the caster deals no damage if he or she prevails against the defender. The caster merely delivers the touch for the spell.

Failure on the other hand can result in the spell caster suffering damage at the hands of the defender's counter attack.

A Note on Spells That Create Wards, Symbols, and Runes

A number of spells create a symbol on a surface that generates an effect. It should be noted that the destruction of the surface does not end these spells. The symbol exists without the surface, but the host surface allows the effect to be moved along with it. The destruction of the host item simply means the spell remains rooted in the spot where the object was destroyed until its duration elapses.

Spells with Mass Targets

A number of spells have effects that target everyone within a sizeable area around the point targeted. Some of these spells also provide means for individuals to resist the effect of the spell. If an Attribute Resist roll was made for every individual potentially affected by the spell it could take a very long time indeed to resolve the effect in some cases.

When a massive area effect spell is cast simply make one resist roll for the masses. Compare the Attribute Score and Magical Protection cumulative bonus being used by each individual to the result of the single roll to see who is and is not affected.

Major NPC and PC in the current story may still resist the effect of these massive area spells individually.

Example, Natasha successfully casts Time to Forget spell. The penalty to the targets' Attribute resist rolls due to her Centering SB and POC is -20. A single SD Willpower roll is made for the masses in the area affected. The rolls result is a 15. This indicates that anyone with Willpower Score and Magical Protection cumulative bonus of 15 or higher in the general populace affected by the spell will resist it. Anyone with an Attribute Score and Magical Protection cumulative bonus of 14 or less will be affected by the spell.

Spell Effect Singularity & Effect Stacking Limits

If the spell is cast upon a character or object repeatedly its effects are not cumulative. When two of the same spell get cast upon a character or object only the benefit from the highest CCS casting of the spell apply. Example, Maestro has two Protection from Missiles spells cast upon him, one with a CSS of 10 and one with a CSS of 18. All ranged attacks against him now suffer -9 penalty (i.e. the benefit for the CCS 18 casting).

Many spells and magical effects provide bonuses to attributes, skills, natural armor ratings, or resist rolls. No more than two effects from separate spells, boons, or magical effects may combine to create a bonus for any given statistic for any given roll. If a character has more than two unique effects that all provide a bonus to the same roll then only the two highest bonuses are added two the roll. Example, Jager is under the effects of an Elemental Protection CCS 10, Iron Skin CCS 10, & an Armor of Faith PFS 20 boon when he is struck by a Lightning Bolt attack. He ends up receiving an additional 15 points of Natural Armor Rating against the attack, because he drops the protection from one of the two spell's currently providing him with +5 Natural AR Bonus

against this sort of attack.

Boons & Magic

Effects created by boons are considered magic for the purposes of dispelling and protections. The effects generated with magic or with a boon are considered identical in every respect except the means that they are created.

In the event that a boon or spell indicates that target may only be affected by one of that boon or spell at a time, the limitation applies across the board. A spell and boon stack is not allowed.

COMMON GRIMIORE

These are common spells found in grimoires of the sorcerer or dabbler in the magical arts.

SPELLS

Acid Blood

DP: -15
Cost: 15DC 1SC
Range: CCSx5 yards.
CT: Fast

The target of this spell must have an active circulatory system, which usually entails a living target.

When cast the target must make SD(-CCS&PCM) Body resist roll. If the roll fails a portion of the target's blood has been transmuted into a corrosive acid for CCS rounds. The initial damage dealt by the spell is equal to the target's FP on the Body resist roll and is lethal. Each round after the first the target makes another SD(-CCS&PCM) Body resist roll and suffers FP points of lethal damage. Success on one of the Body rolls after the initial resist for the spell does not end the spell, but does prevent damage for that round. Regular and natural armor provide no protection from the damage this spell deals.

If the victim gets a death result on his or her Condition Resist roll against the damage dealt by this spell he or she explodes. A CCS radius around the victim is showered with acid. Anyone in this area is subjected to an area attack with a proxy skill bonus equal to the CCS of the spell, lethal damage type, and a DB equal to the CCS of the spell.

Alarm Zone

DP: -3
Cost: 3DC
Range: Touch
CT: Fast

This spell requires a 10 square inch surface to apply a symbol to.

The spell creates an invisible field at the edge of a radius of the caster's choosing, up to CCS yards from the symbol. The caster decides how sensitive the field for the alarm will be, based on the size of objects that move through it (i.e. this alarm will sound if a leaf crosses it or this alarm will sound anything larger than a cat crosses it, etc).

The caster may also choose the sound the alarm imitates. Common sounds include the roar of a bear, a clap of thunder, or birds chirping. If anything of the size designated by the caster passes into or out of the field radius the alarm sounds and the symbol disappears.

If the Alarm Zone is not triggered it exists for CCS hours.

Analyze Spell

DP: = DP of spell targeted.
Cost: 3DC
Range: CCSx5 yards.
CT: Fast

This spell targets a single ongoing spell or magical effect.

If cast successfully this spell lets the caster know what sort of enchantment he or she is looking at. It also gives the caster an idea of how long the effect analyzed will last. The caster also receives a rough idea of how powerful the creator of the effect is in comparison to the caster of this spell.

Animate Corpse

DP: -4 with an addition cumulative -1 penalty per Infusion Point.
Cost: 2DC per Infusion Point, an additional 2SC if granting spellcasting ability, and another 3SC if granting unnatural life.
Range: Touch
CT: Ritual

This spell requires a corpse that as a bare minimum contains half a skeleton of a critter or person. The caster must declare the number of Infusion Points desired for the creation and whether or not it will be granted an extended unlife prior to casting the spell.

If the spell is cast successfully each Infusion Point provides a number of Creation Points (CP) equal to the caster CCS to allocate to the creature's attributes, skills, and the duration of its animation. All CP expenditures for attributes scores and skill bonuses that do not exceed the linked attribute are done on a 1 for 1 basis (i.e. an expenditure of 6 CP on Strength gives the creation a Strength Score of Six). The corpse must have at least one CP applied to Strength, Reflexes, and Body attributes to be animated. Skill bonuses purchased in excess of the skills linked attribute cost 2 CP per point beyond the attribute. The caster may not grant the corpse any Attribute Scores or skill bonuses higher than their CCS.

The caster may also imbed spell knowledge in the creation. To do this a caster must pay an additional 2SC when the Animate Dead spell is cast. The cost to imbue spells is a

number of CP equal to the maximum combined cost in DC & SC for a spell, when the duration is extended. For spells with variable maximums for cost treat the variable number as being equal to one for the purposes of the purchase. A caster cannot grant the creation spells that he or she does not personally know. The creation can only use the spells granted if it has the appropriate skills.

If an animated corpse is given hedge magic abilities, then the spells in its conception of magic do not cost CP, but the animated corpse may not know any spell's that its creator did not know.

Animation time is purchased at a rate of 1 hour per CP spent or if the caster grants it extended unlife via the expenditure of Sorcery a number of decades equal to the CCS of the caster.

The corpse animated by this spell is not automatically under the caster's control and if left to its own devices attempts to prey upon the living. The spirit planted in the corpse is not that of its previous occupant in life, but is sentient.

If the corpse the spell animates had natural weapons like a bite, claws, or tentacles then it may still use them. The animated corpse loses any other special abilities or powers it had in life when created.

All damage done to an animated corpse is treated as Stun for the purposes of the corpse's Condition Resist rolls. The animated creation cannot heal IP or WP it suffers. Animated corpses are immune to poison and disease.

Antimagic Ward

DP: -15
Cost: 8DC, 4SC if duration is extended.
Range: Touch
CT: Ritual

This spell requires a surface with at least 10 square inches. It creates a symbol that prevents any magical effect from taking hold within a CCS radius of it. Any spell caster that wishes to cast a spell into, through, or out of the ward's radius must make an SD(-CCS&PCM) Willpower resist to overcome the ward with the spell (the same is true for those requesting boons).

If a preexisting spell or effect enters an Antimagic ward it makes an SD(-CCS of the Antimagic Ward) resist roll using its own CCS as a bonus. If the preexisting spell's resist roll succeeds it will continue to operate within the ward. If the preexisting spell's roll fails then the effect shuts off while inside the ward, but will reactivate the moment it leaves the warded area. A preexisting spell's success or failure against any given ward is permanent, if the spell works once within the warded area it will always work within that warded area and if it shuts down it will always shut down inside the warded area.

This spell lasts a number of hours equal to the CCS. A caster may extend the duration to CCS decades by spending 4SC when the spell is cast.

Archmage's Labyrinth

DP: -30
Cost: 40DC 10SC
Range: CCS yards.
CT: Ritual

This spell is cast on a single patch of ground.

If cast successfully the caster picks a spot within the spell's range where the entrance to the labyrinth created will be placed. At this spot a staircase twenty feet long that descends twenty feet into the earth appears. Attached to the bottom side is a maze of stone created to the specifications of the caster within the limits of the spell.

When cast successfully the caster must design a map of interconnected corridors. He or she can receives a number of six foot by six foot squares with twelve foot ceilings equal to their CCSx5 to craft their maze with (i.e. CCS 10 would receive 50 building units). To do this the caster should probably use a piece of graph paper. All of the squares in the design must link via corridors; no squares may be placed without a connection to all the other squares. If two corridors of squares run parallel to each other at least six feet of earth must separate them. Also the floor in the maze is perfectly level; the mage may not create grades, although pitfalls may be created as described below. Other than these three requirements the magic user may make the layout of the maze any way they see fit with the building squares provided by their CCS.

The magic user may place pits in the maze by sacrificing one of their building squares to make a pit in a passage that is six feet wide and six feet across with a depth of twelve feet. The pit may be made deeper via the expenditure of further building squares at a rate of 12 feet per square spent. No corridors may be branched off of these pits when the spell is cast.

Any pits creates as described above must have at least six feet separating them from any other adjacent pits. It is not possible to create chasms or wide pits with this spell.

The mazes design may be altered at casting if any hollow spaces exist in the ground the labyrinth is cast into. These spaces do no have passages built into them, but instead become linked to the corridors of the design. An archway opens into the hollow space where ever the design has a chance to continue in solid earth, but the hollow space is unaltered by the spell

The corridors cut into the ground are extremely solid and lined with a seamless stone that resembles polished marble. The color of the stone is left to the caster's whim.

The maze is uninhabited at the time of creation, unless it intersected some subterranean chamber already inhabited by something.

An Archmage's Labyrinth spell will last for CCS

years. When the spell ends or if dispelled the earth that was magically displaced to make the labyrinth returns and any unlucky inhabitants are killed instantly.

Armor Charm

DP: -5
Cost: 5DC, 5SC with extended duration.
Range: Touch
CT: Ritual

This spell may be cast upon a single suit of armor, shield, or helmet.

When cast it provides an AR bonus to the armor equal to the CCS divided by five (i.e. a caster with CCS of 8 would grant +2 AR increase to the enchanted object). The bonus provided applies to both the AR of the individual wearing the piece of armor and the armor's AR against attacks directed against it.

Only one Armor Charm spell may affect any given suit of armor, shield, or helmet at a time.

The spell last for CCS hours. If the caster pays 5SC the duration may be extended to CCS years.

Astral Awareness

DP: -5
Cost: 4DC, 10SC with extended duration.
Range: Touch
CT: Ritual

This spell affects a single conscious individual or animated being.

The recipient gains the ability to sense the presence of any enchantments within CCSx5 yards of them self. If he or she concentrates (3AP action) the direction and distance to a specific enchantment may be gleaned. This spell only allows the recipient to detect the spells or magical effects. It provides no clue as to their nature.

The spell lasts for CCS hours. A payment of 10SC can extend the duration to CCS years.

Aura Sight

DP: -1
Cost: 2DC, 1SC with extended duration.
Range: Touch
CT: Fast

A character under the influence of this spell can see the auras of living individuals and creatures. This provides insight into the emotional states of the people viewed. When viewed only the strongest emotion being felt by a subject may be read.

The aura sight extends for CCSx5 yards.

The recipient of this spell can only see the auras of people they can see with their standard vision faculties.

The spell lasts for CCS hours. The duration may be extended to CCS years with the expenditure of a 1SC.

Ball of Flame

DP:-5
Cost: 3DC
Range: Self
CT: Fast

When cast this spell creates a ball of flame in the caster's hand to hurl at a target. The caster resolves the attack as standard thrown weapon attack. The weapon cannot be reused or passed on to another individual to use.

The ball of flame has a DB & base RI equal CCS. The Ball of Flame's damage type is lethal. The weapon's actual RI is equal to base RI + the caster's Thrown Weapon Martial Arts SB in yards (The wielder's Strength Score is irrelevant due to the Ball of Flame's magical nature) If it strikes flammable material it lights it on fire if it deals enough damage (See Gamemastering Chapter). Armor protects against damage from this weapon.

Black Cloud

DP: -10
Cost: 8DC, 3SC with extended duration.
Range: CCSx5 yards.
CT: Fast

This spell generates an inky black cloud that fills CCS yards radius around the casters chosen target location.

The caster has limited control over the cloud. He or she may move its center point ten yards by expending 1 Action Point as long as he or she is within the spell's range of the cloud.

The cloud is opaque and cannot be seen through regardless of the form of vision a person or creature has. The cloud also generates an ominous low humming, individuals inside the cloud cannot hear anything, this effect also blocks echo location.

Wind and environmental conditions do not affect this cloud in any way.

The cloud exists CCS hours after the casting. A caster may extend the duration to CCS years with an expenditure of 3SC.

Blinding Speed

DP: -15
Cost: 20DC, 10SC with extended duration.
Range: Touch
CT: Ritual

This spell may be cast upon single living or animated subject.

The recipient gains the ability to take up to three additional Action Points of action in any given round. This ability comes at a price. The recipient suffers 3 IP of Stun damage per additional action point taken while under the influence of the spell at the beginning of his or her next

Random Familiar Chart

Roll's FR*	Animal That Arrives
-19, a 2, or 22	Arachnid, Venomous
-18, a 3, or 23	Song Bird
-17, a 4, or 24	Mouse
-16, a 5, or 25	Rat
-15, a 6, or 26	Raven
-14, a 7, or 27	Snake, Viper
-13, a 8, or 28	Small Cat
-12, a 9, or 29	Owl
-11, a 10, or 30	Small Dog
-10, a 11, or 31	Falcon
-9, a 12, or 32	Badger
-8, a 13, or 33	Octopus (roll unmodified D20, FR 9 or below it is a saltwater octopus)
-7, a 14, or 34	Ferret
-6, a 15, or 35	Monkey
-5, a 16, or 36	Snake Constrictor
-4, a 17, or 37	Wolf
-3, a 18, or 38	Big Cat
-2, a 19, or 39	Gorilla
-22 or less	GM's Choice of animal.
40 or more	GM's Choice of Animal.

Combat Turn after using them and must make a Condition Resist roll.

This spell lasts for CCS hours. A caster that makes 10SC payment may extend the duration to CCS years.

Call Familiar

DP: -10
Cost: 20DC and 5SC.
Range: CCS yards.
CT: Ritual

This spell is cast upon a circle drawn on the ground that is no less then 2 yards in diameter.

When cast it calls an animal familiar into the circle that is psychically bound to the caster and may aid them in their use of magic. The type of animal that appears is determined randomly with each casting. The GM makes an unmodified roll and compares the FR to the chart above to determine which animal becomes the caster's familiar.

If the spell is cast successfully the animal familiar appears in the center of the circle when the casting is completed.

A familiar is no ordinary animal, although all of its basic statistics are those listed for it in the Animals & Creatures chapter. It is immune to the effects of aging as long as its summoner remains alive and provides some unique benefits to its master. A familiar is also considered to be sentient and has Sorcery Attribute Score of 20.

The familiar and master are psychically linked and can communicate verbally in the master's primary language using thoughts as long as the familiar is within caster's Willpower Score miles. Both individuals are constantly aware of the distance and direction to the others location as long as they remain on the same plane of existence.

A familiar is immune to any effects that attempt dominate or read its mind, but if its master becomes dominated or has his or her mind read the familiar is subject to the control or mind reading the master suffers too.

Magic users desire familiars not only as useful servants, but as aids in their spellcasting. A familiar can take part of the burden of paying for a spell's cost along with its master, but must be within a number of yards of its master equal to his or her Willpower Score to do so. If the master decides to share the cost of a spell with the familiar then half of the spell's DC and SC get applied to the familiar and half to the caster. In the event that the cost of a spell is not an even number, the caster always takes the largest portion of the Drain Damage and Sorcery Cost.

A familiar can never regain (although some spells may reinforce it) any Sorcery points it loses when it assists

with payments for a portion of spell's cost are gone forever.

A master of a familiar does take a unique risk for all these benefits. If the familiar dies the master immediately loses 5 points of Willpower permanently (although they may be restored with EP expenditures later).

A familiar once called to a caster is bound for the caster's lifetime. This binding cannot be dispelled or destroyed by anything, but the caster's death or its own. If the caster dies while a familiar still lives the familiar becomes an ordinary animal, even the resurrection of the caster will not make the animal his or her familiar again.

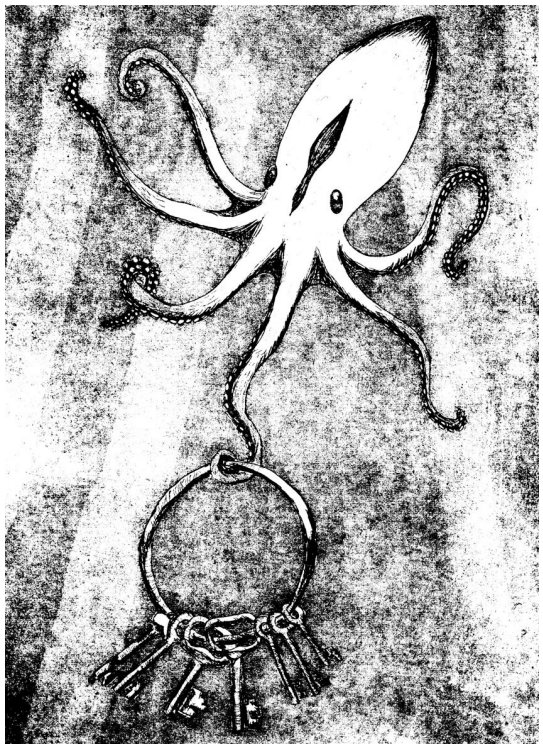
Cat's Landings

DP: -8
Cost: 6DC, 8SC with extended duration.
Range: Touch
CT: Ritual

This spell affects a single living or animated entity.

The recipient of the spell receives a bonus to all Acrobatics Skill rolls to avoid falling damage equal to the CCS.

The spell lasts for CCS hours. A payment of 8SC by the caster extends the duration to CCS years.



Command Undead

DP: -8
Cost: 1DC + #DC equal to one fifth the target's Willpower, #SC equal to one fifth thetarget's Willpower with an extended duration.
Range: CCS yards.
CT: Fast

This spell can be cast on any undead creature.

The creature is allowed a SD(-CCS & PCM) Willpower roll to resist. If the undead creature is under someone else's command the current boss at the time of spellcasting is allowed a SD(-CCS+PCM) Willpower roll to resist being usurped. If either the creature or the previous owner resist successfully then the spell has no effect.

If the spell succeeds the caster gains control of the creature. It will respond to his or her verbal commands to the best of its ability and will take no actions against the caster. The creature remains under the caster's control for a number of days equal to his or her CCS, unless the caster opted for an extended duration.

With the expenditure of 1SC the spell's duration is extended to CCS years.

Curse of Unhealing Wounds

DP: -15
Cost: 10DC, 12SC with extended duration.
Range: CCSx5 yards.
CT: Fast

This spell targets a single living creature that is suffering from wounds.

The target receives a SD(-CCS&PCM) Willpower resist roll. If the target fails to resist the spell he or she is unable to heal any WP for the duration of the spell, although they may be treated and prevented from deteriorating.

Magical attempts to heal wounds require the caster of the healing effect on the recipient of this spell to make an SD(-CCS&PCM) Willpower resist roll to overcome this spell and make the healing spell stick. If the would be healer cannot make this resist after casting the medical spell no healing occurs.

This curse does not prevent the recipient from recovering IP points normally.

This spell last for CCS days. A payment of 12SC increases the duration to CCS decades for the spell.

Dark Nimbus

DP: -12
Cost: 10DC, 5SC with extended duration.
Range: Touch
CT: Ritual

Dark Nimbus creates a visible aura of shadow around the subjects head. Any living creature that comes within a CCS yard radius of the subject must make a SD(-CCS&PCM) Willpower resist roll to avoid the sense of dread that emanates from the spell's beneficiary. An individual that fails suffers an action penalty equal to the FP of his or her roll while they remain in the recipient's presence (the CCS yard radius). If the FP an individual scores is equal to or exceeds his or her Willpower score they must flee the subject of this spell, until they either cannot see the subject or have cleared a distance of CCSx10 yards.

The Dark Nimbus spell's power is considered a fear effect for the purpose of targets' resist rolls.

The action penalty this spell creates lasts for CCS hours. After that period a creature may attempt to approach the subject of the Dark Nimbus spell again and make a new Willpower resist roll.

This spell lasts for CCS hours. The duration may be extended to CCS years with the expenditure of 5SC.

The subject of this spell may turn the aura on or off at any time during the duration by the expenditure of 3 Action Points.

Decrease Attribute*

*Each attribute requires a separate spell (e.g. Decrease Presence, Decrease Reflexes, Etc).
DP: -10
Cost: 10DC, 5SC with extended duration.
Range: Touch
CT: Fast

This spell affects a single target with the appropriate attribute.

The target of this spell gets a SD(-CCS&PCM) Willpower resist roll. If the roll fails the target has the attribute reduced by half CCS in points for the spell's duration. If a target's attribute is reduced to zero or less in this fashion they fall into a coma for the duration of the spell.

If this spell targets the Spirited attribute, the affected individual stops receiving their extra Fate Point at the each of each new scene for the duration of it.

Only one Decrease Attribute spell may affect any given attribute at one time.

The spell lasts for CCS hours. The caster may pay 5SC to extend the duration to CCS years.

Dispel Magic

DP: -(=CCS or PFS of target spell's caster or boon's requester)
Cost: DC = DC + SC cost of target effect*, 1SC if the effect had a WC cost.
*: If either the DC or SC is variable increment given for the spell, if no specific increment is given assume the variable is a 1.
Range: CCS x 5 yards.
CT: Fast

This spell targets one other spell, boon, or magical effect with an ongoing duration.

The casting difficulty penalty and cost depend on the target spell, boon, or magical effect's cost and the skill of the spell's maker.

If cast successfully this spell eradicates the target spell ending it early.

For cost determination BP are equivalent to DC and WC are equivalent to FP.

Domination, Animal

DP: -3
Cost: 5DC + #DC = tenth of target's Willpower Score, +SC = tenth of target's Willpower score with extended duration.
Range: CCS x 5 yards.
CT: Fast

This spell affects a single living target with animal intelligence.

The target of this spell must make a SD(-CSS&PCM) Willpower resist roll or be enslaved by the caster's will. If the target fails to resist he or she is unable to take any action against the caster and must obey any verbal commands the caster gives to the best of his or her ability (spoken or psychic). Only commands of suicide or harm to a loved one provide the subject with a SD(-CCS&PCM) Willpower roll to resist the command. A successful resist to one of those commands does not end the spell, but assures the individual will never act on that particular command for the duration of the spell.

The Animal Domination spell is considered a fear effect for the purpose of targets' resist rolls.

This spell lasts a number of hours equal to the CCS of the caster. If a caster spends SC equal to half the target's Willpower score at the time of casting the spell's duration is extended to CCS years.

The spell's prohibition against actions taken against the caster prevents the target from personally attempting to dispel the magic.

If this spell is cast upon an animal that is already subject to a Animal Domination spell, the current dominator is allowed a SD(-CCS&PCM) Willpower resist roll to retain control of the subject.

Domination, Sentient

DP: -12
Cost: 12DC + #DC = half target's Willpower Score, +SC = half target's Willpower with extended duration.
Range: CCS x 5 yards.
CT: Fast

This spell affects a single living target with a sentient mind.

The target of this spell must make a SD(-CSS&PCM) Willpower resist roll or be enslaved by the casters will. If the target fails to resist he or she is unable to take any action against the caster and must obey any verbal commands the caster gives to the best of his or her ability (spoken, psychic, or otherwise). Only commands of suicide or harm to a loved one provide the subject with a SD(-CCS&PCM) Willpower resist roll to ignore the command. A successful resist to one of those commands does not end the spell, but assures the individual will never act on that particular command for the duration of the spell.

The Sentient Domination spell is considered a fear effect for the purpose of targets' resist rolls.

This spell lasts a number of hours equal to the CCS of the caster. If a caster spends SC equal to half the target's Willpower score at the time of casting the spell's duration is extended to CCS years.

The spell's prohibition against actions taken against

the caster prevents the target from personally attempting to dispel the magic, although the target still has the freedom to use his or her tongue as he or she sees fit in all other regards.

A character affected by this spell cannot be forced to utilize Fate Points.

If this spell is cast upon someone that is already subject to a Sentient Domination spell, the current dominator is allowed a SD(-CCS&PCM) Willpower resist roll to retain control of the subject.

Don't Go Yet

DP: -9, cumulative -1 per hour the target of the spell has been dead, -# equal total times Death's Been Cheated by target and the caster.
Cost: 12DC + 1DC per hour the target has been dead, also 2SC
Range: Touch
CT: Fast

A caster may use this spell to attempt and bring the recently dead back to life. When cast successfully it does just that. The spell does not heal any of the IP or WP suffered by the target, but it does close any wounds so that the target's condition cannot deteriorate.

The shock of death permanently reduces the resurrected character's Body and Willpower attributes by 2 points each.

Both the caster and the target have their Death's Been Cheated rating increased by one point when this spell is performed successfully.

Eight Eyes

DP: -6
Cost: 5DC, 2SC with extended duration.
Range: Touch
CT: Ritual

This spell creates eight tiny eyes around the crown of the recipient's head; that allow them to see in all directions when opened. Each appears as ebony marble when open, not unlike the eyes of a spider. When closed the eyes are invisible.

The recipient of this spell is allowed two additional engages before he or she begins to suffer the standard -3 cumulative penalty for engages. In addition he or she can see anyone sneaking up on them that has not been rendered invisible, provided the light is good.

If the recipient of this spell is wearing a helmet all benefits are lost.

The Eight Eyes spell last for a number of hours equal to the CCS. If the caster spends 2SC the spells duration is extended to CCS years.

Elemental Immunity (Acid, Air, Cold, Earth, Fire, Lightning, & Water)*

* Each elemental effect requires learning a separate spell.
DP:-9
Cost: 12DC, 6SC with extended duration.
Range: Touch
CT: Fast

This spell affects a single person, creature, or object.

The spell renders the recipient immune to damage or alteration of any form from the element. No spell that utilizes it may effect this spell's recipient. Even total immersion in the most violent manifestations of the element will not affect the person or object this spell is protecting.

This spell lasts a number of hours equal to the CCS. A caster of this spell may extend its duration to a number of years equal to the CCS by expending 6SC.

Elemental Protection (Acid, Air, Cold, Earth, Fire, Lightning, & Water)*

* Each elemental effect requires learning a separate spell.
DP:-3
Cost: 3DC, 2SC with extended duration
Range: Touch
CT: Fast

This spell affects a single person, creature, or object.

The spell provides the recipient an AR equal to the CCS divided by 2 against any attacks made with the spells named element (i.e. Earth Protection would provide an AR against earth attacks).

It also provides a bonus equal to the CCS divided by two on resist rolls against spells or effects that utilize the elemental effect.

This spell lasts a number of hours equal to the CCS. A caster may extend the duration of the spell to a number of years equal to the CCS by a 2SC payment.

Enchant Object

DP:-15
Cost: 20DC 5SC
Range: Touch
CT: Ritual

This spell is cast upon a single object.

It renders the object magical and makes it possible to render greater enchantments upon it.

The basic benefit to the object is that it immediately has its Armor Rating increased by 20 and its Structure Score increased by 20.

In addition the object also becomes capable of receiving spells that place powers in magical objects. If a Permanence spell is cast upon the Enchant Object spell all powers granted to it via those spells become permanent too.

The Enchant Object spell has a duration of CCS

years.

Force Wall

DP: -10
Cost: 10DC, 4SC with extended duration.
Range: CCSx5 yards
CT: Fast

This spell is cast upon a point in space within its range.

When this spell is cast successfully it creates a wall of shimmering energy that is completely solid. The wall is one foot thick and may have a diameter in yards equal to the CCS. When cast against something it does not displace it, but makes its form fit the terrain. If someone is standing in the spot on which the spell is cast they are not subject to the spell until after they step out of the wall's area of effect, at which moment it becomes solid for them too. The caster may place the wall at any angle he or she desires, but its surface is always flat and smooth.

A wall of force may be destroyed like an object. It has an Armor Rating equal to CCS and a Structure Score equal to CCSx3.

A wall of force lasts for CCS hours after casting. If the caster pays 4SC the duration may be extended to CCS years.

Full Lung

DP: -5
Cost: 4DC, 2SC with extended duration.
Range: Touch
CT: Ritual

This spell affects a single subject that can that breathes air or has gills.

The spell maintains their respiratory system regardless of environmental conditions surrounding the target. A fish could survive in the open air and a dog could breathe under water.

The spell does not prevent the introduction of toxins into the subject via the medium being breathed in.

This spell last for CCS hours. The duration may be extended to CCS years with a 2SC payment by the caster.

Gate

DP: -25
Cost: 30DC 6SC
Range: CCS yards & Infinite more or less.
CT: Ritual

This spell creates a pair of portals that may be up to the caster CCS high and CSS wide. Each may be erected at any location and has only one entry side that connects with the others entry side. The edge and back glow with a faint iridescent blue, red, or green. Attempts to enter the none entry side or edge of a portal repel the individual and require him or her to make a SD(-CCS&PCM) Body resist roll. The unlucky individual suffers a number of points of Stun Damage equal to the FP on the roll. A character that steps through the entry portal suffers no ill effect provided the dimension on the other side is not antithetical to his or her physical makeup. The transition between the two gates is instantaneous.

The gate on the caster dimension must be created within CCS yards of the creator. The other Gate may be in any dimension the caster is aware of via writing or other forms of knowledge. If the caster has visited a specific location he or she may open it there, otherwise the Gate opens in a more or less random location on the chosen plane of existence, unless a more specific local is indicated based on the caster "knowledge" of the unknown plane.

Gates created by this spell never open on top of living beings and naturally seek out a location that can facilitate the desired portal size in an unbroken fashion.

A Gate created with this spell lasts CCS minutes.

Ghoul Curse

DP: -8
Cost: 10DC, 2WC with extended duration.
Range: CCSx5 yards.
CT: Fast

This spell affects a single living target.

The target of this spell receives a SD(-CCS&PCM) Willpower resist roll. Failure to resist renders the target unable to eat anything, but rotten meat or vegetable matter. Any attempt to eat fresh or cooked foods requires SD(-CCS&PCM) Willpower roll to keep the food down. If the roll fails the cursed individual vomits violently and suffers a number of Stun damage equal to FP scored on the roll.

The effects of this spell last for CCS hours. If the caster pays 2WC the duration may be extended to CCS years.

Heal Wounds

DP: -3 per WP of target.
Cost: 6DC per WP of target, -10 cumulative per time this boon or spell was used on this individual in last 7 days..
Range: Touch
CT: Ritual

This spell affects one living target.

If cast successfully the target of this spell heals a number of WP points equal to CCS divided by 5.

Hooch Fairy

DP: 0
Cost: 3DC
Range: Touch
CT: Ritual

This spell affects one target with a stomach and the ability to get drunk.

When this spell is cast it summons a small entity that

resides in the target's stomach. The entity consumes any alcohol that enters the host's stomach for the duration of the spell. This renders the host immune to the stuff.

The spell lasts for CCS hours after it is cast.

Illumination

DP: -6
Cost: 6DC, 2SC with extended duration.
Range: CCSx5 yards.
CT: Fast

The target point of this spell has a radius of soft steady light equal to the CCS. The caster has limited control over the light source. He or she may move ten yards by expending 1 Action Point of concentration while with spell casting range of the target point the light is sourced at.

This spell lasts for CCS hours. The duration may be extended to CCS years with an expenditure of 2WC.

Imbue Daily Spell

DP:-25
Cost: 20DC 5SC + Cost of the spell imbued upon the object.
Range: Touch
CT: Ritual

This spell targets a single enchanted object (i.e. object that has an active Enchant Object spell placed upon it).

When cast the caster selects another spell they have memorized to imbue upon the object and pays that spell's cost in addition as portion of the DC & SC cost of the Imbue Daily Spell casting. If the spell's cost is always determined on the assumption that SC was paid to cast it and in the event that its cost is variable with the lowest variable possible variable for payment being applied (minimum cost is one point if now value is specified).

If Imbue Daily Spell is cast successfully the enchanted object becomes capable of casting the spell imbedded in it once every 24 hours upon command. The caster chooses the command that allows the spell to be cast.

The CCS of the caster that imbedded the spell will always be the CCS used to determine the imbedded spell's scope. If the spell's effect contains a variable for scope the assumption is made that it affects only one target or generates only one unit of effect as described for the variable scope. Example, an imbedded Animate Corpse spell would only provide 1 Infusion Point when cast from the object and an imbedded Nobody Here Spell would only affect a single target.

The duration of an imbedded spell when cast from an object depends on whether the caster pays the cost for the extended duration on a spell imbedded or not. If he or she does pay the cost then the duration of imbedded spell when cast by the object can be extended, but only if the object's wielder pays the normal SC for the spell as if he or she had cast it them self. Otherwise the spell cast from an object always use the short duration derived from the CCS of the individual that imbedded the spell. If a wielder of the object pays the SC cost to increase the duration of a spell cast from an object that duration is also derived from the CCS of the individual who imbedded the spell in the item. The object's creator's CCS is also used in the event that an imbedded spell is cast against an Anti-Magic Ward.

Regardless of the original casting time for an imbedded spell when cast from an enchanted object it is treated as a fast spell.

There is no limit on the number of times this spell may be cast upon a single object.

The Imbue Daily Spell enchantment lasts for CCS years.

Increase Attribute*

*Each attribute requires a separate spell (e.g. Increase Strength, Increase Body, Etc).
DP: -15
Cost: 15DC, 10SC with extended duration.
Range: Touch
CT: Ritual

This spell allows for the increase of the indicated attribute in one target.

When cast the attribute has its score increased by half the CCS of the caster. A character or creature may only be affected by one attribute enhancement spell at a time per any given attribute.

If this spell is cast on an individual's Spirited Attribute they receive 2 Fate Points at the beginning of each new scene for the effect's duration.

EP attribute increase purchases are still made based on the unaugmented attribute score of the character.

The spell last for a number of hours equal to the CCS of the caster. The caster may pay 10WC to increase the spells duration to CCS years.

Iron Skin

DP: -12
Cost: 15DC, 5SC with extended duration.
Range: Touch
CT: Ritual

The recipient of this spell is granted a Natural AR equal to the CCS divided by 2. In addition the individual's fists and feet become deadly hard providing a punch DB = Str/5 and a Kick DB = Str/4. Both forms of attack deal damage considered to be Lethal and are still resolved as unarmed attacks.

This spell lasts for a number of hours equal to CCS. If the caster expends 5SC this duration is extended to a number of years equal to the CCS.

The recipient of this spell actually takes on the texture and tone of iron, although they do not rust.

Lightning Bolt
DP: -9
Cost: 6DC
Range: Self
CT: Fast

This spell when cast successfully creates an orb of lightning in the caster's hand. This throwing weapon cannot be reused or passed to another individual to use.

The weapon has a DB equal to the CCS and a base RI equal to CCS. Lightning Bolts deal Lethal damage. The weapon's actual RI is equal to base RI + the caster's Thrown Weapon Martial Arts SB in yards (The wielder's Strength Score is irrelevant due to the Lightning's magical nature)

The attack made with a Lightning Bolt is resolved as if it were a missile attack for the purposes of the defender's evasion. Armor protects against attacks made with this spell normally. The caster still uses their Thrown Weapon skill for the attack roll.

The weapon created by this spell remains in existence for CCS minutes before it disappears.

Maybe Later
DP:-8
Cost: 10DC
Range: CCS yards.
CT: Fast

This spell may affect a person or object that does not exceed CCSx100 pounds in weight.

If it is cast successfully the recipient is thrown into a pocket dimension for CCS hours. The recipient simply disappears and then reappears in the same spot when the spell ends. An unwilling target of this spell is allowed a SD(-CCS&PCM) Willpower resist roll to avoid being thrown into the dimension.

Time in the pocket dimension travels at 1 minute per hour that passes on the plane of existence the target was torn away from. The dimension is always harmless to the recipient of the spell. An unwilling recipient of the spell may make another SD(-CCS&PCM) Willpower resist roll once per minute to escape the dimension early.

If the caster was the recipient then he or she may end the trip to the dimension at any time.

Mind Link
DP: -6
Cost: 6DC, 2SC with extended duration.
Range: Touch
CT: Ritual

The caster must touch the target of this spell. If the spell is cast successfully the two can communicate telepathically at a distance of up to CCS miles. If the target of the spell is unwilling a SD(-CSS&PCM) Willpower resist roll allows them to avoid the link.

The caster and the recipient only share thoughts intended for one another. This spell does not grant either party the ability to read the other ones mind.

This spell lasts for CSS hours. If the caster expends 2SC the duration may be extended to CSS years.

Mirage
DP: -6
Cost: 8DC, 2SC with extended duration.
Range: CCSx5 yards.
CT: Fast

This spell creates an image up to CCS cubic yards large anywhere within its range. The image exists physically, but only to the sense of sight. It may be walked through and has no physical substance. The image cannot move or change size.

Light and shadow do play off of the mirage created by this spell as if it were a real object.

The spell lasts for CCS hours. The duration may be extended to CCS years with the expenditure of 2SC.

Nightvision
DP: -2
Cost: 2DC self or 3DC touch.
Range: Self or Touch
CT: Fast

The target of this spell is granted the ability to see in darkness at up to CCSx5 yards as if they had nightvision.

The spell lasts a number of hours equal to the casters CCS.

Nimbus of the Overlord
DP: -20
Cost: 30DC 5SC, +10SC with extended duration.
Range: Touch
CT: Ritual

When cast this spell creates a radiant nimbus of golden light around the head of the recipient. Anyone within CCSx5 yards must make a SD(-CCS&PCM) Presence resist roll to look away from the subject of this spell.

Anyone attempting to take an action against this spell's subject while the nimbus is activated must make successful SD(-CCS&PCM) Presence resist roll to do so. The only actions an individual within the CCSx5 radius may make without this roll is to request permission to perform an action, if permission is granted that action may then be taken without an exercise of Willpower.

The recipient may issue one command per round to individuals within the CCSx5 radius of the nimbus. The recipient receives a SD(-CCS&PCM) Willpower roll to resist the command. Failure indicates that the subject must carry out the command, although the binding of the command ends if the Nimbus' duration expires before the command can possibly

be completed. The subject of a command desire to fulfill it can only be described as obsessive. It takes precedence over all, but personal needs. A subject that resists a command may not be given that command again.

The recipient of the Nimbus of the Overlord spell may activate or deactivate the effect by expending 1 Action Point at any time during the spells duration.

This spell lasts for CCS hours. A payment of 10SC by the caster may extend the duration to CCS years.

Nobody Here

DP: -2 per target.
Cost: 1DC per target.
Range: CCS x 5 yards.
CT: Fast

The caster chooses the number of individuals he or she wants the spell to effect. The spell may only target living creatures with active nervous systems.

If the spell is cast successfully the targets must make a SD(-CCS&PCM) Willpower resist roll. If the target fails he or she will be unable to see the spell caster for a number of minutes equal to FP scored on the roll. The caster is invisible to the target, but not to anyone else.

The spell no longer affects the target if the caster takes any action directly against the target that the target detects. Example: if the target is attacked or noticed a hand in their pocket the spell ends.

Open Book

DP: -10
Cost: 1DC per 100 pages in book.
Range: Touch
CT: Fast

This spell allows the caster to instantly experience the content of a book written in a language he or she can read. When cast successfully the caster will immediately know if information sought was contained or not. He or she will also be able to make perfect quotes from the book for a number of hours equal to the SP scored on the Spellcasting roll.

If used to help memorize spell this spell alters the memorization time from one hour to 1 minute.

Paralyze

DP: -8 per target.
Cost: 8DC per target.
Range: CCSx5 yards.
CT: Fast

Only living creatures with active central nervous systems may be targeted by this spell.

Each target of this spell must make a SD(-CCS&PCM) Presence resist roll. Failure makes the victim believe he or she is paralyzed for CCS hours. If the subject of this spell is injured or physically jostled they may make an SD(-CCS&PCM) Presence resist roll to end the spell.

The Paralyze spell is considered a fear effect for the purpose of targets' resist rolls.

While the subject believes they are paralyzed they may take no action of any kind.

Password Lock

DP: -15
Cost: 10DC 1SC
Range: Touch
CT: Ritual

The target of this spell may be any object that opens or closes (books, doors, chest, etc). When the spell is cast the caster chooses a phrase up to CCS words long that will open the object. Without the phrase the object will not open, although it may still be broken or destroyed.

In the event that the object is broken the individual that breaks it must make a SD(-CCS&PCM) Reflexes resist roll. The offending individual suffers a number of points of Lethal Damage equal to the FP scored on the resist roll from magical backlash.

This spell lasts CCS decades.

Permanence

DP: -20
Cost: 20DC and 5SC + Cost of spell targeted.
Range: CCS yards
CT: Ritual

This spell targets a single spell with a continuous duration and for which a SC payment was made. It cannot target spells that do not cost SC to cast.

When this spell is cast successfully upon another spell the caster pays the cost of the targeted spell in DC and SC. It is always assumed that the maximum cost for the spell targeted is paid and in the event that some of the cost is variable the lowest possible variable payment is used (with a minimum cost of one point).

If Permanence is cast upon an Enchant Object spell that has multiple spells linked to it (Imbue Daily Spell is the only example given in this book) the caster only pays the cost of making it permanent, even though all the associated spell effects linked to it also have their durations extended.

When Permanence is cast successfully the target spell has its duration increased to CCSx10,000 years.

Polar Blast

DP: -9
Cost: 6DC
Range: Self
CT: Fast

This spell creates an ice storm in a hand held orb that

the caster may unleash as using his or her Thrown Weapon skill. Once thrown the orb cannot be reused and disappears. It cannot be passed to another individual for them to use.

When the orb is used it creates an area attack that affects a cone that is CCS yards long, one yard wide at the point of origin of the caster, and CCS yards wide at its point of termination.

The weapon has DB for the area attack equal to the CCS of the caster. Armor provides protection against the attack; also individuals wearing winter clothing receive 2 points of bonus AR against the attack.

The RI for a Polar Blast attack is a number of yards equal to CCS.

The weapon created by this spell may be held for CCS minutes before it disappears.

Portal

DP:-10
Cost: 10DC 1SC
Range: Any location known to the caster on the same plane of existence.
CT: Ritual

This spell creates two open gates that may be any size up to CCS feet tall or wide. Both gates must be situated on a surface like a wall or the floor. Anyone that looks through the gate sees what is on the other side provided the light allows it. One of the gates must be rooted on the ground within CCS yards of the caster, but the other gate may be anywhere else on the plane of existence that the caster is aware of.

People may step through either way and arrive at the location instantly regardless of the normal distance between the two points in the universe.

The caster can only create gates at location he or she has physically visited.

A gate once created with this spell lasts for CCS minutes.

Protection from Magic

DP: -12
Cost: 15DC, 8SC with extended duration.
Range: Touch
CT: Ritual

This spell may be cast on a single individual or object.

The recipient receives a bonus equal to the CCS divided by two for all rolls to resist spell, boon, or magical effects, regardless of the base attribute for the resist or the elemental form of the spell.

This spell lasts a number of hours equal to CCS of the caster. The spell's duration may be extended to CCS years with the expenditure of 8SC.

Protection from Missiles

DP:-8
Cost: 5DC, 5SC with extended duration.
Range: Touch
CT: Fast

This spell may target a single individual or object.

Any missile or thrown weapon attacks against the recipient of this spell receive a penalty equal to the CCS divided by 2 for the spell's duration.

This spell last for CCS hours. A payment of 5SC extends the spell's protection to CCS years.

Read Thoughts

DP: -8
Cost: 20DC 1SC
Range: CCSx5 yards
CT: Fast

This spell affects a single sentient target.

The target receives SD(-CCS&PCM) Willpower resist roll to avoid the spell. If the resist roll fails then the caster need only close his eyes and concentrate (spend 3 AP a round) to hear every thought that crosses the affected individual's mind. The caster may do this provided the target remains within CCS miles of him or her.

This spell does not provide translation and the thoughts of most are in his or her native tongue.

The spell lasts for CCS hours.

Shape Shift

DP: -15
Cost: 30DC
Range: Self
CT: Fast

This spell allows the caster to assume the form of any animal, person, or creature they have seen. The caster's personal effects do not shift along with their person, but will be harmlessly displaced if the new form is too large for them to contain. The same is true in the event that the new form is too small.

The caster's statistics are unchanged when a new form is taken on with the exception of their Natural Reach based on the size of the form and any natural weapons the form provides (claws, fangs, etc). The caster does not receive the poisons, powers, or special abilities of the form they assume. The caster does however receive the ability to use any of the natural faculties provided by a form such as wings, claws, and in some cases associated size benefits.

A magic user that uses this spell may not assume form that provides a Natural Reach below a -4 or above a +4.

This spell's effect lasts for CCS days. If the caster has the misfortune to inhabit a space his or her body cannot fit into at the time they revert to their normal body they are killed instantly (If Death is Cheated via Fate Points their body is violently ejected into a space it can fill and the caster suffers 10WP).

Share Sense

DP: -3
Cost: 4DC
Range: CSSx5 yards.
CT: Fast

The target of the spell must be living being with standard sensory organs.

The target gets a SD(-CCS&PCM) Willpower resist roll if it is unaware of the caster's intent. If the spell is cast successfully the caster may share the target's senses by closing his or her eyes and standing still. While doing this the caster may see, taste, feel, smell, and hear anything the effected target does. This spell provides no insight into the thoughts of the subject.

In the event that the target suffers damage the caster of this spell has the option of either ending the spell or taking a number of points of Stun Damage equal to the damage suffered by the target (the caster suffers Stun damage regardless of whether the target suffered Lethal or Stun). Armor does not reduce this damage. The caster is subject to this choice regardless of whether or not he or she is tuned in at the time the subject of the spell is damaged.

If the Share Sense spell is not terminated early the link between caster and target lasts CSS hours.

Shatter

DP: -7
Cost: 4DC
Range: CCS x 5 yards
CT: Fast

This spell affects a single inanimate object of the caster's choice within range. The spell cannot affect living targets, but can affect objects made out of once living materials (i.e. wooden doors, hemp ropes, etc).

When cast on an object the object must make an SD(-CCS&PCM) Armor Rating resist roll. The object suffers a number of Stress Points in damage equal to the FP scored on this roll plus the CCS of the caster. If the object succeeds on the roll it is unaffected by the spell.

If damaged by this spell an object must make an immediate Condition Resist roll as described in the "breaking stuff" section of the GM's chapter.

The Armor Ratings of the object's that is used for the resist roll against this spell are also listed in the "breaking stuff" section of the GM's chapter.

Shield Spell

DP: -5
Cost: 15DC, 1SC with extended duration.
Range: CCS yards
CT: Fast

This spell is cast upon a single existing spell with a duration that has not expired.

The targeted spell becomes shielded against Dispel Magic attempts. The spell cannot be dispelled without first dispelling the Shield Spell cast upon it.

Only one Shield Spell may be placed upon any given spell at one time.

A Shield Spell lasts for CCS hours. If the caster pays 1SC the duration may be extended to CCS years.

Since You Were Born

DP: -10
Cost: 15DC, 1SC if the delving is extended.
Range: Touch
CT: Fast

This spell may be cast on either a person or object.

If cast successfully caster gains immediate knowledge of the item's past up to CCS decades back. Every person the character or object has encountered and every action it has been involved in are laid out. Unwilling target's of the spell receive a SD(-CCS&PCM) Willpower resist roll to avoid the effect.

The spell does not provide insight into the thoughts or feelings of the target. Only things the caster could have witnessed as a physical observer are revealed.

This overload of data will allow the caster to know with certainty the answer to any questions related to the object or person for CCS hours after the spell is cast. After that period the sheer weight of information, trivial or otherwise erases any value the glimpse at the person or object's history provided.

For the expenditure of 1SC the caster may increase the span of history of the object or person to CCS centuries into the past.

Storm Call

DP: -25
Cost: 40DC 5SC
Range: CCS miles
CT: Ritual

This spell is cast upon a single location and summons a storm with radius of up to CCS miles. The storm arrives at a time decided by the caster up CCS hours after the initial casting of the spell. It drops a number of inches of rain or snow as appropriate to the season decided by the caster up to the CCS.

The caster must declare whether the storm will be mild or violent. A mild storm simply drops the prescribed pre-

cipitation.

A violent storm is threat to anyone unsheltered in the effected radius. Anyone who goes out in the storm is subjected to an area attack with a proxy skill bonus (thrown weapons) equal to the CCS of the spell. The DB of the attack is equal to CCS of the spell and deals Lethal damage. The attack is suffered the first round the individual steps out into the storm and again once every minute the individual remains out in the storm.

All buildings and plant life in the spell's area of effect are also subject to this attack, but only once per hour.

This spell lasts for CCS hours.

Telekinesis, Major

DP:-12
Cost: 16DC
Range: CCSx5 yards
CT: Fast

This spell allows the caster to move objects with his or her mind. The caster may lift objects that weigh up to CCSx50 pounds. The caster must concentrate and may move the object 5 yards per Action Point expended in any direction. The caster may only keep one object aloft at a time per Major Telekinesis spell cast.

There are a number of ways the caster may attack others with this spell. The attacks are; dropping an object on them, dropping them because they are the object, or pinning and crushing them with an object.

First, the drop attack. This attack is treated as Throwing Weapon attack that uses the caster's skill. The DB of weapons used in this fashion is equal to weight divided by 10, plus 1 per 10 feet the object fell (maximum cumulative bonus for distance fallen +20) The RI for this sort of attack is the Intelligence score of the caster divided by ten. Dropped objects deal Lethal damage.

If the caster drops an individual from great height, the individual may suffer falling damage accordingly. Individuals that do not want to be lifted with this spell are entitled to a SD(-CCS&PCM) Willpower resist roll each round the caster attempts to lift them to remain on the ground or drop from their current height.

An attack that pins someone with an object and slowly crushes them is the most difficult to make. The object must have them pinned against another solid surface, usually because it was just dropped on them and knocked them over, although other circumstances may exist. A target that is being crushed with an object must make an SD(-CCS+PCM) Body resist roll each round the caster actively applies pressure with the spell (i.e. spends at least 1 Action Point). The base damage dealt is equal to the pinned target's FP and a DB is added equal to the weight of the object divided by 10. The victim's AR does reduce this damage. The damage from a pin and crush attack is considered Lethal.

This spell last for CCS minutes.

Telekinesis, Minor

DP: -6
Cost: 4DC
Range: CCSx5 yards.
CT: Fast

This spell allows the caster to move objects with his or her mind. The caster may lift objects that weigh up to CCS pounds. The caster must concentrate and may move the object 5 yards per Action Point expended in any direction. The caster may only keep one object aloft at a time per Minor Telekinesis spell cast.

The only way the caster may attack others with this spell is by dropping the object on them, otherwise the manipulation is to slow and clumsy to be effective. This attack is treated as Throwing Weapon attack that uses the caster's skill. The DB of weapons used in this fashion is equal to weight divided by 10, plus 1 per 10 feet the object fell (maximum cumulative bonus for distance fallen +20) The RI for this sort of attack is the Intelligence score of the caster divided by ten. Dropped objects deal Lethal damage.

This spell last for CCS minutes.

Third Eye

DP: 0
Cost: 1DC
Range: Self
CT: Fast

When cast this spell creates a third eye on the caster's forehead. When closed the eye is undetectable, but when open appears like that of a cat. When the caster uses the third eye he or she can see the emanations of energy from spells and magical objects as a faint glow within CCSx5 yards.

The Third Eye spell last for a number of minutes equal to the CCS.

Time to Forget

DP:-15
Cost: DC20 SC5
Range: Touch
CT: Ritual

This spell targets a single entity.

When cast this spell attempts to erase all memory of the recipient from a CCS mile radius around the caster touches. The caster must have his or her hand on the recipient at the time of casting, the exception being when the caster is the recipient.

If cast successfully anyone within the CCS mile radius of effect will have to make SD(-CCS& PCM) Willpower resist roll to be able to remember the spell's recipient. In addition all written records of the recipients name will be blacked out or scratched out unless magically protected.

The spell's memory erasure effect lasts for CCS decades.

Trace Spell Origin

DP: -6 + cumulative -1 per hour since the spell's duration expired.
Cost: 8DC, 2SC with extended duration.
Range: Touch (target spell), self (individual privy to acquired sense), and infinite.
CT: Fast

This spell targets a single active spell.

When cast the caster of the spell targeted is given a SD(-CCS&PCM) Willpower resist roll. If the resist fails the caster of the Trace Spell Origin gains an immediate sense of which direction and how far away the caster of the targeted spell is, provided that individual is on the same plane of existence. If the caster of the targeted spell is not on the same plane of existence the caster of Trace Spell Origin knows it, but does not know what plane the target is on.

This spell provides no information on the identity of the target spell's creator. The spell's service is that it provides the means of finding the target enchantment's creator.

The caster of this spell can sense the distance and direction to the targeted spell's creator for CSS hours. With a 2SC payment the duration may be extended to CCS years.

Universal Tongue

DP:-7
Cost: 6DC, 5SC with extended duration.
Range: Touch
CT: Ritual

This spell affects a single target that can communicate vocally or psychically.

The spell allows the target to be understood by any listener regardless of his or her language background. The recipient of the spell is also able to understand everything that is said to him or her in any language while the duration lasts. This spell also translates mental transmissions between the recipient and any other entity.

This spell last for CCS hours. A payment of 5SC extends the duration to CCS years.

Unnatural Sleep

DP: -20
Cost: 20DC 2SC
Range: Touch
CT: Ritual

This spell targets a single undead creature.

The spell grants the recipient the ability to rest and recover like a member of the living. Provided the creature gets eight hours of rest it will recover IP and WP in the same fashion as a living being.

Undead creatures granted this ability are nocturnal. The spell last for CCS decades.

Vocal Letters

DP:-9
Cost: 9DC, 1SC with extended duration.
Range: Touch
CT: Fast

This spell requires a surface of at least ten square inches for the mark to be created upon. The mark created repeats a phrase of up to CSS words in length once at set interval up to CSS minutes apart (minimum interval 1 minute). The caster chooses how loudly the mark will speak the phrase and what sort of voice it is intoned with. The loudest voice vocal letters may speak in is the equivalent of a human shout.

The spell lasts for CSS hours. The caster may extend this to CSS years with a payment of 1SC at casting.

Ward Against Undead

DP:-5
Cost: 6DC and if duration is extended 2SC
Range: Touch
CT: Ritual

The spell creates a symbol that holds undead at bay upon one object with a minimum of 10 square inches surface. The ward last a number of hours equal to the CCS of the caster and provides a radius of protection that spreads a number of yards equal to the CCS of the caster. An undead creature must make a SD(-CCS&PCM) Willpower resist roll to enter the warded area. If an undead creature is forced into the area by an object wielder (i.e. cornered) it suffers an Action Penalty equal to the CCS divided by two if it fails to resist the ward. An undead creature that successfully resists the ward may enter or leave its radius without ill effect for the rest of the spell's duration.

A spell caster may increase the spell's duration to CCS decades if he or she expends SC 2 on the spell.

Weapon Charm

DP:-5
Cost: 5DC, 5SC with extended duration.
Range: Touch
CT: Ritual

This spell targets a single weapon.

This spell applies a bonus to a weapons DB after it has been figured via the wielder's Strength Score and when applicable Melee Martial Arts skill. The bonus is equal to the CCS of the caster divided by five (i.e. a CCS 12 weapon charm provides a +3 DB bonus to the weapon it enchants).

The spell lasts for CCS hours. A payment of 5SC extends the duration to CCS years.

Whisper

DP: 0
Cost: 1DC
Range: CCS x 10 yards
CT: Fast



The target of the spell has a phrase that is CCS words long too delivered to his or her ear. The target must be able to hear and there is a slim chance that anyone within a yard of the target may hear the phrase. The accidental listener must make a SD(-CCS&PCM) Awareness skill roll to decipher the message.

The voice is recognizable as the casters, although the character may change the intonation of the phrase has he or she likes.

Wild Meet*

*: The spell must specify the animal called to the meeting place. Each form of animal requires separate spell (i.e. Rat's Wild Meet, Dog's Wild Meet, etc).
DP: -6
Cost: 10DC
Range: Touch
CT: Ritual

When cast this spell creates a call to the location touched that draws all animals of the type designated within a CCS mile radius to that spot. Each animal receives a SD(-CCS&PCM) Willpower resist roll to ignore the call, but if the resist fails they will come.

The animals' arrival takes as much time as is required for their trips. Once the animals arrive they remain in the vicinity of the marked local for the duration of the spell.

This spell lasts for CCS hours.

AN ALTERNATIVE SPELLCASTING METHOD

Hedge Magic

Hedge magic is an alternative form of spellcasting. A hedge mage does not learn specific spells individually as formulas. Instead these casters use a philosophy about magics workings to form spells. He or she may pick any spell from his or her conception of magic at any time and cast it, but it will either be much more difficult or expensive than if cast via knowing the spell and using the Spellcasting skill. A hedge magic user's conception of magic is covered below.

Casting spells with the Hedge Magic skill requires a character knows the Spell Improvisation skill and has a Sorcery Attribute score of one or more.

The process for casting Hedge Magic spells is mechanically identical to standard spellcasting with a couple of exceptions. The magic user simply substitutes a Hedge Magic skill roll for the Spellcasting skill roll and uses their Skill Bonus in the Spell Improvisation skill in place of the Centering skill when determining a successful spell's potency. The character's Hedge Magic skill roll does however suffer a -20 hedge magic penalty in addition to a spell's standard listed Difficulty Penalty (i.e. a Hedge Mage casting the Full Lung spell suffers -25 total penalty on the SD Hedge Magic skill roll to see if he or she succeeds).

A Hedge Mage may reduce their -20 penalty while casting a spell by 1 point per additional point of drain cost (DC) he or she pays for the spell (i.e. if a Hedge Mage increased the cost of Full Lung by an addition 10DC for a total cost of 14DC, then the difficulty of the Hedge Mage casting the spell would only provide a -15 penalty on the skill roll for casting). A character may only render the -20 penalty a zero via this method, a spell always retains its listed difficulty penalty.

A Hedge Mage's Conception of Magic

A hedge mage has ideas about what magic is, these ideas limit what they can do with magic. In game terms this means a hedge mage's player selects a number of spells equal to his or her Willpower Score plus ten (i.e. a hedge wizard with a Willpower score of 15 has a conception of magic that allows 25 different spells). These are the only spells that character may cast.

If the hedge magic using character's Willpower Score increases then he or she may select a new spell. If it is permanently reduced then he or she must select a spell they no longer can cast.

Characters that use this sort of magic cannot change their conception of magic without permanent shifts in their Willpower Score.

Characters with Both Forms of Spellcasting

A character can have both the Spellcasting and Hedge Magic skills at once. The Spellcasting skill cannot be used to cast any spells in the character conception of magic list. Likewise, the Hedge Magic skill is useless for casting memorized spell formulas that require the Spellcasting skill.



In *The Blade & the Will* faith has power. This chapter provides boons available to the devoted faithful of archetypical deities. The deity archetypes may be assigned to campaign specific faiths or serve as models for specific deities. This chapter covers what sort of powers the deities grant their faithful and the rules for resolving the grants of those boons. The last section in the chapter also discusses adapting the pantheon-based archetypes boon systems for modeling crusaders with shamanic or monotheistic faiths.

FAITH, FAVOR, & BOONS

Boons are similar to spells, but are granted by a deity or the strength of the character's faith in a deity (GM's option as to which it is). The primary difference is that boons come as a result of service to an ideal while spells are an act of the caster's will.

In order to request boons a character must have the Prayer skill for the appropriate deity. Each deity requires a unique Prayer skill (e.g. Justice Prayer, Agricultural Prayer, Etc). The possession of the prayer skill is not the only requirement; the character must have the favor of his or her chosen deity.

If a player is created a character with favor (via an initial Favor Score of 1 or more) already then the only issue for the character is maintaining the deity's favor by adhering to its doctrine.

If character does not have the deity's favor then it must be gained via a pilgrimage, sacred act, or ritual indoctrination. As stated in the character development chapter this costs 10EP. The exact nature of the action required varies based on the deity. Once the action and EP expenditure is completed the character receives a Favor Score (FS) of 1 in the deity's faith.

An individual may only have the favor of one deity at a time. The process above also applies to an individual that decides to change faiths.

Once a character has a SB of at least one in the appropriate prayer skill and a point of Favor Score from their deity he or she may request boons.

Favor Score & Tenants of Faith

A character's Favor Score cannot be altered via the expenditure of EP once it has been established that the character believes they are favored. The FS is increased or decreased based upon the player's role-playing of the character's faith, directly through action or via spending copious amounts of money on offerings. Each deity has a set of favored actions that when taken by a character in the game increases that character's FS by one point.

Each deity also has a list of heresies that if indulged upon by a character drop his or her FS three points.

Each archetypical deity has their tenants and heresies described later in this chapter.

A character's FS cannot exceed his or her Presence Attribute Score.

Purchasing Favor: Offerings and Ritual

Role-playing a character's Deity's Favored Acts may not always be practical as a means for gaining Favor score. A character may purchase Favor Score points at a cost of 1000 silver per Favor Point increased and the expenditure of eight hours per point for rituals. A character cannot increase their Favor Score beyond their standard maxim via this method. The exact nature of the ritual performed is left at the player's discretion, but will not violate any of the Deity's heresies. The silver spent represents perishable offerings sacrificed during the ritual.

Example, Grega a Priest of the Competitor Deity wants to raise his Favor Score from seven to ten. He pays 3000 silvers and throws a feast for the deity that lasts twenty-four hours. The three thousand silver covers the five oxen sacrificed at the feast and the cooks' efforts making the steaks worthy of a god.

Favor Score & Boon Points

A character receives a number of Boon Points (BP) each day after a nights rest equal to his or her FS. When a character requests boons these are the points expended in the attempt. A character may not request a boon that he or she cannot pay the BP cost for.

Many boons also cost Favor Points (FP) and directly reduce the character's FS when requested, if a boon requires FS points it may not be requested if the character cannot afford to pay for it.

Favor Score and Crisis of Faith

The acquisition of a FS is big commitment on the part of the character. A character must vehemently believe in the tenants of the deity he or she is serving. If the character reduces his or her FS to zero or below a crisis of faith is suffered.

The character is racked with guilt and suffers a -10 Action Penalty until he or she either spends 10 EP to abandon the faith or makes an effort to redeem them self and pays 20 EP to return to FS 1 (i.e. pilgrimage, fasting, self flagellation, etc).

A character that abandons a faith must pay 40EP if he or she ever wants and make a years worth of amends if he or she ever decides to return to the flock of the deity abandoned.

BOON STATISTICS

Boons have a set of statistics and description that is similar to those of magic spells. Boons do have some minor differences though, so each statistic is given below.

Name

Each boon's name precedes its basic statistics and description.

Difficulty Penalty (DP)

The penalty applied to the SD Prayer skill roll for the boon request.

Cost

The number of Boon Points (BP) and Favor Points (FP) the praying character loses when the boon is requested, regardless of success or failure.

Range

The maximum distance from the caster the target of a boon may be. This description may also list other restrictions on the target of the boon.

Prayer Time (PT)

Boons require either Fast or Ritual prayers for the request. Fast boons require the praying character to expend two AP to complete the request. Ritual boons require ten minutes per BP of cost and one hour per FP of cost to complete the request.

Description

This portion is dedicated to the description of the boons effect if the prayer is successful

THE BOON REQUEST

The first step a character must perform when he or she wishes to request a boon is the completion of the boon's prayer time. For fast boons this is a simple matter of expending two Action Points. For ritual boons it can require extensive periods of time. If a boon's prayer time exceeds six hours the devoted character may request it over a period of multiple days, provided they spend six hours or whatever increment remains for the boon on the final day working on the request. If a day passes without the maximum effort being applied to the prayer process the boon collapses and the request process must be started again. A character may work on a boon more than six hours in any given day, but this places a strain on the requester. For each hour after the sixth that a devoted character works on a boon they suffer 1 IP of Stun damage and must make a Condition Resist roll. If a devoted character passes out or dies while requesting the boon the boon collapses and must be restarted. A caster that goes into overtime on a ritual boon may stop at any time and pick the boon up the next day. A ritual boon is completed in the round following the completion of the listed period. While a character is requesting a ritual boon they are considered to be taking a continuous action that requires 3AP per round. If a character stops working on a boon for more than their Willpower score rounds prior to hitting the six-hour mark or completion point of a boon they lose all the progress (i.e. time spent so far that day) requesting the boon.

After the character completes the Prayer Time indicated for a boon he or she makes an SD Prayer skill roll with the difficulty penalty of the boon and any action penalties the character is suffering applied. If the roll succeeds the boon has been granted and the boons target may be designated.

Depending on the SP scored on the Prayer skill roll a boon may have its power to affect a target increased or decreased via a bonus or penalty applied to the target's resist roll. This is explained below.

The target must be within the designated range of the boon. In addition the caster must be aware of the target. Awareness is gained either via direct visual contact, physical contact, or if the target is within Awareness skill SB yards of the praying character a successful SD(-20) Awareness skill roll.

Power of Boon Grant Chart	
SP Scored on Prayer	**Power of Boon Modifier (PBM) to Defender's Resist Roll**
1 - 5	+5
6 - 10	+0
11 - 15	-5
16 or more	-10

The only exception to the awareness requirement for a boon's target is if the description gives a means that the target may be acquired outside of the standard method or as a result of the boon's effect covering a massive area.

What may be a boon to the character praying may not be a boon to the target. If the description allows for an Attribute resist roll the target makes it now, if the target's resist roll succeeds the boon does zip, zero, and nada to them.

Regardless of the character's success or failure with the boon attempt the request reduces his or her daily BP pool by the cost of the boon and reduces his or her FS by the boon's FP cost as well.

Prayer Success and a Boon's Power

When a boon is requested successfully the SP scored on the Prayer skill roll determines the power of the boon's bonus or penalty applied to the defender's resist roll against it. The chart below shows the modifier applied based upon the SP scored on the Prayer roll.

Once established on any given request a boon's PBM for potential targets resist rolls remains in effect until its duration elapses and it ends.

The Deity Determines the Available Boons

Unlike spells a character that is faithful to the tenants of a deity need not have memorized or know anything about the boon requested. A faithful character may request any boon provided by his or her deity as long as he or she is can pay for it.

Each deity has a specific Boon list and all deities provide the boons on the Generic Boons list.

Touch Boon Engages

As with spell engages these require 1 AP and if the praying character succeeds deal no damage to the defender, but deliver the boon to the target. Should the praying character lose the engage he or she is subject to the standard counter attack damage as described for a normal engage, unless the target evades.

The Prayer's Favor Score & Effects

Many boons refer to the Prayer's Favor Score (PFS) in the effect description. When a boon is resolved the PFS used is the one the character had prior to the boon request. If made successfully the boon has all the power of the character FS before payment behind it.

When the resist roll is described it is common for their will be entry that read (-PFS & PBM). This indicates that the penalty applied to the SD resist roll is equal to the PFS added to the boon's PBM. Example, a Priest of the Hunter deity lays a Slayer's Quest Boon upon a warrior that target's a Dragon named Wilfry. The priest has a Favor Score of 18 prior to requesting the boon and scores a PBM of +5 (not so hot). Thus the total penalty applied to Wilfry's resist roll when struck by the slayer to resist the death effect is a -13.

Boons & Magic

The effects created by boons are considered magic for the purposes of dispelling and protections. The effects generated with magic or with a boon are considered identical in every respect except the means that they are created.

In the event that a boon or spell indicates that target may only be affected by one of that boon or spell at a time, the limitation applies across the board. A spell and boon stack is not allowed.

Boons with Mass Targets

A number of boons have effects that target everyone within a sizeable area round the point targeted. Some of these boons also provide means for individuals to resist the effect of the boon. If an Attribute Resist roll was made for every individual potentially affected by the boon it could take a very long time indeed to resolve these boons.

A boon granted that has massive area effect can have the target group's resists resolved quickly by simply making one resist roll for the masses affected. Compare the Attribute Score and Magical Protection cumulative bonus being used by each individual to the result of the single roll to see who is and is not affected by the boon.

Major NPC and PC in the current story may still resist the effect of these massive area boons individually.

Example, Nulik successfully prays for a Drop Spot boon. The penalty to the Attribute resist rolls due to his Favor Score and PBM is -30. A single SD Willpower roll is made for the masses in the area affected. The rolls result is a 25. This indicates that anyone with Willpower Score and Magical Protection cumulative bonus of 15 or higher in the general populace affected by the boon will resist it. Anyone with an Attribute Score and Magical Protection cumulative bonus of 14 or less will be affected by the boon.

Boon Effect Singularity & Effect Stacking Limits

If a boon is placed upon a character or object repeatedly its effects are not cumulative. When two of the same boon get placed upon a character or object only the benefit from the highest PFS request of the boon apply. Example, Jenna has two Guiding Hand boons placed upon her one with a PFS 16 and another with a PFS 20. She receives a +10 bonus to all resist rolls from the PFS 20 boon, but no benefits from the weaker boon that the stronger one's effect displaced.

Many boons, spells, and magical effects provide bonuses to attributes, skills, natural armor ratings, or resist rolls. No more than two effects from separate spells, boons, or magical effects may combine to create a bonus for any given statistic for any given roll. If a character has more than two unique effects that all provide a bonus to the same roll then only the two highest bonuses are added two the roll.

ARCHETYPICAL TENANTS OF FAITH

This chapter provides nine archetypical deities along with the tenants expected of their followers and heretical actions that will cost a follower FP. The archetypes are; Agricultural, Chaos, Competitor, Hunter, Justice, Knowledge, Trickster, Underworld, & War Deities. The GM may simply apply the tenants for these archetypes like templates to deities in his or her campaign or use them as examples for their own creations.

Each description lists five favored acts, which if a character favored by the deity performs grant them +1FP for his or her FS. Each list also includes five acts of heresy, which cost 3FP if committed by a character graced with the deity's favor. Whether or not a character succeeds in a favored act or commits a heresy is an issue left to the GM's discretion.

Remember, no character's FS may exceed his or her Presence Score.

Agricultural Deity

The agricultural deity respects natural cycles and the concept of community. This is a popularist deity and tends to be sympathetic to all people who live off the land and respect all manifestations of life as valuable.

Five Favored Acts

1. You help another person plant or reap their harvest.
2. You give food or water to a person or animal that would otherwise go without.
3. You offer medical assistance to a person or animal injured in an accident or as a result of an unprovoked attack against their person.
4. You offer no violence in response to an attempt to do violence unto you.
5. You prevent others from committing acts of violence, without using violence against them.

Five Heresies

1. You attack a person that has not attacked you.
2. You eat an animal without offering thanks to its spirit first.
3. You walk away from a person or animal that is sick or injured as result of calamity or unprovoked violence without an offer of assistance.
4. You destroy or steal another person or animal's food or drink.
5. You refuse to help someone with any duties related to harvest or survival.

The Chaos Deity

The Chaos Deity represents the value of rules unbound. It makes no judgment as to the good or ill of things, for all things are transient even laws. The deity is famed for its capacity to render the most beautiful things and just as quickly create the greatest ugliness.

Five Favored Acts

1. You ignore a law when you act.
2. You create confusion or doubt on a topic.
3. You create a dispute where none existed before.
4. You help a person appreciate the inherit beauty of something.
5. You create a scene so ugly that it causes people to flee in horror.

Five Heresies

1. You let your action be restrained by a law.
2. You refuse to offer argument to suggested course of action.
3. You refuse to offer praise to a creator of beauty.
4. You refuse to offer praise to a creator of misery.
5. You intervene to end an argument between others.

Competitor Deity

The Competitor deity honors good honest competition. The tenants of its faith give greatest merit to those who win, but only if they win by the rules. This deity favors the notion of the individual as dynamic force. All individuals are valued, because without there collective competition there would be no means of judging the quality of each person.

Five Favored Acts

1. You accept a challenge offered by another.
2. You honor a victor with your praise.
3. You serve as a referee in a competition where the contenders have agreed upon the rules.
4. You convince two parties that one must prove his or her superiority to another to resolve a dispute.

5. You reveal a cheater so that the honest competitor may be honored.

Five Heresies

1. You refuse an offer to compete.
2. You refuse a winner praise
3. You aid someone in cheating or cheat in a competition.
4. You criticize someone for participating in a competition.
5. You suggest any means other than competition as resolution to a dispute.

Hunter Deity

The hunter is another popularist deity, often worshipped in tribal settings. It is a deity centered on the notion service to the community, this service through the hunt, an act which requires a profound respect for nature.

Five Favored Acts

1. You undertake a quest to serve the need of another.
2. You complete the quest and fulfill the need.
3. You find someone in need of something they cannot provide for them self.
4. You demonstrate to someone that they can provide for their own needs.
5. You refuse to quest for a person who could complete the task requested without assistance.

Five Heresies

1. You refuse to render service to someone in need.
2. You kill an animal, but find no use for its flesh (i.e. waste it).
3. You refuse to share the bounty of a hunt with others.
4. You refuse to teach a prospective student how to provide for a need.
5. You act as a tool for someone's greed without gaining something to share with others in need.

Justice Deity

The Justice deity is concerned with truth and punishment for the criminal. It can be cold and vicious deity, but it is a deity that serves the interests of an established society's desire for order.

Five Favored Acts

1. You reveal a lie on the part of another individual.
2. You prove the innocence of a person falsely accused.
3. You tell the truth to authority.
4. You deliver a criminal to the justice of the law.
5. You pursue the truth in a dispute between to parties.

Five Heresies

1. You tell a lie.
2. You fail to point out a lie made by another, that you know is untrue.
3. You refuse to pursue a criminal.
4. You pick sides in a dispute based on profit or emotion, rather than who
   in truth has been wronged.
5. You punish a person without proof of his or her guilt.

Knowledge Deity

The Knowledge Deity is another entity that provides a service to society. The lot of all people can be improved through knowledge; this is the sacred mission of the deity. Life without the light of wisdom is a petty and cruel life indeed.

Five Favored Acts

1. You record a new innovation so others may utilize it.
2. You help another by correcting his or her ignorance on a subject.
3. You correct your own ignorance on a subject with the assistance of a proper authority.
4. You point out a danger to someone that is professing false knowledge, should they use their information.
5. You save a life through the application of your knowledge.

Five Heresies

1. You refuse to teach someone that asks for knowledge you possess.
2. You fail to offer your wisdom on a subject that might result in harm to others without it.
3. You refuse to record knowledge that you witness making life better for one group, that could potentially make life better for another.
4. You provide information you know to be false.
5. You let someone die when your knowledge could have saved them.

Trickster Deity

The Trickster deity is an individualist, although it does render service to others by giving caution a quantifiable value. This deity respects cleverness and the ability to take what you want above all other things.

Five Favored Acts

1. You part a fool from his property.
2. You convince someone to take action based on a lie.
3. You make a person look foolish in front of others.
4. You escape the wrath of a dupe, but not without telling them the value of the lesson about reality you just taught them.
5. You make someone else suffer the punishment that by all rights you deserved.

Five Heresies
1. You use the truth when a lie would have done the job just as well.
2. You place the survival of another before your own.
3. You refuse an opportunity to make someone look like the fool they are.
4. You get caught.
5. You refuse to offer gratitude to someone who makes you look the fool.

Underworld Deity
This deity ushers the soul to the shores on the other side of the sea of death. It serves the natural cycle of life, but hungers for its tribute in the process.

Five Favored Acts
1. You console those who have lost someone to death.
2. You help someone accept their death with a sense other than dread.
3. You provide last rites to a corpse that has yet to receive them.
4. You destroy a member of the undead.
5. You convince someone that death is an acceptable alternative to life.

Five Heresies
1. You refuse to offer condolences to those pained by the death of another.
2. You let the corpses of the dead lie without proper ritual.
3. You create an undead entity.
4. You do not attempt to destroy a member of the undead.
5. You speak any ill of the process of death.

War Deity
The Deity of War is staunch supporter violence as the ultimate form of mediation. It holds that those who live after another has died give the greatest testament to the righteousness of their stance. War is a cruel entity to the bitter end and cares only for victors.

Five Favored Acts
1. You use of violence to resolve a dispute.
2. You refuse to stop fighting until all before you are dead, have surrendered, or you are physically unable to fight any longer.
3. You convince others that violence is the best course of action.
4. You condemn those who would offer an alternative to brute force to their faces.
5. You gain tribute from those who fear to suffer your wrath.

Five Heresies
1. You resolve a dispute with words.
2. You surrender.
3. You speak well of peace or pacifism.
4. You prevent others from engaging in violent discourse.
5. You offer freedom and respect to those you bested in battle.

THE BOONS OF THE DEITIES
This section provides the statistics for seven boons offered by each deity to its faithful servants. There is also a brief list of generic boons provided by all nine of the Deity Archetypes provided after the deity specific lists.

The Agricultural Deity's Boons

Animal Friend
DP:-7
Cost: 5BP, 10FP with extended duration.
Range: Touch
PT: Fast

When granted this boon affects a single living target. No animal will attack the subject of its own free will. If ordered to attack the subject of this boon an animal must make an SD(-PFS&PBM) Willpower resist roll to attack the subject of the boon.

This boon lasts for a number of hours equal to the PFS. With a payment of 10FP the duration becomes PFS years.

Bountiful Acre
DP:-15
Cost: 10BP 5FP
Range: Touch
PT: Ritual

This boon affects an acre around the location touched. If granted all plants within the acre grow as if provided a year of healthy soil and water.

Heal Injuries
DP:0, -10 cumulative per time this boon was used on this individual in last 7 days.
Cost: 3BP
Range: Touch
PT: Ritual

When granted this boon heals IP equal to PFS in one living subject.

Heal Wounds
DP:-5, -10 cumulative per time this boon or the spell was used on this individual in last 7 days.
Cost: 6BP 1FP
Range: Touch
PT: Ritual

When granted this boon heals WP equal to PFS in one living subject.

No More Hunger, No More Thirst
DP:-12
Cost: 6BP 1FP
Range: Touch
PT: Ritual

This boon targets a single living creature.

When granted the creature has their food and water needs for the day fulfilled. They can go next 24 hours without needing to imbibe either food or water without risk of starvation or dehydration.

Restore Life
DP: -8, -1 cumulative per day the subject has been dead, , -# of total number of times Death's Been Cheated by subject and the boon requester.
Cost: 15BP 15FP
Range: Touch
PT: Ritual

This boon affects a single dead person, animal, or plant that did not die of old age. The remains must be present for the boon to target them.

If granted it restores them to life. It restores the body to a completely health state, regenerating any damage suffered. The process is a traumatic one for the subject and the Body and Willpower attributes are permanently reduced by 2 points each per day the subject was dead, although the attributes cannot be reduced below a score of 1 as result of resurrection.

Both the target and the character requesting this boon have their Death's Been Cheated count raised by one if this prayer is successful.

Sleep Now
DP:-8
Cost: 4BP 1FP
Range: PFS yards.
PT: Fast

This boon targets a single living creature that sleeps within its range.

The target of the boon must make a SD(-PFS&PBM) Willpower resist roll. If the roll fails the target falls asleep for a number of minutes equal to the FP scored on their resist roll.

They will awaken early only if injured (suffer at least one IP from a physical attack) or the Sleep Now boon is dispelled.

The Chaos Deity's Boons

An Army of Damned
DP: -15
Cost: 15BP 15FP
Range: PFS miles.
PT: Ritual

This ritual when done correctly causes the corpses of all of the dead within PFS miles of the praying character to rise up as zombies. Only corpses of animals and humanoids that still have an intact muscle structure and heads attached rise up in response to this prayer. The zombies created are not under the control of the praying character and mindlessly attack any living creatures they encounter.

All zombies raised by this ritual are considered to have the statistics given below, although if the GM feels certain zombies merit unique statistics and is feeling ambitious he or she may provide alternate statistics for that zombie (i.e. a zombie elephant or some such).

If a creature had claws, tentacles, or other natural weapons it retains them when it rises as a zombie. It will not have any of its special abilities or powers when raised as a zombie.

The army of undead zombies raised by this prayer marauds around the spell's vicinity for PFS hours, when the boon's duration ends all members of the undead legion fall lifeless to the ground.

Call Chaos Spawn
DP: -15
Cost: 15BP, 5FP. If the boon requester desires an extended duration an additional 10FP are required.
Range: PFS yards
PT: Fast

A character uses the Call Chaos Spawn boon to try and pull a creature of chaos into their world. If the prayer is

Creature	ST	RF	BD	IN	WI	PR	NR	AR	UCB	Weapon DB
Zombie	20	5	20	0	10	10	+0	10	+10	Pu:4S Bi:5L
Special Ability: All damage suffered by zombies is treated as Stun damage. They are immune to poison and disease.										

Chaos Spawn Random Head Determination Chart

Unmodified SD Result	Chaos Spawn's Head
a 2/ or 22	GM makes an SD roll. If the GM's roll succeeds it has the head of a Goat (Natural Weapon Horns). If the roll fails it has the head of lion (Natural Weapon Bite)
-18/ a 3/ or 23	Single massive exposed eyeball (Nightvision IN x 3 yards)
-17/ a 4/ or 24	Human face (If Sentient has a Spellcasting SB = INT, Arcana SB= WI, and Centering SB = WI. Roll INT/2 times on random spells for Chaos Spawn chart for creatures known spells.)
-16/ a 5/ or 25	Massive jaw without any other distinguishing features (Natural Weapon Bite, +1 Natural Reach, and Eco Location IN x 3 yards)
-15/ a 6/ or 26	A pyramid of rusted iron with a single cat's eye on each exposed face. (+10 Natural Armor)
-14/ a 7/ or 27	A humanoid skull with two great horns protruding from the forehead. (Natural Weapon horns. Fear Attack with a range of PR x 3 yards. Any creature that comes with in the radius must make a SD (-Chaos Spawns PR) Willpower resist. If the roll fails the creature suffers an Action Penalty equal to FP scored for the next 24 hours).
-13/ a 8/ or 28	Cobra head (Bite Attack, +2 Natural Reach, and injects Viper Venom poison when WP is dealt).
-12/ a 9/ or 29	Pulsating sphincter that generates transparent green ooze that covers creatures body and limbs (Any weapon used in an attack against the creature takes 10 damage. Creatures that use Natural Weapons against the chaos spawn make an SD(-Chaos Spawn's BD) Reflexes roll, failure indicates the suffer 10 lethal damage.)
-11/ a 10/ or 30	A crackling ball of lightning. (Natural Weapon Lightning Bolt, effective CCS = PR, and Throwing Weapon SB = RF. A Chaos Spawn may only use this attack once per round. Immunity to Electricity Damage.)
-10/ a 11/ or 31	A cluster of wriggling tentacles.
-9/ a 12/ or 32	An exposed brain. (If Sentient has a Spellcasting SB = IN, Arcana SB= WI, and Centering SB = WI. Roll IN/2 times on random spells for Chaos Spawn chart for creatures known spells. Also Eco-Location IN x3 yards.)
-8/ a 13/ or 33	A wooden monster mask.
-7/ a 14/ or 34	One big tentacle with suckers and a little eyeball in each sucker. (Natural Weapon Constriction)
-6/ a 15/ or 35	An owls head. (Natural Weapon Bite. Nightvision In x5 yards)
-5/ a 16/ or 36	Demonic Face (Fear Attack with a range of PR x 3 yards. Any creature that comes with in the radius must make a SD (-Chaos Spawns PR) Willpower resist roll. If the roll fails the creature suffers an Action Penalty equal to FP scored for the next 24 hours).
-4/ a 17/ or 37	A crystal ball (Anytime a spell is cast on Chaos Spawn GM makes SD (-CCS of opponent) Willpower roll for the Chaos Spawn. If the roll succeeds then the spell targets the closest creature instead of the Chaos Spawn: even if the creature is the spellcaster).
-3/ a 18/ or 38	Lamprey Mouth (Bite Attack. Any living creature that suffers WP as result of the Bite Attack must make an SD (-Chaos Spawn's ST) BD resist roll. If the roll fails the suffer a number of additional lethal IP from the attack equal to Chaos Spawn's ST due to having blood sucked out of them and the chaos spawn heals that number of IP.)
-2/ a 19/ or 39	Fish head (Can only breathe underwater: unless body type negates. +5 Natural Armor)
Less than -20	Headless or if an additional head result was scored negates one extra head.
More than 40	Creature has an additional head. Roll again for the current head and roll for the additional head.

Chaos Spawn Random Body Determination Chart

Unmodified SD Result	Chaos Spawn's Body
a 2/ or 22	Muscular human torso carved from black stone (Immunity Fire Damage, Cold Damage, Electrical Damage, and +10 Natural Armor).
-18/ a 3/ or 23	Mass of writhing tentacles (May climb any surface at normal movement rate).
-17/ a 4/ or 24	A leathery worm (+5 Natural AR: +1 Natural Reach)
-16/ a 5/ or 25	GM rolls D20. 1-5: Swirling cloud of fire (Immune to Fire), 6-10: Swirling cloud of ice (Immune to Cold), 11-15: Swirling Cloud of Lightning (Immunity Electricity), 16-20: Swirling Cloud of Glass Shards (+10 Natural AR). Anyone that comes within Natural Reach Score yards of this Chaos Spawn must make an SD (-Chaos Spawn's BD) Reflexes Resist roll. If the roll fails they suffer a number of lethal damage equal to the FP scored. If the Chaos Spawn's Natural Reach is equal to or less than zero then ignore this effect.
-15/ a 6/ or 26	Reptilian (+5 Natural Armor)
-14/ a 7/ or 27	Amphibian (Chaos Spawn may breathe underwater or in open air)
-13/ a 8/ or 28	Fish (Chaos Spawn may only breathe underwater, may move freely underwater at normal movement rates.)
-12/ a 9/ or 29	A pulsing ball of slime. (Any weapon used in an attack against the creature takes 10 damage. Creatures that use Natural Weapons against the Chaos Spawn make an SD (-Chaos Spawn's BD) Reflexes roll, failure indicates the suffer 10 lethal damage.)
-11/ a 10/ or 30	Extremely hairy torso (+5 Natural Armor, Immune to Cold)
-10/ a 11/ or 31	Pure Steel (+20 Natural Armor)
-9/ a 12/ or 32	Decomposing flesh on skeletal frame (Anyone within PR yards must make an SD (-Chaos Spawn's PR) Willpower roll at the beginning of each round or wretch at the fowl smell emitted by it's body. When a character wretches they receive only 1 Action Point for that round.
-8/ a 13/ or 33	A pillar of light (Immune to Magic, treat the chaos spawn as an Antimagic Ward created by someone with a CCS equal to its PR. The chaos spawn is unaffected by its own Antimagic effect.)
-7/ a 14/ or 34	A pillar of darkness (Any living creature struck by this chaos spawn in close combat must make an SD(-Chaos Spawn's PR) Presence resist roll. If the roll fails he or she is killed instantly as their soul is sucked into the void).
-6/ a 15/ or 35	Lighter than air gas chamber (Creature may fly about at rate of 3 yards per Action Point expended via floating).
-5/ a 16/ or 36	A human torso.
-4/ a 17/ or 37	An Insect Carapace (+10 Natural Armor)
-3/ a 18/ or 38	Bony spines (+5 Natural Armor: characters or creatures that strike the chaos spawn in close combat must make a SD(-Chaos Spawn's BD) Reflexes roll, failure indicates they suffer a number of lethal damage equal to the FP scored as result of sticking themselves on the deadly spines.)
-2/ a 19/ or 39	Obese human torso with large puss oozing sores (Any living creature struck by this chaos spawn in close combat gets infected with the disease Corpse Rot).
Less than -20	Roll Again.
More than 40	Roll Again.

Chaos Spawn Random Limb Determination Chart

Unmodified SD Result	Chaos Spawn's Limbs
a 2/ or 22	Creature has six massive tentacles that allow half the regular ground movement, punch attacks, and constriction attacks.
-18/ a 3/ or 23	Chaos spawn has two massive bird wings that allow flight at standard movement rates and two legs ending in massive bird claws (natural weapon claws).
-17/ a 4/ or 24	Chaos spawn has two great tentacles for arms (punch and constriction natural weapons) and rhino legs (+5 Natural AR).
-16/ a 5/ or 25	Chaos spawn has the hindquarters of a goat and human arms. If sentient will have a weapon in each hand. GM rolls; 1-5: Two Broadswords, 6-10: Battle Axe and Spiked Round Shield, 11-15: Two-handed sword 16-20: Flail and Tower Shield.
-15/ a 6/ or 26	It has two human arms and two human legs carved from black marble (+10 Natural Armor and treat punch attacks as maces for damage determination.)
-14/ a 7/ or 27	Chaos spawn has a pair of lighter than air gas pouches that allow it to fly about at standard movement rates, but no other limbs.
-13/ a 8/ or 28	It has one muscular clawed humanoid arm: one scorpion stinger arm (delivers poison Viper Venom when it wounds, treat as claw for damage determination), and six insect like legs (may traverse walls and ceilings at standard movement rates)
-12/ a 9/ or 29	Chaos spawn has eight spider legs (may traverse walls and ceiling at standard movement rates).
-11/ a 10/ or 30	It has six human arms and two human legs. If sentient two of the hands will contain melee weapons. GM rolls; 1-5: Two Broadswords, 6-10: Battle Axe and Spiked Round Shield, 11-15: Two-handed sword, 16-20: Flail and Tower Shield. It will also have a longbow and twenty arrows.
-10/ a 11/ or 31	It has a slimy belly that allows it to slither on walls and ceilings, but all movements are at half the standard rates.
-9/ a 12/ or 32	Chaos spawn has the front and hindquarters of a bear.
-8/ a 13/ or 33	Chaos spawn has two muscular forearms that end in massive bony blades (calculate natural weapons damage bonuses as Broadswords) and six elephant legs arranged as an insects (+10 Natural Armor).
-7/ a 14/ or 34	It has two human arms and serpentine lower body for locomotion (Natural weapon constriction). If sentient it wields weapons. GM rolls; 1-5: Two Broadswords, 6-10: Battle Axe and Spiked Round Shield, 11-15: Two-handed sword, 16-20: Flail and Tower Shield.
-6/ a 15/ or 35	It has two massively muscular (calculate punch attacks as flails) arms and no legs.
-5/ a 16/ or 36	Chaos spawn has two tentacles for arms (punch and constriction natural attacks) and floats in pool of awful acidic slime that spreads in a chaos spawn's BD yards radius around the body suspended in it. The slime allows the spawn to move over ground at half the standard rates: but also provides a natural area of defense. Anyone that walks over it in an effort to reach its vulnerable body, move near it, or simply escape must make a SD(-Chaos Spawn's RF) Reflexes roll each round they do so in. The FP scored by the character is the number of lethal IP they suffer that round.
-4/ a 17/ or 37	It has two clawed humanoid arms (Natural weapon claws), two massive bat like wings, and humanoid legs that end in clawed talons.
-3/ a 18/ or 38	It has no arms, but a massive snake like appendage extends from the body (Natural Weapon Constriction and +10 Natural AR)
-2/ a 19/ or 39	Chaos spawn has six powerful clawed legs and massive tail (Natural Weapon Claws).
Less than -20	roll again.
More than 40	roll again.

Chaos Spawn Chart for Known Spells

Result of Unmodified SD Roll	Spell Known*	Result of Unmodified SD Roll	Spell Known	Result of Unmodified SD Roll	Spell Known
-20 or less	Roll Again	2	Dispel Magic	23	Dark Nimbus
-18	Ghoul Curse	3	Decrease Strength	24	Curse of Unhealing Wounds
-17	Portal	4	Decrease Body	25	Domination Animal
-16	Shape Shift	5	Decrease Reflexes	26	Aura Sight
-15	Shatter	6	Decrease Willpower	27	Storm Call
-14	Universal Tongues	7	Decrease Intelligence	28	Paralyze
-13	Shield Spell	8	Decrease Presence	29	Nobody Here
-12	Read Thoughts	9	Decrease Sorcery	30	Mirage
-11	Paralyze	10	Command Undead	31	Nimbus of the Overlord
-10	Eight Eyes	11	Cat's Landing	32	Wild Meet
-9	Acid Blood	12	Blinding Speed	33	Telekinesis Major
-8	Analyze Spell	13	Ball of Flame	34	Whisper
-7	Domination Sentient	14	Astral Awareness	35	Telekinesis Minor
-6	Full Lung	15	Lightning Bolt	36	Polar Blast
-5	Gate	16	Maybe Later	37	Cold Immunity
-4	Force Wall	17	Hooch Fairy	38	Protection From Magic
-3	Fire Immunity	18	Heal Wounds	39	Protection From Missiles
-2	Lightning Immunity	19	Illumination	41 or above	roll again
-1	Acid Immunity	22	Animate Corpse	-	-

Chaos Spawn Chart for Known Spells Key

*:If the same spell is rolled twice, roll again.

successful a randomized creature of chaos materializes at the chosen point. The physical make-up, powers, and disposition of the creature are determined randomly.

Chaos spawn's base attributes determined by seven unmodified SD rolls by the GM. Each attribute's value is equal the PFS plus the SP scored on the roll or minus the FP scored. With the lowest possible value being a 1 in any given score.

Example, Gregor successfully requests a chaos spawn with a PFS of 18. The GM rolls a 16 for ST (6 SP), a 3 for RF (7 FP), a 28 for BD (18 SP), a 9 for IN (1 FP), a 12 for WI (2 SP), -16 for PR (26 FP), and a10 for SO (0SP). Thus the spawn has a ST 24, RF 11, BD 36, IN 17, WI 20, PR 1, and SO 18.

Once a chaos spawn's attributes are determined the GM makes an unmodified SD roll. If the roll succeeds the chaos spawn is considered Sentient.

Once it is determined if the chaos spawn's mind is Sentient or Animal in nature the GM makes an unmodified SD roll for whether the creature is treated as predator or not for the purpose of determining its combat abilities. If the roll succeeds the Chaos Spawn is a predator. See the Animals and Creatures Chapter for guidelines on deriving creature's combat skills from attributes based on predator and sentience statuses.

The GM determines the Chaos Spawn's Natural Reach Score with an SD roll. The Spawn receives a +1 point of reach for every 5SP scored or -1 per 5FP scored. If the SP or FP scored does not exceed 5 then the Spawn's bonus is 0 (i.e. it is roughly human sized).

So what does a chaos spawn look like? The GM makes a roll on the head, body, and, limbs chart to determine

Chaos Spawn Reaction Chart

Result of D20 Roll	Sentient Chaos Spawn's Reaction	Non Sentient Chaos Spawn's Reaction
1	Immediately attacks the character that summoned it.	Immediately attacks the character that summoned it.
2-5	Chaos spawn immediately attacks the nearest living creature.	Chaos spawn immediately attacks the nearest living creature.
6-10	Chaos spawn thanks the character that summoned it then runs away.	Chaos spawn runs away from character that summoned it.
11-15	Chaos spawn engage the character that summoned it in conversation.	Chaos spawn follows the character that summoned it around peacefully.
16-19	Chaos spawn asks what the character that summoned it wants. If the character makes a successful SD(-Chaos Spawn's WI) Leadership roll the Chaos spawn does the favor requested and then leaves when it is completed.	Chaos spawn guards the character that summoned it and will attack anyone that physically threatens them.
20	The Chaos spawn greets the character that summoned it as its master and will serve them as long as it remains on the same plane of existence	The Chaos spawn mysteriously understand the commands of the character that summoned it and obeys.

this. The creatures physical make-up also determines what sort of powers and abilities it has. If chaos spawn receives any Natural Armor bonuses from multiple body parts all of those bonuses are added together to determine its Natural Armor rating. If the chaos spawn's head result indicates spell-casting ability roll on the Chaos Spawn Chart for Known Spells a number of times indicated. Note that if the chaos spawn is armed due to sentient status it has a Melee Weapon and Missile Weapon skill SB equal to its RF. It also has a Tactics skill SB equal to its IN.

Example of rolling a chaos spawns appearance, Gregor's GM makes unmodified SD rolls on each of the three charts and gets the following results; head 13, body 17, and limbs 10. The creature's head is a wooden monster mask; its torso is an insect carapace (+10 Natural Armor), its got six human arms, and two human legs. The GM had determined that Gregor's chaos spawn on for this prayer was Sentient so he rolls for the weapons it wields as result of the FR 10 on the Limbs chart and finds out it is armed with a flail, a tower shield, and longbow. Because the GM had rolled that the spawn's Natural Reach as a +5 he declares that a massive monster appears with a wooden devil mask and crablike torso sprouting improbable numbers of human limbs. It is armed with a massive shield, flail, and bow that no human could ever wield.

The last thing the GM determines is the chaos spawns reaction upon its arrival on the praying characters current plane of existence. Roll a D20 and check the result on the Chaos Spawn Reaction chart.

Example, the GM rolls a 10 on the Chaos Spawn Reaction chart. When the wooden faced creature appears it thanks the character that summoned it and then it runs as quickly as its massive legs will carry it away.

Chaos Sphere

DP:-10
Cost: 5BP 1FP
Range: Self
PT: Fast

A successful prayer for a Chaos Sphere creates an orb four inches in diameter in the character's hand. This orb is a throwing weapon and the prayer maker uses their Throwing Weapons skill to make any attacks with it. As a weapon the orb has a set DB of +0 and deals stun damage to someone hit with it, but blunt trauma is not the intent of an attack with this weapon. It has a base RI equal to the PFS of the praying character in yards. The weapon's actual RI is equal to base RI + the boon requester's Thrown Weapon Martial Arts SB in yards (The wielder's Strength Score is irrelevant due to the Chaos Sphere's magical nature)

Anyone that suffers an IP as a result of an attack made with a Chaos Sphere must make an immediate SD(-PFS&PBM) Willpower resist roll. If the roll succeeds no ill effects are suffered. If the roll fails the GM makes an unmodified roll and compares the result to the Touch of the Chaos Sphere chart below. The victim suffers whatever malady, oddity, or benefit the chart indicates. Unless stated otherwise the duration of any of the effects is PFS days.

Once created by a caster a Chaos Orb exists for PFS rounds, if not thrown during this period it ceases to exist. If thrown and it misses its target it also ceases to exist. The Chaos Sphere may not be handed to someone else to use.

Touch of the Chaos Sphere Effect Chart

Roll's FR	Orb's Victim...
a 2, or 22	Is turned into a marble statue.
-18, a 3, or 23	Has there gender switched to the opposite of their current one.
-17, a 4, or 24	Is knocked unconscious for PFS rounds.
-16, a 5, or 25	Has all of their body hair fall out (if applicable).
-15, a 6, or 26	Is thrown PFSx2 feet straight into the air (instant effect).
-14, a 7, or 27	Has their arm (roll 1-10 right 11-20 left) turned into a tentacle.
-13, a 8, or 28	Has all of their clothing and equipment teleported off their bodies and dropped PFS feet behind them.
-12, a 9, or 29	Is blinded.
-11, a 10, or 30	Is struck deaf.
-10, a 11, or 31	Has their skin turned a bright shade of some color of the GM's choosing.
-9, a 12, or 32	Is rendered unable to speak unless the scream at the top of their lungs.
-8, a 13, or 33	Is turned invisible, although all clothing and equipment remain visible.
-7, a 14, or 34	Heals PFS IP instantly and permanently.
-6, a 15, or 35	Is shrunk, has their Natural Reach score reduced by 2. The character's clothing and gear do not shrink and inflict a -10 penalty to any actions attempted with them. Only actions attempted with gear designed specifically for someone of the character's newly reduced stature receive no penalty.
-5, a 16, or 36	Is transformed into an elemental (roll 1-5 or below water: 6-10 fire, 11-15 earth, and 16-20 or above air). In this form the character is roughly the same size as they where before, but has no working appendages and can only roll about. Any gear worn at the time the transformation occurs either falls, bursts, or burns off as appropriate. In their elemental form character's can move at the same rate they could before and may make punching attacks using their STR and related skills to determine the DB. The character is rendered immune to mundane or magical effects based on their current elemental form. All basic attributes and skills of the character are unaltered, but each form does provide a unique advantage. Air: Character may fly with perfect control at standard movement rate. Earth: Character has Natural A.R. increased by 15. Also increase STR score by 10. Fire: Anything punched by fire elemental must resist fire damage as if they came into contact with a Bonfire. Water: May move freely in water at standard rate and drowning is not possible. Also receive a Natural A.R. Increase of 15.
-4, a 17, or 37	Is rendered mute.
-3, a 18, or 38	Has legs transformed into the cloven hoofed hindquarters of a goat.
-2, a 19, or 39	Is knocked off their feet (instant effect).
-22 or less:	GM's Choice of effect.
40 or more	GM's Choice of effect.

Dispel Magic

DP: -(=CCS or PFS of target spell's caster or boons requester)
Cost: BP = BP + FP cost of the effect targeted*, 1FP if the effect target had an FP cost.
*: If the BP or FP for a spell is variable treat the cost as being equal to the lowest incremental cost, if no specific increment is given assume the cost is 1.
Range: PFS x 5 yards.
PT: Fast

This boon targets one other spell, boon, or magical effect with an ongoing duration. The casting difficulty penalty and cost depend on the target spell, boon, or magical effect's cost and the skill of the spells maker. If cast successfully this spell eradicates the target spell ending it early.

For cost determination BP are equivalent to DC and WC are equivalent to FP.

Grounds of Contention

DP:-20
Cost: 20BP 15FP
Range: Touch
PT: Ritual

This boon affects a PFSx100 yard radius around targeted location (the point touched by the boon requester). Anyone within this area must make an SD(-PFS&PBM) Presence resist roll not to state immediate disagreement with

anything that someone says. Anyone that is disagreed with while standing on within the boon's area of effect must make a SD(-PFS&PBM) Presence resist roll to avoid being forced to physically attack the person who disagreed with him or her with the deadliest means available.

This boon lasts for PFS hours when granted.

Happy Smile

DP: 0
Cost: 3BP, 9FP with extended duration.
Range: Touch
PT: Fast

This boon affects a single target with emotions.

The target of this boon receives a warm fuzzy feeling. It grants a bonus equal to PFS divided by two to the subject for the purposes of resisting any fear or sorrow inducing effects.

The boon lasts for PFS hours. A payment of 9FP can extend the boons duration to PFS years.

Word of Confusion

DP:-6
Cost: 6BP, 10FP with extended duration.
Range: PFS yards.
PT: Fast

This boon targets a single thinking subject.

When granted the target must make a SD(-PFS&PBM) Willpower resist roll. If the roll fails the subject suffers an Action Penalty equal to their FP on the roll divided by two for the duration given.

The boon lasts for PFS hours. With a payment of 10FP the boon may have its duration extended to PFS years.

The Competitor Deity's Boons

Fearlessness

DP:-10
Cost: 5BP, 15FP with extended duration.
Range: Touch
PT: Fast

This boon may target a single person or creature capable of experiencing fear.

If granted the recipient is immune to any fear generating effect magical or otherwise for the duration of the boon.

This boon lasts for PFS hours. A payment of 15FP may extend the duration to PFS years.

Honored Victor

DP:0
Cost: 3BP 2FP
Range: PFS yards.
PT: Ritual

This boon affects up to PFS individuals that have agreed to meet in competition. It binds the spirits of all affected individuals to honor the victor's spirit with a bit of their own for the duration of the boon.

The winners of the competition receive a +3 Action Bonus for the duration of the boon. The losers suffer a -3 Action Penalty for the boon's duration.

An individual may only be subject to one boon of this kind at a time.

The boon lasts for PFS days after the completion of the competition.

Keep it Fair

DP: -3
Cost: 4BP
Range: PFS yards.
PT: Fast

This boon may target up to PFS competitors within the prayer's range. All targets must have agreed to participate in a competition with each other that has predefined rules.

If granted the boon acts as a divine referee for the affected competitors. If a competitor breaks one the rules of the competition he or she must make an SD(-PFS&PBM) Willpower resist roll. If the roll fails the rule breaker immediately suffers Stun Damage equal to the FP score on the roll.

This boon lasts for PFS hours or until the competition has ended.

Know No Pain

DP: -9
Cost: 8BP, 12FP with extended duration.
Range: Touch
PT: Ritual

This boon affects a single target that can be affected by WP action penalties.

If granted the boon suffers no Action Penalties for any WP suffered for the duration of the boon.

This boon lasts for PFS hours. A payment of 12FP can extend the duration to PFS years.

Know No Sleep

DP:-12
Cost: 12BP, 14FP with extended duration.
Range: Touch
PT: Ritual

This boon targets a single living entity.

While under its effect the recipient is rendered immune to Knocked Unconscious results on Condition Resist Rolls and immune to any magical sleep effects.

This boon lasts for PFS hours, but if the praying character expends 14FP may have its duration extended to PFS years.

Righteous Challenge

DP:-8
Cost: 10BP 2FP
Range: PFSx5 yards
PT: Fast

This boon targets a single sentient entity.

The target must make a SD(-PFS&PBM) Willpower resist roll. If the roll fails he or she becomes beholden to the terms of a challenge given by the praying character. The challenge the boon's requestor lays out must involve a competition between the them self and the target that will be carried out immediately and can be resolved in less than PFS hours.

A target that fails to resist this boon must engage in the challenge placed before them or suffer divine wrath. If the target refuses the challenge then he or she suffers a number of IP of lethal damage equal to the FP scored on the resist roll against the boon plus a number of Lethal IP equal to the PFS of the praying character. The victim's Condition Resist roll against this damage is made at the end of the round in which the victim refuses the challenge placed before them either formally or through the initiation of course of action that is intended to get them out of the challenge.

Witnesses All

DP:-15
Cost: 15BP 15FP
Range: PFS yards.
PT: Ritual

This boon affects every thinking sentient being within PFS miles of the competitors targeted. The competitors must have agreed to meet and compete. The boon effects up to PFS direct targets, although anyone present or called to the competition is subject to it.

If the boon is granted all within the prescribed area must come to the location of the competition to bear witness to it. Anyone who wants to resist the call must make an SD(-PFS&PBM) Willpower resist roll. The masses called will have a rough sense of how long they are being called away from their daily routine and pack food and drink accordingly before coming to the site.

The competition may not begin until all of the witnesses have arrived or the boon ends prematurely. No witness may try and intervene in the competition without successful SD(-PFS&PBM) Willpower resist roll.

This boon lasts for PFS days or until the competition is completed.

The Hunter Deity's Boons

Center of the Hunt

DP:0
Cost: 3BP, 6FP with extended duration.
Range: Touch
PT: Ritual

This boon targets a single individual who has laid claim to a hunt.

It grants a bonus equal to half the PFS to all Awareness, Scan, and Tracking skill checks made by the hunter in relation to the declared hunt for the boons duration.

The boon lasts for PFS hours. The duration may be expended to PFS years with a payment of 6FP. The boon ends when the subject of the hunt it was created for is captured, regardless of the standard duration.

Certain Track

DP:-5
Cost: 6BP 2FP
Range: Touch and PFS miles.
PT: Fast

This spell targets the tracks of a single person or animal. The creator of the tracks touched must be within PFS miles to be subject to this boon.

The target is allowed a SD(-PFS&PBM) Presence resist roll. If the target fails to resist, the praying character becomes aware of his or her location psychically. He or she knows the distance between them and in what direction the target is for the duration of the boon, as long as the target remains on the same plane of existence as the praying character. If target shifts to another plane of existence then the boon requester is only aware of what plane they shifted to, but not where the target is on it.

The boon lasts for PFS hours.

Dinner Call

DP:0
Cost: 2BP 1FP
Range: Touch, and PFS miles.
PT: Ritual

When this boon is requested the character that prays must specify how many people they desire to feed. The boon will call enough prey to feed up to PFS people as needed by the character.

If granted the boon calls a number of small game animals from a PFS mile radius around the spot touched to the location, provided any are present. It is up to the prospective diners to actually kill the game when it arrives. The game will remain within a PFS yard radius of the touched location for the duration of the boon.

This boon lasts for PFS hours.

Eye of the Predator
DP:-6
Cost: 6BP 2FP
Range: PFSx5 yards
PT: Fast

This boon targets a single entity.

The target receives a SD(-PFS&PBM) Willpower resist roll. If the roll fails the target is unable to move more than 1 yard per action point spent while they remain within PFSx5 yards of the character that prayed for this boon.

This effect lasts for PFS hours.

Night's Veil
DP:-4
Cost:4BP
Range: Touch
PT: Fast

This boon may target a single entity.

Provided the entity does not move from the spot they are in this boon grants them a bonus a Stealth skill roll to hide in their current location equal to PFS divided by two. The recipient is also granted the ability to hide in the open while under this boon's effect provided no one they are try to evade is present at the moment it is granted. The recipient remains invisible for all intents and purposes unless a successful Awareness or Scan roll reveals their presence to a searcher.

The Stealth Bonus and ability to remain hidden in the open granted by this boon lasts for PFS hours or until the recipient moves from the spot they currently inhabit.

The Hunter's Aim
DP:-10
Cost: 9BP 3FP
Range: Touch
PT: Fast

The recipient of this boon must be hunting a single type of entity that they have declared as the target of their pursuit (i.e. goblins, buffalo, etc).

When granted this boon will give the recipient a bonus equal to the PFS to the first attack against the hunted subject. Once the first attack has been made it is no longer a hunt, but a battle so the boon ends.

This boon lasts for PFS days if not ended by the attack on the hunted subject.

Slayer's Quest
DP: -15
Cost: 15BP 15FP
Range: Touch
PT: Ritual

The recipient of this boon must be hunting a single defined entity (i.e. General Snyder, The Dragon Wilfry, etc)

When granted it makes the recipient's attacks against the entity fatal. If damaged by the recipient of this boon the entity targeted by the hunt must make a SD(-PFS&PBM) Willpower resist roll against the boon. If the entity fails to resist it is slain by the attack. If it resists it is damaged normally and recognizes the power the recipient has against it. The entity must make a successful SD(-PFS&PBM) Willpower roll to take any action, but flee the recipient of this boon in fear. The hunted entity will be unable to stand within sight of the boons recipient without a SD(-PFS&PBM) Willpower resist roll for the rest of the boon's duration. The prey is allowed one of these Willpower resist rolls against fear per round if it desires it.

This boon lasts for PFS years if the subject of the hunt is not slain. When the subject of the hunt is slain the boon ends.

The Justice Deity's Boons

Blood's Call
PD:-20
Cost: 20BP 15FP
Range: Touch and Infinite more or less.
PT: Ritual

This boon targets the entity that delivered the killing blow to a single corpse. The corpse must be present and touched by the praying character at the time the boon is requested. For the purposes of this boon any piece of a dead entity even something as small as chip of bone constitutes a "corpse".

The target of the boon receives an SD(-PFS&PBM) Willpower resist roll. If the roll fails the target is teleported from whatever point in space and time the currently inhabit to spot within PFS yards of the character that requested the boons location that he or she chooses.

Criminal's Road
PD: -10
Cost: 8BP, 10FP with extended duration.
Range: Touch
PT: Ritual

This boon targets the scene of a single confirmed crime.

If granted the perpetrator of the crime receives a SD(-PFS&PBM) Presence resist roll. If the roll fails the praying character becomes aware of the distance and direction the criminal is from them for the duration of the boon, provided the target is on the same plane of existence. If the target is not on the same plane the praying character knows it, but does not know which plane the criminal is on.

This boon lasts for PFS hours. The duration may be extended for PFS years with a payment of 10FP.

Law's Finger
PD:-15
Cost: 15BP 15FP
Range: Touch, and PFS miles.
PT: Ritual

This boon targets a single law text, spoken edict by an official touched by the boon's requester, or rules set.

If granted the boon's creates a flickering green flame above the head of anyone within a PFS mile radius that has broken a law or rule presented in the text target. The collective targets of this spell receive an SD(-PFS&PBM) Presence resist roll to avoid being revealed as lawbreakers.

This boon lasts for PFS hours.

One Question
DP: 0
Cost: 3BP 1FP
Range: PFS yards
PT: Fast

This boon may target a single subject that can communicate verbally with the praying character.

If the boon is granted the subject receives a SD(-PFS&PBM) Willpower resist roll. If the subject fails to resist the character that requested the boon is allowed to ask them one question, which he or she must answer truthfully, although in as abridged a fashion as they desire.

If the person who requests the boon goes PFS minutes without asking a question of the target, then the boon is wasted.

Shackle
DP: -6
Cost: 5BP 1FP
Range: PFSx5yards.
PT: Fast

This boon targets a single person or animated target.

The target gets a SD(-PFS&PBM) Strength resist roll. If the target fails to resist they are bound by invisible shackles that prevent them from taking any actions other than talking or psychic activity.

The target remains bound in place provided they are not attacked physically. If physically attacked the boon ends and the target is freed.

The boon lasts for a number of hours equal to PFS.

Smite
DP: -15
Cost: 15BP 5FP
Range: PFSx5 yards
PT: Fast

This boon targets a single entity that can be "killed".

The target of this boon receives an SD(-PFS&PBM) Willpower resist roll. If the roll fails the victim is slain/destroyed. If the target uses their Fate Pool to cheat death he or she is still knocked unconscious by this boon if they fail to resist it.

Magical effects that protect a character against a dead result on a Condition Resist roll do not protect against being slain by this boon.

Whole Truth
DP:-6
Cost: 5BP, 10FP with extended duration.
Range: PFSx5 yards.
PT: Fast

This boon targets a single sentient target capable of any form of verbal communication.

The target is given an SD(-PFS&PBM) Willpower resist roll. If the target fails to resist the effect, they become incapable of lying for the duration of the spell. If the target attempts to tell a lie he or she suffers a number of Stun Damage equal to the FP scored on the initial resist.

This spell cannot prevent omissions in speech, but does assure honesty on the part of the target.

The boon has a duration of PFS hours. A payment of 10FP will expend the duration to PFS years.

The Knowledge Deity's Boons

Around the Bend
DP:-5
Cost: 3BP
Range: PFSx5 yards.
PT: Fast

This boon allows them to create a single point of surveillance anywhere within range.

While the boon lasts the praying character may close their eyes and concentrate to switch their vision over to the view point created provided they are within the boon's range. From that point they may look in any direction and view the surroundings as if they were standing at that spot. The character's vision is the same type he or she has based upon their physical make-up or active enchantments (i.e. if the character has Nightvision, then their view from the surveillance point will utilize it).

This boon lasts for PFS minutes, when the duration expires the vision point ceases to exist.

Decipher Script
DP:-9
Cost: 9BP, 5FP with extended duration.
Range: Touch
PT: Ritual

This boon target's a single book or document in a

language that the praying character is unable to read.

If a character's boon request is successful they are able to read the text as if he or she knew the language it was written in for PFS hours. The duration of this boon may be extended to PFS years with the expenditure of 5FP.

Front Row

DP:-15
Cost: 15BP 15FP
Range: PFS Centuries into the past.
PT: Ritual

This boon allows the character that prays and up to PFS additional people who link hands to witness PFS hours of historical events.

If granted a window is opened in all of there minds, which may looked through at the chosen time. The windows view is controlled by the caster who like a cameraman chooses the angles from which the events are witnessed. The character may also jump from moment to moment in time for the group at will witness. As a collective the group has PFS hours to look back on any event on their plane of existence up to PFS centuries ago.

The viewers on the trip have absolutely no means of altering the events they witness. In order to look through the mental window a recipient of this boon must close there eyes and concentrate (i.e. spend 3 action point per round of viewing). After the initial boon grant is made the participants in the vision may let go of each other's hands.

The Front Row Boon does have one major limitation. It cannot view events that occurred inside anti-magic or anti-scrying zones that existed during the past.

At the end of the PFS hour period from when the boon is granted the views end, but the memories remain.

Ghost Text

DP: -5
Cost: 3BP, 10FP with extended duration.
Range: Touch
PT: Ritual

This boon targets a single text that has been damaged, but not destroyed by fire, mold, or time.

If boon is granted it temporarily reconstructs the damaged pages and text. The ghost pages remain in existence for the duration of the boon.

This boon lasts for PFS hours. A payment of 10FP extends the duration to FPS years.

Know How

DP: -9
Cost: 10BP 3FP
Range: Touch
PT: Fast

This boon affects a single target that is faced with a task he or she does not have a skill to handle.

If granted the boon fills the subject with a spirit that possesses the knowledge for skill roll. The SB of the infused skill is equal to the PFS. Regardless of the success or failure of the skill roll the spirit with the knowledge leaves after one attempt.

Trivia Spirit

DP:0
Cost: 1BP
Range: Self
PT: Fast

When granted this boon provides the character with a piece of information he or she knew, but forgot. Little tidbits like names of people he or she was introduced to five years ago. This boon cannot provide the person praying with information he or she never knew.

Universal Tongue

DP:-7
Cost: 6BP, 15FP with extended duration.
Range: Touch
PT: Ritual

This boon affects a single target that can communicate vocally or psychically.

The boon allows the target to be understood by any listener regardless of his or her language background. The recipient of the boon is also able to understand everything that is said to him or her for its duration. This boon also translates mental transmissions between the recipient and other individuals.

This boon lasts for PFS hours. A payment of 15FP extends the duration to PFS years.

The Trickster Deity's Boons

Coin Trick

DP:0
Cost: 1BP 1FP
Range: Touch
PT: Fast

This boon targets a single object that weighs no more than PFS pounds.

If granted the object disappear from the character that made the prayers hand into a pocket dimension. It will remain in that dimension until the boons duration expires or the boon's requester wills it back into his or her hand, which ends the boon early. While the object is in the pocket dimension no physical search of the character will reveal the object.

This boon has a duration of PFS hours.

Drop Spot
DP: -15
Cost: 15BP 5FP
Range: Touch, and PFS miles.
PT: Ritual

When the character makes this boon request he or she must specify a single object that should be brought to the spot they touch.

If the boon is granted everyone within a PFS mile radius of the spot touched will sleep walk to the spot on their next grab at sleep with the specified object if they possess one, provided they go to sleep within the duration of the boon's hold on the area. The object will be left at the spot indicated and the individuals will sleep walk back to wherever they were sleeping. The targets of this spell are granted an SD(-PFS&PBM) Willpower resist roll. Success indicates they stay in bed.

This boon lasts for PFS hours.

Forgettable
DP: -9
Cost: 5BP, 15FP with extended duration.
Range: Touch
PT: Ritual

This boon targets a single living creature or animated entity.

Anyone who meets the recipient of this boon while it lasts must make a SD(-PFS&PBM) Willpower resist roll to remember anything about his or her appearance, name, or actions. If the roll fails they simply draw a blank on the information.

Like the Wind
DP: -6
Cost: 10BP 3FP
Range: Touch
PT: Fast

This boon targets a single living or animated being.

The recipient is granted the ability to shift his or her body and PFSx10 pounds of equipment into a cloud of billowing mist by expending three Action Points. The recipient may shift back into their normal form with the expenditure of another three Action Points.

While in mist form all attacks against the character are at a -20 penalty and the character is capable of passing through any opening that would permit moisture through it (i.e. that is not air sealed). The mist form can drift in any direction at 5 yards per Action Point expended. While in mist form drifting is about the only thing the character can do, other than transforming back into their regular form. It should be noted that the transformation back into the beings regular form may only take place in a location that can contain the bodies mass. Should the boon end in a location where this is not possible the recipient dies as his or her body attempts to reform itself.

This boon lasts for PFS hours.

Mark
DP: -4
Cost: 2BP
Range: PFSx5 yards
PT: Fast

This boon targets a single entity or object.

The target of this boon receives a SD(-PFS&PBM) Presence resist roll to avoid being marked. If the roll fails they become "marked" and will be surrounded by a phosphorescent glow that is only visible to individuals enchanted with the Spot Patsy boon.

This boon's mark lasts for PFS hours.

Characters with the ability to detect magic will be able to register a marked character as having an active enchantment, but will not see the glow.

Spot Patsy
DP:-4
Cost: 2BP
Range: Touch
PT: Fast

This boon targets a single entity.

The recipient of this boon is able to see the glow that victims of the Mark boon give off.

This boon lasts for PFS hours.

Yes of Course
DP: -4, -1 cumulative per additional target after the first.
Cost: 4BP 2FP, +1BP per target after the first.
Range: PFSx5 yards.
PT: Fast

This boon targets up to PFS sentient individuals of whom the character praying makes a request for permission to take an action.

The targets of this boon are receive a SD(-PFS&PBM) Willpower resist. If failed they agree to allow the character to take the action requested and do the best to not get in his or her way for the boon's duration. If some of the targets resist while others fail to, those who fail will vehemently argue the character requesting permissions case for being allowed to take the action, no matter how illogical it might seem.

None of the targets of this boon feel the least bit inclined to personally aid the character in the action, but will not hinder it if affected. All this friendliness on the part of the boon's targets only lasts if the character that made the prayer commits no acts of physical violence against them and provides no insult. If either of these is offered by the prayer giver the boon ends instantly.

The boons duration is PFS hours; if the affected parties of this spell can get in trouble for allowing the character to do what they allowed him or her to do they immediately become cognizant of that fact when the boon ends.

The Underworld Deity's Boons

Dead Can Talk

DP: 0
Cost: 3BP 1FP
Range: Touch
PT: Ritual

This boon targets a corpse or portion thereof.

If the boon is granted the spirit that inhabited the corpse may speak to the character praying through a disembodied voice centered on the body. No guarantees it speaks the same language or feels like a chat, but it remains available for discourse for the duration of the boon.

This boon lasts for PFS hours.

Death's Cold Kiss

DP: -8
Cost: 5BP 1FP
Range: PFSx5 yards.
PT: Fast

This boon targets a single living entity.

The target of this boon receives a SD(-PFS&PBM) Willpower resist roll. If the roll fails the character suffers an Action Penalty equal to the FP scored on the roll due to a sudden case of the shivers.

The seizures this boon creates slowly dissipate with a reduction of 1 point of action penalty per round. So that someone that received -8 Action Penalty as result of failing to resist this boon, would only have a -4 penalty after four rounds have elapsed. The boon ends when the action penalty inflicted by it reaches zero.

Multiple Death's Cold Kiss boons may be placed on a single victim and all penalties are cumulative.

Death's Coin

DP: -15
Cost: 10BP 10FP
Range: Touch
PT: Ritual

This boon targets a single living entity.

The recipient of this boon will have their next Dead result on a Condition Resist roll converted into a Knocked Unconscious result.

This boon lasts PFS years or until Dead result occurs for one of the recipients Condition Resist rolls.

An individual may only be affected by one Death's Coin boon at any given time.

This boon does not provide protection against spells or boons that kill outright without dealing damage.

Destroy Undead

DP: -10
Cost: 5BP 3FP
Range: PFSx5 yards
PT: Fast

This boon targets a single undead creature.

The target must make a SD(-PFS&PBM) Willpower resist roll. If failed the undead entity is destroyed.

Earth's Embrace

DP: -2, -1 cumulative per additional target.
Cost: 2BP 1FP, +1BP per additional target.
Range: PFSx5 yards.
PT: Ritual

This boon may target up to PFS individuals that are lying on open soil. The boon cannot affect those lying on solid stone, cement, or wood floors.

If granted the boon causes them to be buried while they sleep, hiding any trace they where on the ground in question. The recipients do not sink into the ground until they go to sleep. While buried all recipients of the boon are protected from the elements and can breath. When the recipients wake up or the boon ends the soil returns them to the surface.

This boon lasts for PFS hours.

Underworld Shortcut

DP: -15
Cost: 15BP 15FS
Range: Touch, and infinite.
PT: Ritual

This boon may effect up to PFS individuals and creatures that link hands carrying no more than PFSx1000 pounds of equipment. It may also affect creatures and animals without hands provided they are touched by someone in the intended group.

If granted this boon whisks them from wherever they are to any other single location the character that requested the boon knows of on any plane of existence. The catch is a brief stop in the underworld (seconds really) on the jump between the two points. Every entity making the trip with the boon must make an SD(-20) Willpower resist roll for the trip. If they fail the roll they suffer a number of points of Lethal Damage equal to the FP scored, armor worn and Natural Armor do not protect against this effect. If this damage kills an entity on his or her Condition Resist roll they do not arrive at the other end of the trip, there body is lost in the underworld never to be recovered. Entities knocked unconscious arrive at the other end of the trip in one piece.

Ward Against Undead

DP:-5
Cost: 6BP, 10FP with extended duration.
Range: Touch
PT: Ritual

This boon creates a symbol that holds undead at bay upon one object with a minimum of 10 square inches surface. The ward last a number of hours equal to the PFS of the caster and provides a radius of protection that spreads a number of yards equal to the PFS of the character that requested it. An undead creature must make a SD(-PFS&PBM) Willpower resist roll to enter the warded area. If an undead creature is forced into the area by an object wielder (i.e. cornered) it suffers an Action Penalty equal to the PFS divided by two if it failed to resist the ward. An undead creature that successfully resists the ward may enter or leave its radius without ill effect for the rest of the boon's duration.

A spell caster may increase the spells duration to PFS decades if he or she expends 10FP on the boon.

The War Deity's Boons

Battle Lock

DP:-5
Cost: 4BP 2FP
Range: PFS yards.
PT: Fast

This boon targets a single entity that has made a close combat engage or evade action within the last round.

The target receives a SD(-PFS&PBM) Willpower resist roll. If the resist fails the target must continue to attempt to engage the last opponent they engaged or evaded, until either the opponent or the boons recipient is unable to fight any longer (i.e. unconscious or dead). The recipient of this boon is compelled to pursue the target of their obsession with this aim until the boon's duration expires. The target of this boon is immune to any fear effects designed to keep them from the subject they are locked onto.

The boon's duration is PFS hours.

Chosen Reapers

DP: -15
Cost: BP15 FP15
Range: PFSx5 yards
PT: Ritual

This boon may target up to PFS individuals within range that are committed to a fight within the next few days.

The targets are blessed with an increase in Strength & Body scores equal to PFS for the duration of the boon. In addition they receive a bonus equal to the PFS divided by two for all attribute resist rolls made while under the boon's protection. The recipients are also rendered immune to all fear effects from magical or mundane sources.

All these benefits come with a commitment to a fight. The boon last for PFS days or until the end of the first battle the recipient participates in during the duration. If a recipient of this boon lets the duration elapse without getting in a fight and at least wounding (dealing at least 1WP) to an opponent he or she must make an SD(-PFS&PBM) Willpower resist roll without the benefits of the boon. If the roll fails the recipient is struck dead on the spot.

Close Wounds of the Warrior

DP: 0
Cost: BP3
Range: Touch
PT: Ritual

This boon may target a single wounded individual or creature that delivered at least one more wound to its opponents in its last fight.

If the boon is granted it stops the WP the recipient suffers from causing any deterioration in condition, provided he or she does not suffer any new WP.

This boon does not heal any WPs suffered by the recipient.

Ethereal Weapon

DP:-10
Cost: 6BP 1FP
Range: Touch
PT: Ritual

This boon enchants a single weapon.

A weapon enchanted with this boon gains the ability to pass through physical armor as if it was not present once. The weapon becomes ghost like until it connects with flesh. In game terms the first defender struck by the enchanted weapon is treated as having an Armor Rating of zero based on any armor worn, although Natural AR still applies against the attack.

This boon last for PFS hours or until the first attack that connects made with the weapon.

Great Shout

DP:-5
Cost: 3BP 1FP
Range: PFSx100 yards
PT: Fast

When granted this boon allows the praying character to let out one mighty yell of phrase up to PFS words long that can be heard clearly by all characters and creatures within the boon's range.

Spirit of the Berserker
DP:-6
Cost: 5BP 5FP
Range: Touch
PT: Fast

This boon affects a single living or animated target.

The recipient of this boon receives an increase in Strength and Body attributes equal to half PFS for the duration of the boon. The boon also renders the recipient immune to fear effects from all magical or mundane sources.

This boon lasts for PFS hours.

Weapon Charm
DP:-5
Cost: 3BP, 15FP with extended duration.
Range: Touch
PT: Ritual

This boon targets a single weapon.

This boon applies a bonus to a weapons DB after it has been figured via the wielder's Strength Score and when applicable Melee Martial Arts skill. The bonus is equal to the PFS of the caster divided by four (i.e. a PFS 12 weapon charm provides a +3 DB bonus to the weapon it enchants).

The boon lasts for PFS hours. A payment of 15FP extends the duration to PFS years.

Generic Boons
The following are boons available to the Faithful of any deity.

Armor of Faith
DP:-6
Cost: 10BP 2FP
Range: Self
PT: Fast

This boon provides the character with an increase in Natural Armor Rating equal to his or her PFS divided by two.

The boon lasts for 24 hours.

Astral Awareness
DP: -5
Cost: 4BP, 10FP with extended duration.
Range: Touch
PT: Ritual

This boon affects a single conscious individual or animated being.

The recipient gains the ability to sense the presence of any enchantments within PFSx5 yards of them self. If he or she concentrates (3AP action) the direction and distance to a specific enchantment may be gleaned. This spell only allows the recipient to detect the boons, spells, or magical affects; it provides no clue as to their nature.

The boon lasts for PFS hours. A payment of 10PFS can extend the duration to PFS years.

Call Avatar
DP: -50
Cost: 25BP 25FS
Range: PFS yards
PT: Ritual

This boon attempts to call the character's patron deity's avatar to spot within the boon's range of the praying character's choice.

If the boon is granted the avatar of the character's deity appears. The character that requested the boon may ask it to perform a task for them, but there is no guarantee the avatar will agree to perform it. If the avatar feels the boon's requester is wasting their time they may smite them on the spot or simply disappear. Generic statistics for an avatar of any of the Deities listed in this chapter is given below. It should be noted that the Avatar is merely a physical manifestation of the Deity and in the unlikely event that one is killed it does not mean that the Deity is slain, merely that this particular manifestation was defeated. The deity could reappear if called again by another one of its faithful. Only one Avatar of a Deity may exist on a single plane of existence at any given time.

When a deity's Avatar is called with this boon it remains in existence for PFS hours and no spell or boon may

Creature	ST	RF	BD	IN	WI	PR	NR	AR	UCB	Weapon DB
Deity's Avatar	60	60	60	60	60	60	+3	60	+60	Pu:24L Ki:27L

Special: Deities' Avatars receive twelve action points per round, regenerate 60 IPs & 6 WPs per round, deities are immune to attribute damage (even Willpower loss from spellcasting), can cast all spells with an effective CCS 60, can utilize all boons with a PFS 60, the casting/prayer time for any spell/boon utilized by an avatar is considered fast, and have an effective Spellcasting/Prayer skill of +60. An avatar effectively has 60 Boon Points and 60 Favor Points to utilize in any given round (i.e. both scores refresh to 60 at the beginning of each new round). Avatars are sentient and are always considered to have 60 Fate Points. In addition Deities' Avatars can do anything the GM feels like they should be able to do regardless of the statistics described above.

extend this duration. The appearance and actions of a Deity's Avatar while it remains on the boon requester's plane of existence are left wholly to the discretion of the GM.

Daily Blessing

DP:-2
Cost: 2BP
Range: Touch
PT: Ritual

The boon affects a single individual.

The recipient receives a +1 Action Bonus for all actions for the next 24 hours.

Evil Eye

DP:-3
Cost: 2BP
Range: PFS x 5 yards.
PT: Fast

This boon affects a single individual.

The target receives a SD(-PFS&PBM) Willpower resist roll to avoid the effect. If the target fails he or she suffers a -1 Action Penalty for the next 24 hours.

Guiding Hand

DP:-9
Cost: 15BP 5FP
Range: Touch
PT: Ritual

This boon affects a single individual or object.

The recipient receives a bonus to all resist rolls for the next 24 hours equal to the PFS divided by two.

ALTERNATIVE MODELS OF FAITH

The basic model provided in this chapter so far has assumed that a crusader character is faithful to a single deity in a pantheon of gods. There are other ways that an individual's faith can be organized however. This section cover two additional models that utilized the boons laid out for the various deity archetypes earlier in this chapter and some small tweaks in the boon request rules. These models are shamanism and monotheism.

Shamanic Faith Model

A character that holds a shamanic faith model does not worship a single God that they feel represents a singular ideal, but a collective of spirits that represent the shades of those ideal in a larger picture. A shaman believes there is a right time for Agriculture, Justice, Chaos, etc. When the time is right the Shaman selects the spirit they want a relationship with and appease it by acting in accordance with its favored acts and heresies.

A shamanic character has a Favor Score just like a



standard crusader's score. Points are earned and lost in it in the same fashion as pantheon crusader based upon the spirit the shaman is currently aligned with. The big difference for a shamanic character is that he or she can switch alignment by paying a three points of Favor Score and doing a three hour long ritual where he or she wishes the old spirit goodbye and greets their new spirit ally.

A shaman is limited to the boons of their current spirit ally (i.e. a shaman allied with the Hunter spirit can only use hunter boons). For the purposes of this rule there is a unique Universal Spirit that most be allied with for Universal Category boons.

A shamanic character uses the Prayer- Shamanic skill for their boon request rolls. All boon request rolls with the Prayer- Shamanic skill suffer -10 penalty, the penalty is due to the lesser power of the spirits as opposed to well defined singular God ideals. Example, a Chaos allied shaman named Rahnir requests a Chaos Sphere boon. The boon has a base -10 penalty and the fact that this is a shamanic prayer provides another -10 penalty, for a total of -20 penalty. Thus Rahnir's SB +20 gives him a final bonus for the boon request roll of +0. Rahnir's player rolls an 11 and the boon is granted.

A shaman may not use the Call Avatar boon in the Universal Category.

A shaman suffers a crisis of faith as per standard rules if their Favor Score slips below zero.

Monotheistic Faith Model

Some nations are organized under churches dedicated to a singular great god, said to rule all other gods. A character may worship this god and request boons from it or may worship that god's enemy (the monotheistic church usually has a defined singular evil enemy for their deity).

Regardless of whether the character worships the deity or its enemy they use the Prayer- Monotheistic skill. Their chosen alignment with the religion simply alters their listed Five Favored Acts and Heresies. The Five Favored Acts and Heresies. Adherence to these tenants or violation of them alters a character favor score as per standard rules. Unlike the standard templates, the Greater God and the Enemy have seven heresies each.

A character may not alter their alignment with the Greater God or its Enemy without suffering a Crisis of Faith via reducing Favor Score below zero. When this is done the 40 Experience Points must be paid for the purposes abandoning the faith in whichever power the character was aligned under the religion.

The benefit of being a monotheist is that the character may pray for any boon at any time with the exclusion of the Call Avatar boon, the Call Avatar boon cannot be requested by these characters. The downside is that all Prayer-Monotheistic skill rolls for boon requests receive a -20 penalty. A singular God does not take notice of any particular follower without a really good reason. Example, a priest named Bartley requests a Heal Injuries boon. The boon has no difficulty penalty of its own, but since Bartley is a worshipper of the Greater God he suffers -20 penalty on the request. Even with his SB +20 in Prayer- Monotheistic he only gets a +0 modifier. His player only rolls a 7 and the boon is denied.

The Greater God's Five Favored Acts

1. Show charity to the weak.
2. Denounce the worshipper of a lesser God or false God to their face.
3. Convince someone to forgive someone else and refrain from heresy.
4. Forgive someone that committed a Heresy and has requested your forgiveness.
5. Shelter someone that requests it.

The Greater God's Heresies

1. Kill someone.
2. Tell a lie.
3. Steal from someone.
4. Refuse forgiveness to someone that requested it.
5. Acknowledge a lesser deity or the Enemy as Greater Power.
6. Use your deities name in vane.
7. Suggest someone carry out a heresy.

The Enemy's Five Favored Acts

1. Kill someone.
2. Convince someone to commit one of the Greater God's heresies.
3. Steal for your own benefit.
4. Get revenge on someone for a slight.
5. Turn away someone requesting your aid.

The Enemy's Heresies

1. Charitable donations of money, without some personal gain.
2. Telling the truth when it will get you in trouble.
3. Not encouraging another to commit one of Greater God's heresies if they ask your council.
4. Forgive a slight.
5. Offering shelter without monetary gain.
6. Using the Enemy's name in vain.
7. Convincing someone that a lesser God is more powerful than the Greater God.



Fantasy fiction is full of magical objects, so a fantasy role-playing game is obliged to provide magic items for players to discover and utilize. The objects given below can be used as rewards for the players, hooks for a plot, or examples of how not all magic is good magic. The listed items are also intended as examples to help guide a gamemaster's hand when he or she creates magical items of their own.

This Chapter also provides rules specific to magic items. These include; guidelines on how spells effects are identical to magical item effects and means of destroying magical items.

Unless there is some special impetus for it no PC should ever start the game with a magical item.

Effects Created By Magical Items

The effects created by Magic Items are resisted in the same fashion as Spells or Boons. Magic Items' powers are countered, defended against, or suffered in the same fashion as those of spells.

Destroying Magical Items

There are two ways to destroy a magical item; a character can either break it or a powerful casting of the Dispel Magic spell can neutralize it. Neither is all that easy to accomplish.

A character that wishes to break a magical item must overcome its reinforced AR and Structure Score. The Magic Item twenty more points of AR than one of its mundane counter parts and twenty more points of Structure Score (i.e. a Banishing Bastard Sword would have an AR 28 and a Structure Score of 25).

The exception do this being animated objects that become creatures for brief periods of time. Those use the listed Statistics as long as they are animated, although once they revert to an inanimate state the additional AR and Structure Score are applied.

Other than their reinforced nature magical items break like any other object and once destroyed cease to be magical.

The second method of destroying a Magic Item is to cast a Dispel Magic spell on it. If the creator of the Magic Item is unknown it is always assumed that the CCS or PFS of the individual is 20. The cost of the Dispel Magic spell against a Magic Item is 40DC and 1WC. If possible most Magic Users tend to prefer that Magic Items get destroyed the old fashioned way.

MAGICAL ITEM DESCRIPTIONS

Bag-O-Teeth

A Bag-O-Teeth is a security device created by mages tired of pilferers. If the password for the bag is spoken by someone touching it prior to reaching in it acts as a normal pouch.

If a character fails to utter the password and reaches in the bag bites them and releases none of its contents. A character that gets bitten must make a SD(-40) Reflexes resist roll. The FP scored on the roll is the number of Lethal IP suffered when the bag bites them, the victim must make an immediate Condition Resist roll if damaged by the bag.

The bag always gives the fool who reached in a moment to pull his or her hand out after a bite, although if he or she keeps it in an effort to grab something it bites them again in the next round. As mentioned a bag that is biting at a searching hands it is empty, the bag's contents held in some other pocket dimension.

A Bag-O-Teeth has no limit upon how many times it may bite the hands of invaders who seek access without saying the password.

Banishing Weapon

A Banishing weapon is infused with a magic that is designed to eject creatures that where not born on the plane of existence the weapon currently inhabits.

If an alien creature or character is struck by the weapon and receives a Wound Point he, she, or it must make a SD(-30) Willpower resist roll or by ejected back to the plane of existence they originated on at the last point they inhabited upon it.

In all other respects the Banishing Weapon functions like a normal one.

Bowl of Silver Food

A Bowl of Silver Food appears to be a normal earthen ware bowl. A character may invoke its power by tossing a silver coin (i.e. 1 Credit) into the bowl. The coin disappears in a flash and the bowl fills to the brim with a hot and hardy stew. The stew will keep one person fed for the day.

The bowl may be used up to nine times per day.

Coffin of Timelessness

A Coffin of Timelessness tends to be a luxurious cask. This is because it is intended for the sleep of the living. When a mortal sleeps in the coffin he or she stops aging. It is a popular magical item amongst those who would taste more of life, although its usefulness is limited unless you have continuous access to it.

The Coffin's magic only activates whilst someone sleeps in it and will only work for the first person who sleeps in it for any given 24 hour period. The lid must be shut while the beneficiary sleeps.

Crown of Blasphemy

A crown of Blasphemy is forged from iron and is always adorned with no less than three vertical spikes. It creates a backlash against those who invoke boons in its presence.

Whenever a character requests a Boon within 50 yards of the Crown of Blasphemy he or she must make an SD(-30) Presence resist roll. If the roll fails he or she suffers a number of IP equal to the BP for the request and a number of WP equal to the FP the boon request requires. The damage is suffered immediately following the granting or denial of the Boon request and is treated as Lethal for the purpose of the Condition Resist Roll.

A character that successful resists Crown is not rendered immune to further attacks, but is unharmed by its power on the current Boon Request.

The Crown of Blasphemy can only make nine of these attacks on individuals requesting boons in its presence per 24 hours. One of the crowns attacks is considered spent regardless of whether or not the character that requested the boon resists its effect.

Crystal Ball

A true Crystal Ball is a powerful scrying device.

The user need only place his or her hands on it and proceed to concentrate on the local that they wish to view (this requires 3 Action Points per round of viewing). If the location is not within some sort of Anti-Magic or Anti-Divination zone the user may see it in the ball and hear anything within the line of vision the ball provides (i.e. anything not within the viewing field cannot be heard). Even if the point of vision for the ball is placed just outside one of these zones it cannot see within them, they appear as zones of pure darkness to the sphere's viewer.

The area of vision the ball views may be as small as one yard in diameter or as large as twenty-one yards in diameter. The user may adjust the angle and zoom of what he or she sees at will as long as the ball is held.

A character that possesses a Crystal Ball may only scrye locations that he or she has personally been to. Attempts to scrye other locals cause the ball to go black.

Up to five people in addition to the character in control of the Crystal Ball may stand around it to witness and listen to the information it gathers. The vision appears to each viewer as if the ball was turned towards them. The observers have no control over what is seen beyond verbal requests made of the controller of the orb to view the surroundings at different angles.

Distantslayer Spear

The Distantslayer Spear is forged out of a single piece of black metal and engraved with circular runes along its entire shaft.

The Distantslayer is an ordinary spear in all respects, but one. If a wielder hurls the spear, holds the image of the intended target in mind, and yells their name the spear teleports itself into that person provided he or she is within 1000 miles of the person who threw the spear.

The target of a teleported spear is allowed a SD(-30) Willpower resist roll to not be struck by the spear. If the roll fails, the attack is resolved as Surprise Thrown Weapons attack against the target, is treated as a helpless defender (i.e. a +10 bonus is applied to the spear's attack roll against them). The attackers Thrown Weapon skill and DB for a spear attack are used as if he or she was present.

The spear does not return to the wielder after this form of attack is made, but either falls to the ground in front of the target if the teleport attack is resisted or stuck in the target if it was not resisted. If the target survives the attack he or she has a new spear.

The Distantslayer Spear may only make three teleport attacks per day.

Guardian Blanket

A Guardian Blanket appears as an ordinary wool blanket, but has a great monstrous face embriodered upon it. The face is often in the shape of dragon or demon.

The blanket activates when a character or creature sleeps beneath it and remains active for 1 minute after he or she wakes up.

While active the blanket is able to detect individuals who intend to harm or rob the person that sleeps beneath it. If an individual with either intent comes within thirty yards of the blanket screeches to wake the sleeper and becomes animated. The animated blanket attacks the first person with bad intentions to breech its detection radius. The protected character always wakes up after the first round of screeching and the blanket becomes inactive four rounds later. The stat block for the blanket is given below; see the Animals and Creatures Chapter for an explanation of the statistics.

If the blanket is killed during its animation period cannot be repaired and is useless. Otherwise it heals itself at the same rate as a living creature would.

Creature	ST	RF	BD	IN	WI	PR	NR	UCB	Natural Weapon
Guardian Blanket	20	20	10	10	10	10	+2	+20	Punch DB:4Sx2

Hell Weapon

The Hell weapons are one of the most dreaded magical armaments. These weapons attack more than the flesh of their victims, but hunger for their souls too.

When a Hell weapon deals a WP on an attack the victim must make an SD(-30) Presence resist roll. If the roll fails he or she is killed instantly. If the victim resists then the weapon simply causes damage as per normal for the attack.

Anytime a Hell Weapon kills in this fashion the wielder heals a number of Injury Points (IP) equal to the Presence Score of the victim divided by 5. This effect only occurs if the weapon is a Melee Weapon and held by the wielder at the time it drinks the victim's soul.

Hell weapons may only drink three souls as described above per 24 hours. After it has had its fill for the day it merely functions as an ordinary weapon.

Horn of Nations

The Horn of Nations looks like any other horn, except for the runes that cover its surface. A person who blows on the horn will have the call heard by everyone within a one hundred mile radius. All individuals that hear the call know the direction and distance to the source of the call.

The Horn of Nations may only be blown upon once every 24 hours. After the first great call described above it functions merely as an ordinary horn for the rest of the day.

Light Crystal

This object appears like an ordinary crystal and is usually small enough that it can be held in one hand or mounted in some other object. The crystal is marked as magical by the runes carved on each of its facets.

The crystal is infused with a magic that creates a sphere of light around it that spreads in a twenty yard radius. The light is steady and does not flicker like flame. It provides illumination roughly equivalent to a torch.

The Lonely Shield

The Lonely Shield is an enchanted shield of whatever variety the creator decided to lay the enchantment upon.

The shields magic makes weapons that hit it stick to it. The power only affects melee weapons, thrown weapons, or missile weapons. The shield will not cling to the limbs of unarmed attackers or the natural arsenals of animals.

The Lonely Shield's power is most troublesome for melee combatants. A character that attacks or counter attacks its wielder must make an SD(-30) Strength resist roll. Failure on the roll indicates that the weapon has become stuck to the shield. Success indicates that the attacker managed to pull it free.

If a character's weapon becomes lodged on the shield he or she must decide whether or not to let go of it. If the character hangs on they may attempt another SD(-30) Strength resist roll on their next Combat Turn to pull it free, by spending 1 Action Point. If they let go of it then its any one's guess how he or she will get the weapon back.

The Lonely Shield can cause the wielder trouble as a fight carries on. For every weapon after the third that sticks to the shield he or she suffers a cumulative -1 Action Penalty.

The wielder may release the weapons stuck to the Lonely Shield by uttering the object's activation word. This is a zero Action Point activity and causes all the weapons lodged on the shield to drop. The shield will only consent to drop the weapons lodged on it three times per 24 hours.

Matched Burners of Conversation

When a set of Matched Burners are created both are constructed to be the others twin. The form may vary from set to set, but the objects are always designed to hold a single dose of incense. The pair is only active when incense is lit in both burners.

While activated anyone that is within the radius of the smoke and scent let off by either burner may hear what is said by individuals within the radius of the other burner provided both objects are on the same plane of existence. The sound always travels both ways so those wishing to use a pair of burners to spy are well advised to keep quiet if they eavesdrop, because any noise made gets transmitted to the smoke at the other burner's location.

The burners can remain active indefinitely provided incense is kept lit inside them.

Pebble of Cleanliness

The holder of one of these pebbles need only rub their hands against it utter the word "bath" to receive an instant freshness. The character's person and apparel are all cleaned, pressed, and polished. The stones magic does not repair any damage done to the apparel or gear on the character's person, it only cleans them.

The Pebble of Cleanliness may only be used three times per 24 hours.

Prison of Armor

Armor enchanted as Prisons of Armor are cursed. When a character dons it he or she receives a SD(-30) Willpower resist roll. If the roll fails he or she cannot remove the armor, nor can any mundane efforts of others remove the armor, with the exception of efforts to destroy it. Characters

that attempt to destroy a Prison of Armor risk severely injuring the occupant, because any damage that is dealt to the armor is also suffered by the wearer and is always considered Lethal.

The Prison of Armor provides all the ordinary benefits of armor, but all of the detractors as well, many of which are compounded by the character's inability to remove it. A character with the misfortune of donning one of these suits will not get a comfortable night of sleep or pleasant reactions at social functions until they can find a means to remove it.

Armor cursed as Prisons release their hold on a victim if he or she dies. The armor can then be removed by mundane means.

Scarf of Wholeness

A character that is wears the Scarf of Wholeness does not suffer Condition Deterioration from Wound Points (WP) suffered while it is worn. He or she simply does not bleed or get any infections in any wounds received.

The Scarf of Wholeness does not prevent WP a character received prior to putting it on from causing deterioration. Its magic only effects WP received while it is worn.

The Scarf of Wholeness does not prevent attacks from knocking its wearer unconscious or killing him or her.

Screaming Monkey Stick

A Screaming Monkey Stick is a club or staff adorned with the mummified head of a primate. To invoke the power of the stick the wielder must hold it above his or her head and shout at the top of their lungs. The stick then joins them in a chorus of screams. The character must use three Action Points when he or she takes this action.

Anyone that is standing within a 50 yard radius of the stick while it screams other than the wielder must make a SD(-30) Willpower resist roll. If a subject's roll fails he or she suffers an Action Penalty from fear equal to the FP scored as long as he or she remains in the radius of the sticks screaming (50 yards). The Action Penalty for a subject remains in effect for 24 hours, but is only applied while the stick is screaming. If a subject succeeds on the resist roll they are immune to the stick for the next 24 hours, regardless of whether or not the stick is vocalizing.

If the FP a subject scores is equal or greater than their Willpower Score they must flee from the stick and its wielder until they can neither see or hear either of them. A character that is forced to flee the stick cannot approach it or the wielder for 24 hours after the failed resist.

The wielder of the Screaming Monkey stick may render up to three people immune to its effect for 24 hours by waving it over their heads and telling the monkey that they are friends. Each "friend" talk with the stick requires 1 minute to complete and the stick must touch the recipient of the immunity to its scream.

The Screaming Monkey Stick will scream for a number of rounds along with the wielder equal to the FR of an unmodified roll on any given day. The roll is made the first time the stick is invoked on any given day. If the roll's FR is a negative number the spirit of the monkey stick is on vacation somewhere and remains silent for the next 24 hours.

A Screaming Monkey Stick may be wielded as weapon (i.e. club or staff dependent on the make of the item), but if used in melee refuses to scream along with the wielder for 24 hours after the first attack that is landed with it. The monkey spirit in the stick does not enjoy getting knocked on the head.

Universal Key

The Universal key looks like any other key, but for a rune carved somewhere on it.

The key is activated with a password, which the user must know to use its magic.

When the password is spoken while the key is placed against a keyhole the magic is released and the lock opened.

The key may only be used three times per day in this fashion and only works on locks designed for keys.

X-Ray Monocle

To activate the X-ray monocle the owner must place it against the barrier he or she wishes to see through and utter the name the monocle's creator gave it. The user then puts on the monocle and while looking through it the barrier touched becomes invisible. This allows the wearer to look around with his or her normal sight based faculties.

The barrier still exists when affected by the monocle, so the character looking through it is unable to do ought, but look through it.

The monocle is limited to an area of effect of 100 cubic feet. If the barrier touched with it exceeds this size, then the character may only see through a portion of it equal to the area of effect.

The monocle may only be activated three times per 24 hours.



This chapter gives a list of statistics for a variety of animals and creatures for use in *The Blade & the Will*. It also provides guidelines on using these statistics, along with some brief descriptions of the creatures listed. No animal descriptions are given because the list is intended as a generic reference for commonly known beasts.

The Statistic Blocks

The statistics given in this chapter are given in an abridged format, designed to give the combat characteristics of the animals and creatures listed and little else. The section below discusses how to read these blocks and touches on the assumed skills of the animals and creatures in relation to the statistic charts provided.

Name

The name of the specific animal/creature or group of animals/creatures the statistic is intended to cover.

Attributes

The attributes are listed left to right; Strength(ST), Reflexes(RF), Body(BD), Intelligence(IN), Willpower(WI), and Presence(PR).

The average score a creature has in the attribute is given across from its name under the appropriate column. It should be noted that the mental statistics of IN, WI, and PR are not considered sentient equivalencies, although their application is identical for resist and attribute rolls. The mental statistics represent the decree which the animal's natural instincts are honed.

If a creature's mental attributes are based on sentient thought a lower case "s" is given next to the number score. The distinction is important, because it determines what kind of Domination spells effect the creature.

The Sorcery Attribute is not listed in any of the stat blocks, but if a creature possesses it (i.e. Dragons and Soul Stealers) a score of 20 is assumed. The GM may of course apply any score he or she feels is appropriate.

The Luck, Discipline, and Spirited attributes are also unlisted. Their functions are only relevant with the players' characters.

It should also be noted that animals and creatures may have attributes of zero, unlike player characters . These scores are usually applied to insects and other tiny creatures that have statistics that simply do not scale against humanoid characteristics.

Natural Reach (NR)

Animals and creatures receive a NR bonus or penalty based on how big or small it is. Larger creatures tend to have longer reaches, although spring loaded body types like snakes may have deceptively long reaches for their size.

The NR bonus or penalty also determines the Base Movement of a creature per Action Point (AP) spent. Humans and most humanoids of similar size have base movement of 5 yards per AP. An animal or creature's Base Movement is equal to 5 plus the NR. Example, a house cat has a Base Movement of 3 yards per AP spent.

An animal or creature may never have its Base Movement reduced below 1 yard per AP as a result of the NR application.

Natural Armor (AR)

This column lists the animal or creature's natural AR score based on its physical structure.

Unarmed Combat Skill Bonus (UCB)

This column lists the animal or creature's skill bonus (SB) in Unarmed Combat, the skill that is used for all Natural Weapon engages. Predators tend to have higher bonuses in this skill than herbivores.

Natural Weapon List

Weapon	DB	Damage Type by NR
Bite(Bi)	ST/8	Stun if NR is -1 or lower, otherwise Lethal
Claws(Cl)	ST/10	Stun if NR is -1 or lower, otherwise Lethal.
Constriction(Co)*	ST/10	Stun if NR is +2 or lower, otherwise Lethal.
Horns/Tusks(Ho)	ST/8	Stun if NR is -3 or lower, otherwise Lethal.
Kick(Ki)	ST/8	Stun if NR is +1 or lower, otherwise Lethal.
Punch(Pu)	ST/10	Stun if NR is +2 or lower, otherwise Lethal.

Natural Weapon List Key

Note: Natural weapon attacks, like normal unarmed attacks, may be made to do Lethal damage if they would have normally dealt Stun by taking -6 penalty on the skill roll for engaging the attack.

*: The victim of a constriction attack may suffer various degrees of immobilization based upon how many points of failure he or she scores in the engagement.

Victim gets 5FP: Legs are entangled, unable to move unless SD(-FP scored in engagement) Strength roll succeeds on next Combat Turn (costs 1 AP) or victim successfully evades the next constriction attack.

Victim gets 10FP: As with 5FP, but the victim's off arm is pinned too. An attempt to break the constriction requires 2AP, but is handled as above.

Victim gets 15FP: As both the results above, with the addition of the victim's primary arm being pinned. The constricted character is considered helpless and his or her only action available is to spend 3AP for an escape attempt as described above or an evasion attempt against the next constriction attack.

A victim of a constriction attack is freed immediately if the animal or creature making it goes a Combat Turn without making the attack in an engagement with its victim.

Animals and creatures may not constrict adversaries that have a NR that exceeds their own. When an animal or creature with Constriction attack engages an opponent with a larger NR the attack is consider a Punch.

Natural Weapons & Damage Bonuses

The chart above lists some of the natural weapons available to an animal or creature. The chart below lists the ST plus Unarmed Martial Arts SB divider used to determine the DB for the attacks. It also shows which damage type each natural weapon deals based on the NR of the attacker.

Animal and Creature Skills

For the purpose fleshing out the statistics below, some basic assumptions are made about the skills possessed by animals and creatures derived from their Attributes. The GM should feel free to buck these SB scores derived from Animal or Creature's Attributes if he or she has a special reason (i.e. she intends to use a Mature Dragon as a full fledged NPC and creates a complete skill list for it).

Animals and creatures on the chart below are considered to have an Initiative SB equal to their IN score.

Predatory animals and creatures on the chart below are assumed to have an Unarmed Martial Arts and Weapon Specialization SB equal to their RF.

Predatory animals and creatures on the charts below are assumed to have a Berserker SB equal to their WI.

Animals and creatures are considered to have an SB in Athletics and Swimming equal to half the ST score.

Animals and creatures are considered to have an SB in Acrobatics equal to half their RF score.

Sentient Predators are assumed to have an SB in Tactics equal to their IT score. Example, an Ancient Dragon will have a Tactics SB of 30 based on its IT of 30.

A Brief Note on Animal Carrying Capacities

Animals can haul loads much greater than those humans can. Four each leg beyond the first two that an animal possesses the carry capacity and maximum load multiplier per point of ST is increased by 10. Thus, while a horse and a man might both by rated as having an ST of 15, the man would only be able to carry 150 pounds and lift a maximum of 300 pounds and the horse may carry 450 pounds and haul a maximum load of 600 pounds.

The encumbrance penalty an animal receives for hauling gear in excess of its carrying limit is calculated in the same fashion as for a humanoid character. See the Equipment Chapter for the penalties associated with hauling an oversized load.

Special Abilities and Powers

These are listed beneath the animal or creatures basic statistics.

Guidelines for poison are given in the Equipment Chapter and diseases are covered in the Gamemaster's Chapter. Also reference the notes beneath the statistic lists for the conditions in which these may be delivered.

The special abilities possessed by some of the creatures are expanded upon within the description of the creatures in question.

Animal Statistic List

Animal	ST	RF	BD	IN	WI	PR	NR	AR	UCB	Weapon DB
Alligator	25	10	20	10	20	10	+1	3	+15	Bt:7L
Arachnid(1)	0	0	0	10	15	10	-4	0	+15	Bt:0S
Badger	15	15	10	15	15	6	0	0	+15	Bt:7L Cl:6Lx2
Bear, Black	30	15	15	15	10	8	+1	2	+15	Bt:9L Cl:8Lx2
Bear, Grizzly	40	15	30	15	10	10	+2	3	+20	Bt:10L Cl:9Lx2
Bull	20	15	25	10	15	10	+1	2	+15	Ho:4L Ki:4Lx2
Camel	30	15	25	10	15	10	+2	1	+10	Ki:4Lx2
Cat, Big (tigers, etc)	30	20	20	15	15	10	+1	2	+20	Bt:11L Cl:9Lx2
Cat, house	5	20	3	15	15	10	-2	0	+10	Bt:5S Cl:5Sx2
Cow	20	5	20	5	10	5	+1	1	+5	Ho:3L Ki:3Lx2
Crocodile	35	15	30	10	20	10	+2	5	+20	Bt:9L
Deer, Doe	15	10	15	15	15	12	+1	0	+10	Ki:2Sx2
Deer, Stag	20	15	20	15	15	15	+1	1	+15	Ho:3L Ki:3Sx2
Dog, Hunting	10	10	6	15	8	12	-1	0	+10	Bt:5L
Dog, Small	4	6	4	9	8	12	-2	0	+10	Bt:3S
Dog, War	12	10	10	10	8	12	+1	1	+15	Bt:5L
Donkey	25	10	20	5	20	8	+1	0	+15	Ki:4Sx2
Elephant	50	15	40	15	10	15	+3	3	+15	Ho:7L Ki:7Lx2
Falcon*	3	20	2	20	10	8	-3	0	+15	Bt:1S Cl:1Sx2
Fish, Big	10	15	10	10	10	10	-1	2	+10	Bt:2S
Fish, Small	3	10	3	5	10	5	-2	1	+5	Bt:2S
Ferret	4	15	2	10	10	6	-3	0	+15	Bt:4S
Gorilla	30	15	20	15	15	10	+2	2	+15	Bt:4L Pu:3Sx2
Horse, Pack	25	10	20	10	10	8	+1	0	+10	Ki:4Sx2
Horse, Riding	20	10	15	10	10	10	+1	0	+10	Ki:3Sx2
Horse, War	30	15	20	10	20	12	+1	1	+20	Ki:6Sx2
Llama	20	10	20	10	15	10	+1	0	+10	Ki:3Sx2
Monkey	10	20	5	15	15	15	0	0	+10	Pu:1Sx2
Mouse	1	5	1	10	10	5	-3	0	+5	Bt:1S
Owl(2)	5	15	5	15	10	10	-2	0	+15	Bt:4S Cl:4Sx2
Parrot	2	10	2	10	10	15	-2	0	+5	Bt:1S
Rat	2	10	2	15	10	10	-3	0	+5	Bt:1S
Raven	3	10	4	15	10	10	-2	0	+10	Bt:1S
Shark, Great White	30	15	30	10	15	12	+3	3	+20	Bt:9L
Shark, Small	15	15	15	10	15	8	+1	2	+15	Bt:4L
Snake, Constrictor	20	15	10	15	20	10	+2	2	+15	Co:7L
Snake, Viper(3)	5	20	5	15	20	10	+2	1	+20	Bt:7S
Song Bird*	1	15	1	10	5	15	-3	0	+5	Bt:1S
Squid, Giant	15	15	30	10	20	6	+3	3	+15	Bt:7L Co:7Lx2
Wolf	15	15	10	15	12	12	+1	1	+15	Bt:7L
Wolverine	15	20	10	15	8	6	+2	2	+20	Bt:9L Cl:8Lx2

Animal Statistic List Key
1: Special: venom#: SD -10 Body resist: 1 hour increment: Lethal
2: Special: Nightvision 100 yards.
3: Special: venom#:SD -20 Body resist: 1 hour increment: Lethal.
Natural weapon abbreviations: Bt= Bite, Cl= Claw, Co= Constrict, Ho= Horns, Ki= Kick, & Pu= Punch.
*: Indicates the ability to fly.
#: The venom is delivered when animal makes a bite attack that deals at least 1 WP to a target.

The Creatures

The following section describes a small selection of seven creatures. Creatures differ from animals in that they are usually infused with some degree of magical power. The statistics for them are given below.

Arachnid, Giant

Magical worlds can provide spiders and scorpions the ability to reach enormous proportions. “Is it as big as black bear?” would be applied to one of these monsters in a game of twenty questions.

The statistics given may be utilized for either a Spider or Scorpion, although the statistics assume spider. If you wish to represent a Scorpion simply do away with the Web Spray special ability and give the creature a two constriction attacks with a DB 4S and treat the Bite attack as the stinger for poison delivery.

Cockatrice

A cockatrice looks like a rooster with the tail of lizard and the same reptilian scales on its neck. Its eyes glow with a foul yellow phosphorescence.

Dragons

A dragon is a classic member of the fantasy genre. The statistics below are for the classic; fire breathing, four



legged, two winged, and horned dragon of western story-telling. Whether or not these massive flying lizards horde riches or not is strictly up to the GM.

It should also be noted that since dragons are sentient being the statistics provided do not serve to demonstrate the sorceruous ability or skills a dragon may posses. Even the base statistics of any particular dragon may vary a great deal based on its temperament. Three statistics blocks provided show average specimens of three different ages of dragon.

Fell Hound

A Fell Hound is an ugly beast that looks like a shaved dog, with the head of a vulture. They are often kept by those who want a guard animal that is resistant to the powers of magic.

A Fell Hound is capable of detecting the use of magic around it and if a spell is cast within its detection radius the beast immediately attempts to attack the caster. Groups of mean spirited wizards have been known to play “fetch” with Fell Hounds by each casting spell to draw the beast as it nears the last person to cast a spell. Fell Hounds not being particularly smart always seem to veer of towards the new caster when this is done.

Creature	ST	RF	BD	IN	WI	PR	NR	AR	UCB	Weapon DB
Arachnid, Giant	20	20	15	15	15	15	+2	5	+20	Bt:9L

Special Abilities
Venom#: SD -10 BD resist, 1 minute increment, and Lethal damage type.
Web Spray(if spider): RI 3 yards, DB0, and it is made with its UCB and is treated as thrown weapon attack for the purposes of evasion and range penalties. The attack deals no damage, but inflicts an Action Penalty on the victim equal to the FP scored on the Evasion roll. The penalty remains until the character can make a successful SD(-FP + a cumulative +1 per round of struggling with the web that has already passed) Strength roll to break free. An attempt to break free costs the target 2AP.

Creature	ST	RF	BD	IN	WI	PR	NR	AR	UCB	Weapon DB
Cockatrice	3	10	5	10	20	5	-2	2	+15	Bt:2S

Special Abilities
Paralyze living victim for FP minutes after failure on SD(-10) WI resist roll, following a Bite Attack that deals 1 Injury Point or more.
Nightvision 100 yards.

Lug

A lug is a vaguely humanoid amphibian predator, found near some subterranean water sources. It has a powerful set of inverted back legs, with webbed feet, and has a gait similar to a gorilla. The powerfully muscled forearms end in great clubs of flesh rather than hands. Sheathed within these clubs are long blades of bone that flip out in a fashion similar to a utility knife, each one is almost three feet long when extended. Some tribal cultures have been known to use these bones as swords. A lug has no eyes and uses echolocation to "see". Its mouth is a frog like slit that spreads between its shoulders; food is shoveled in whole after being cut up.

Plague Varmint

This rodent stands about three feet tall at the shoulder and looks like a giant rat with a stubby tail and oversized red eyes. Its fur is patchy and its body is covered with oozing open sores. It is a scavenger that devours the corpses of animals and creatures that become infected with its diseases.

The first thing this repulsive beast has its new servant do is feed from one of its sores so it becomes a disease carrier. Then it has the servant run fourth to bite unsuspecting people or animals within the area. Rodents are all unaffected by the disease this creature carries.

If a Plague Varmint's infected servant rodent bites a character or creature he or she must resist the disease just as if

Creature	ST	RF	BD	IN	WI	PR	NR	AR	UCB	Weapon DB
Dragon, Ancient*	50	30	60	30s	30s	40s	+3	10	+40	Bt:16L Cl:14Lx2 Ho:16L

Special Abilities
Immunity Fire and Immunity Poisons
Breath Fire: Area Attack Cone 90y long, 1y wide at origin, & 30y wide at termination point. DB15L, attack skill UCB, and a dragon may only breathe fire for the area attack once every minute It may only do so a number of times per day equal to its BD score Divided by 10.
Venom#:SD -30 BD resist roll, 1 hour increment, and Lethal damage type.
Regeneration: 3 IP per roundand 1WP per hour. Regeneration ends if Dragon dies & cannot regenerate IP suffered from its own spellcasting (these must be recovered as per normal healing rules),
Nightvision 1000 yards
Fear Aura: Radius 30 yards centered on dragon: would be attackers or victims must make an SD(-30) WI resist roll: FP = Action Penalty for any actions against the Dragon: If FP exceeds the recipient's WI he or she must flee the sight of the dragon: the fear's effect lasts for 24 hours.
*: Indicates the ability to fly.

Creature	ST	RF	BD	IN	WI	PR	NR	AR	UCB	Weapon DB
Dragon, Mature*	40	30	50	25s	25s	30s	+3	8	+30	Bt:14L Cl:13Lx2 Ho:14L

Special Abilities
Immunity Fire and Immunity Poisons
Breath Fire: Area Attack Cone 75y long, 1y wide at origin, & 25y wide at termination point. DB13L, attack skill UCB, and a dragon may only breathe fire for the area attack once every minute, and may only do so a number of times per day equal to its BD score Divided by 10.
Venom#:SD -25 BD resist roll, 1 hour increment, & Lethal damage type.
Regeneration: 3 IP per round and 1WP per hour. Ends when dragon dies & cannot regenerate IP suffered due to its own spellcasting (those must be healed as per normal IP recovery rules).
Nightvision 1000 yards
Fear Aura: Radius 25 yards centered on dragon: would be attackers or victims must make an SD(-20) WI Resist: FP = Action Penalty for any actions against the Dragon: If FP exceeds the recipient's WI he or she must flee the sight of the dragon: the fear's effect lasts for 24 hours.
*: Indicates the ability to fly.

Creature	ST	RF	BD	IN	WI	PR	NR	AR	UCB	Weapon DB
Dragon, Pup*	20	15	25	15s	15s	20s	+1	6	+20	Bt:9L Cl:7Lx2 Ho:9L

Special Abilities
Immunity Fire and Immunity Poisons
Breath Fire: Area Attack Cone 45y long, 1y wide at origin, & 15y wide at termination point. DB8L and attack skill UCB, and A dragon may only breathe fire for the area attack once every minute, and may only do so a number of times per day equal to its BD score Divided by 10.
Venom:SD -15 BD resist roll, 1 hour increment, Lethal damage type.
Regeneration: 2 IP per round and 1WP per hour: Ends when dragon dies & cannot regenerate IP lost due to its own spellcasting (those must be recovered as per standard healing rules).
Nightvision 1000 yards.
Fear Aura: Radius 15 yards centered on dragon: would be attackers or victims must make an SD(-15) WI resist roll: FP = Action Penalty for any actions against the Dragon: If FP exceeds The recipient's WI he or she must flee the sight of the dragon: fear's effect lasts for 24 hours.
*: Indicates the ability to fly.

bitten by the Plague Varmint itself.

Soul Stealer

This dreaded form of undead appears as robed figure with face initially shrouded in darkness. The body within the robe is that of a skeletal human. A faint blue glow emanates from within the robe where a humans heart would be. After it damages an individual that person can see a faint glowing and writhing ghostly face in the cowl that matches their own for the next 24 hours. This ghost face is only visible to the individual it mirrors.

This powerful undead can rob the living of their life essence just by standing near them and can rob souls with a scratch. The willpower of the victims of this creature is less of a factor than the vibrancy of their personality. Those with a zest for life tend to fair better when they stand against this unnatural hunter.

Soul Stealers are sentient and have been known to be spellcasters.

Soul Stealers heal IP and WP at the same rate as the living, although they are not subject to deterioration from injuries and cannot receive mundane medical assistance.

Creature	ST	RF	BD	IN	WI	PR	NR	AR	UCB	Weapon DB
Fell Hound	15	15	15	10	10	10	+1	2	+15	Bi: 7L

Special Abilities
Magic Resistant:+20 bonus to all Resist Rolls against spells.
Magic Detection: Can detect magic within WIx10 yard radius.

Creature	ST	RF	BD	IN	WI	PR	NR	AR	UCB	Weapon DB
Lug	20	15	15	15	15	10	+1	3	+30	Arm Blades DB:12Lx2

Special Abilities
Missile Dodge: Lugs may use their Unarmed Combat skill to evade Missile attacks without the SB being reduced for not having a shield.
Echolocation: 100 yards
Great Leaps: Lugs may make the entirety of any single movement action in one great leap through the air, even running.

Creature	ST	RF	BD	IN	WI	PR	NR	AR	UCB	Weapon DB
Plague Varmint	5	10	20	5	10	10	0	0	+10	Bt:3L

Special Abilities
Disease: Varmint Plague an SD -20 Body resist roll, with 6 hour time increment,, and Lethal damage type.
Rodent domination: a number of bats, mice, or rats = WI, within WI miles radius. The Plague Varmint is not sentient, but is possessed of limited psychic power. The Plague Varmint must achieve visual contact with a rodent before it may dominate it. Pets or trained rodents may receive a SD(-20) Willpower roll to resist, if the resist succeeds the Plague Varmint may not attempt to dominate them again for 24 hours or share the rodent's senses.
Share dominated rodent senses, within WI mile radius.

Creature	ST	RF	BD	IN	WI	PR	NR	AR	UCB	Weapon DB
Soul Stealer	5	15	30	30s	30s	20s	0	5	+20	Bt:6L Cl:5Lx2

Special Abilities

Drain Aura: Radius WI Feet Around Soul Stealer. Living beings must make SD(-20) PR resist roll each round within effect's radius. Any FP equals IP of Stun Damage suffered.
Life Steal: If a soul stealer delivers a point of damage with either its bite or claws the victim must make an SD(-10) PR resist roll. Failure results in the victim's death.
Immunity to Poison, Immunity to Cold, Immunity to Psychic Magic or Effects, and Immune to Disease.
It may turn into to mist by expending 3AP. While it is in mist form Drain Aura ceases and the Soul Stealer may make no physical attacks and all attacks against its mist form suffer a -20 penalty: 3AP return the soul stealer to its normal form. It can see detect and see all life force emanations within 300 yards.
Disadvantages
Weak Against Sunlight: A Soul Stealer must make an SD(-30) WI resist roll each round that it comes into contact with natural sunlight, failure on the roll destroys the Soul Stealer.

A

Accident Prone 67
Acid Blood 167
Acrobatics 74, 134, 160, 162
Action 18, 21, 22, 60, 90, 105, 107
Action Bonuses 22
Action Penalties 22, 90
Action Points 86, 105
Action Rolls 21
Addiction 92
Agricultural Deity 186, 188
Alarm Zone 167
Albino 67
Alcoholic 55
Allergy 67
Alternative Spellcasting 182
Ambidextrous 63
Ambushes 156
An Army of the Damned 189
Analyze Spell 167
Animal Bond 63
Animal Friend 63
Animal Friend Boon 188
Animal Training 74
Animals 97, 211, 212, 213
Animate Corpse 167
Antimagic Ward 168
Apologist 52
Apothecary 39
Arachnid, Giant 214
Arcana 74
Archetypes 31, 51, 52, 54
Archmage's Labyrinth 168
Area Effect Attacks 115
Arm Wrestling Contests 156
Armor 86, 87, 143, 145, 166
Armor Charm 169
Armor of Faith 204
Armor Rating 87
Around the Bend 199
Arrest 148
Arrogant 55
Artist 52
Assassin/Sorcerer/Shaman 39
Astral Armor 63
Astral Awareness 169
Astral Awareness Boon 204
Astral Beacon 67
Athletics 74, 140, 157, 160
Attacking to Disarm 113
Attacking to Knock Down 113
Attacking to Stun 113
Attention Deficit Disorder 56
Attentive 63
Attractive 63
Attribute Damage 138
Attribute Maximums 25
Attribute Minimums 25
Attributes 19, 23, 24, 25, 33, 71, 211
Augmented Statistics 103
Aura Sight 168
Awareness 74, 136, 143, 161

B

Bad Memory 67
Bag-O-Teeth 207
Balance 162
Ball of Flame 169
Banishing Weapon 207
Barbarian Vagabond 40
Barbarian 52
Base Result 21
Basic Concepts 17
Battle Lock 203
Berserker 74, 111
Big Lifts 156
Big Spender 56
Black Cloud 169
Black Market 148
Bleeder 67
Blind Fighting 112
Blind Shots 116
Blinding Speed 169
Blood Guilt 56
Blood's Call 198
Body 24, 119, 135, 157
Bonuses 19
Boon Points 184
Boons 67, 183, 185, 188, 204
Boozing it Up 157
Bountiful Acre 188
Bowl of Silver Food 207
Boxer 63
BR 21
Break Points 139
Break Stuff 138
Bribery 148
Burglar 40
Burying the Blade 113

C

Call Avatar 204
Call Chaos Spawn 189
Call Familiar 170

Campaign 19, 35
Caravan Merchant 41
Cat Man 26
Cat's Landing 171
Cautious Engagement 113
Center of the Hunt 197
Centering 74, 166
Certain Track 197
Character 18, 20, 25, 31, 34, 35, 39, 54, 55, 101
Character Creation 25
Character Development 101
Chaos Deity 186, 189
Chaos Sphere 194
Chapters 20
Character Flaws 31, 54, 55, 129
Charmer 63
Cheat Death 59
Chemical Sensitivity 67
Chosen Reapers 203
Citizen 52
City Slicker 56
Climbs 157
Close Combat Engagements 107, 113
Close Combat Mode 107
Close Wounds of the Warrior 203
Clothing 90, 145
Cockatrice 214
Codependent 52
Code of Honor 56
Coffin of Timelessness 208
Coin Trick 200
Combat 105, 107
Combat Actions 107
Combat Turn 107
Combat Surgery 74
Command Undead 171
Commander 63
Competitor 52
Competitor Deity 186, 196
Compulsive Liar 56
Compulsive Thief 56
Concealing Weapons 158
Conception of Magic 182
Condition Resist Roll 119, 139, 157
Conformist 52
Contortion 74, 159
Costs 83
Cover 116
CP 26, 32, 33
Crafts 75, 139, 159
Crafts Specialization 75
Creatures 211, 212, 214
Credits 83
Criminal's Road 198
Crisisof Faith 184
Crown of Blasphemy 208
Crystal Ball 208
Curse of Unhealing Wounds 171
Cyclops 67
Cynic 52

D

D20 19
Daily Blessing 205
Damage Bonus 83
Damage Type 83
Dark Nimbus 171
Day Person 56
Dead Can Talk 202
Dead Eye 63
Deaf 67
Death's Cold Kiss 202
Death's Coin 202
Decipher Script 199
Decrease Attribute 172
Defender 52
Dehydration 138
Deity 185, 186, 187, 188
Deity's Avatar 204
Destroy Undead 202
Destroyer of Worlds 41
Dinner Call 197
Disadvantages 31, 61, 62, 63, 67, 129
Disarm Trap 75, 136
Discipline 24, 103
Disease Resistant 63
Diseases 135
Diseased 68
Disfigured 68
Dispel Magic 172
Dispel Magic Boon 195
Distantslayer Spear 208
Distinctive Features 68
Divination 75
Domination Animal 172
Domination Sentient 172
Don't Go Yet 173
Doomed 68
Double Jointed 63
Double Impact 112
Dragons 214, 215
Drinking 76, 157
Drinking Condition Resist Roll 157
Drop Spot 201
Druggie 56
Drunken Legend 63

Dwarf 26, 42
Dwarf Enchanter 42
Dwarf Infantry 42

E

Earth's Embrace 202
Effect Singularity 166
Effect Stacking Limits 166
Eight Eyes 173
Elemental Bane 68
Elemental Empathy 64
Elemental Immunity 173
Elemental Protection 173
Elf 26, 42
Elf Scoundrel 42
Empathy 76, 99, 97, 149, 152, 154, 155, 160
Enchant Object 173
Enforcer 53
EP 55, 101, 102, 103, 133
Equipment 34, 83
Escaping Bonds 158
Esteem 146
Ethereal Weapon 203
Etiquette 76, 146, 148, 149, 150, 151, 152
Evil Glare 64
Evil Eye Boon 205
Exo-Morph 26 , 27, 43
Exo-Morph Infiltrator 43
Experience Points 55, 101, 102, 103, 133
Eye of the Predator 198

F

Failure Points 22
Faith 183, 184, 205
Faith, Crisis of 184
Faith, Tenants of 183, 186
Falling Damage 134
Fantasy Role-Playing 19
Fast Talk 76, 99, 97, 148
Fate Pool 19, 59
Favor Score 33, 60, 103, 183, 184, 185
Favors 148
Favorite Weapon 57
Fearlessness 196
Fearsome Visage 64
Fell Hound 214, 216
Fetish Object 164
Fiend 53
Fighter 57
Fighting in Enclosed Spaces 112
Final Result 21
Fires 134
First Impressions 145, 148
Fleet Footed 64
Flirting 149
Florentine Madman 44
Force Wall 174
Forgettable 201
FP 22
FR 21
Frog 64
Front Row 200
Full Lung 174

G

Gambling 76
Game Time 19
Gamemaster 19, 22, 123, 124, 131, 132
Gamemastering 123, 131, 132
Games of Strategy 158
Gate 174
General Equipment 91
Genius 64
Getting Lost 141
Ghost Text 200
Ghoul Curse 174
Gifted 64
Glass Jaw 68
GM 19, 22, 123, 124, 129
Gremlins 68
Goat Man 28
Goat Purchasing 149
Goblin 28, 44
Goblin Scout 44
Good Balance 64
Grappling 114
Great Shout 203
Greed 57
Grimiore 167
Grounds of Contention 195
Guardian Blanket 208, 209
Guiding Hand 205
Gullible 68
Guppy 57

H

Haggling 150
Half-Elf 28
Happy Smile 196
Hatred 57
Hauling the Load 83
Heal Injuries 188
Heal Wounds 174
Heal Wounds Boon 189

Healing 121
Healer 64
Healthy 64
Hedge Magic 77, 182
Hell Weapon 209
Helpless Defender 111
Herb Gathering 158
Hiding 161
Hive Spawn 29
Holding Shots to Cover Zones 116
Honest 57
Honored Victor 196
Hooch Fairy 174
Horn of Nations 209
Hosting A Gathering 151
Human 29
Hunter Deity 187, 197
Hunter's Aim 198

I

Ill Fated 68
Illegal Purchases 152
Illumination 175
Imbue Daily Spell 175
Improvisation 127
Increase Attribute 175
Increased Racial Maximum 65
Indecisive 57
Individualist 53
Intelligence 24
Information 77
Initiative 77, 105
Injury Points 120
Intentional Double Impact 115
Internal Compass 65
Interviewing 152
Investigation 152
Insomniac 57
Initial Fate Pool 34
IP 120
Iron Skin 175
Iron Will 65

J

Joker 53
Judas 53
Justice Deity 187, 198

K

Keep it Fair 196
Key Terms 18
Kills Hard 65
Knight Errant 45
Know How 200
Know No Pain 196
Know No Sleep 196
Knowledge Deity 187, 199

L

Law's Finger 199
Leader 53
Leadership 77, 155
Leather Hide 65
Lecher 57
Liar 53
Licensure 97
Lie Detection 152
Lies 152
Light Boned 68
Light Crystal 209
Light Weight 69
Lightning Bolt 176
Lightning Rod 69
Lightning Reflexes 65
Like the Wind 201
Linguist 65
Linked Attribute 71, 73
Lip Reading 77
Lizard Man 29
Lock Picking 159
Lonely Shield 209
Loner 57
Long Jumps 160
Long Limbed 65
Low Self Esteem 57
Luck 24
Lucky Charm 58
Lug 215, 216

M

Machine Empathy 65
Magi-Mutants 29, 30, 46
Magi-Mutant Bounty Hunter 46
Magic Resistance 77
Magic 81, 163, 164, 165, 166, 167, 182, 185
Magic, Conception of 182
Magical Amplifier 65
Magical Dampener 69
Magical Items 207
Maiming 120
Making a Stun Attack Lethal 115
Manipulator 53
Mark 201
Martial Arts 77

Masochist 58
Mass Targets 166, 185
Massive Frame 65
Matched Burners of Conversation 209
Maybe Later 176
Mediator 53
Medicines 91, 92, 93
Meditation 78
Melee Weapons 78, 107
Memorization 164
Metamechanics 19
Mind Link 176
Mind Reader 65
Mirage 176
Missile Weapon Attacks 115
Missile Weapons 78, 115
Missing Arm 69
Missing Leg 69
Modifiers 19, 23, 72
Monotheism 206
Mounted Combat 118
Multiple Weapon Engagements 109

N

Narcotics 91, 92, 93, 94
Natural Armor 211
Natural Reach 25, 211
Natural Weapons 212
Nautical Navigation 78, 141, 160
Navigation 79, 141, 160
Neat Nut 58
Negative Trait Bonuses 55
Never Surrender 58
Night Person 58
Night's Veil 198
Nightvision 66, 144
Nightvision Spell 176
Nimbus of the Overlord 176
Ninja 66
No More Hunger, No More Thirst 189
Nobody Here 177
Noisy 69
Non-Player Characters 20, 129
NPC 20

O

Object Condition Resist Roll 139
Obnoxious 69
Offerings 183
One Question 199
OP 21, 23
Open Book 177
Open Ended Roll 20
Opposed Roll 21, 23
Optimist 53
Orc 29, 46, 47
Orc Bandit 46
Orc Shaman 47

P

Pacifist 54
Pack Rat 58
Paralyze 177
Partially Deaf 69
Password Lock 177
Pebble of Cleanliness 209
Penalties 19
Percentage Chance 22
Perception 143
Permanence 177
Personal Awareness 143
Personality Archetypes 51, 52, 129
Personal Accessories 90
Personal Traits 51
Persuader 66
Phobia 58
Photographic Memory 66
Physician 79, 158
Pick Lock 79, 159
Pick Pocket 78
Plague Varmint 215, 216
Player 20, 125, 127, 132
Player Character (PC) 20
Playing Dead 160
Poacher 47
Poisons 91, 92, 93, 95
Poison Resistant 66
Polar Blast 177
Poor Loser 58
Portal 178
Power of Casting 165
Powers 212
Pray for a Miracle 60
Prayer 79, 183, 184, 185
Preparation 127
Presence 24
Prey 69
Prison of Armor 209
Prone Opponents 111
Proper Mixing 91
Prophet 54
Protection from Magic 178
Protection from Missiles 178

Q

Quick Thinker 66

R

Races 25, 26
Races (On Foot, Etc) 160
Racial Abilities 26, 63
Racial Templates 26
Range Increment 86, 117
Ranged Combat 115
Rat Man 30
Ravager 66
Reach Score 86, 109
Read & Write Language 79
Read Thoughts 178
Ready-Made Characters 39
Rebel 54
Rebellious 58
Reflexes 24, 134, 136
Re-roll 59
Repairs 139
Reputation 145
Resist Rolls 21, 60
Restore Life 189
Restricted Engages 109
Rhetoric 154
RI 86, 117
Riding 80, 160
Righteous Challenge 197
Role-Playing 17
Rolls 20, 22
Romantic 54
Rope Work 80, 158
Rule of Rounding 23
Rule of Two 103
Rumor Gathering 154
Runes 166

S

Sailing 80, 142, 160
Salty Dog 66
Scaled Roll 23
Scan 80, 136, 143, 144, 156, 158, 160, 161
Scarf of Wholeness 210
Scavenger 66
Scene 20, 130
Scores 20
Scouting 161
Screaming Monkey Stick 210
SD 21, 23
Second Wind 66
Senses 145
Servant 54
Services 100
Session 20
Set Difficulty 21, 23
Setting 124
Shackle 199
Shamanism 205
Shape Shift 178
Share Sense 179
Shatter 179
Shield Specialization 80
Shield Spell 179
Shooting 80
Short 70
Shields 86
Sickly 70
Sight 143
Silent Kills 161
Silver 83
Simulationist Mechanic 20
Since You Were Born 179
Sixth Sense 66
Skills 20, 33, 71, 74, 145
Slaughter 80
Slayer 54
Slayer's Quest 198
Smite 199
Sneaking Around 161
Socialite 58
Socialization 145
Sorcery 24, 103, 163
Sorcery Condition Resist Rolls 163
Soul Stealer 216
Sound 145
SP 22
Speak Language 80
Special Abilities 31 , 61, 62, 63, 212
Spell Book 164
Spell Improvisation 81
Spell Specialization 81
Spellcasting 81, 163, 164, 165, 166, 167, 183
Spellcasting, Alternative 183
Spells 33, 34, 163, 164, 165
Spelunker 66
Spider 66
Spirit of the Berserker 204
Spirited 24, 103
Spiritually Favored 66
Spiritually Unpopular 70
Spot Patsy 201
Stacking Limits 166, 186
Stalking 161

Starvation 138
Statistics 20, 103, 211
Stealth 81, 156, 158, 161, 162
Stories 20, 126, 127, 129
Storm Call 179
Street Tough 48
Strength 24, 156
Structure Score 138
Stupid 70
Success Points 22
Suffocation 135
Surprise Attacks 111
Surprise Ranged Attacks 116
Survival 81, 158, 162
Swimming 81, 161
Symbols 166
System Mechanics 20

T

Tactics 81
Taking a Hit 111
Tavern Hero 48
Telekinesis, Major 180
Telekinesis, Minor 180
Tenants of Faith 183, 186
Threaten 155
Thinker 54
Third Eye 180
Thrill Killer 58
Thrown Weapons 81, 115
Thrown Weapon Attacks 115
Tightrope Walking 162
Time to Forget 180
Titles 97
Tone 125
Tongue Tied 70
Tools 72
Total Defense Close Combat Mode 111
Touch Spell Engages 166
Tough as Nails 66
Toughness 81
Tourist 49
Toxin Resistance 81
Trace Spell Origin 181
Tracking 162
Training Time 103
Trait Rolls 55, 60
Transport 97
Traps 136
Travel 140, 142
Trickster Deity 187, 200
Trivia Spirit 200
Troll 31
Truth Teller 54
Tutor 103
Two Left Feet 70
20 Explodes Engine 17
twenty-sided die 19
Twenty Skill Cap 33

U

Underworld Deity 188, 202
Underworld Shortcut 202
Universal Tongue 200
Ugly 70
Unarmed Combat 82, 107, 211
Unique Diet 70
Universal Key 210
Universal Skills 33
Universal Tongue 181
Unnatural Sleep 181

V

Vehicles 97
Vesp 31
Violent Temper 59
Vocal Letters 181

W

War Deity 188, 203
Ward Against Undead 181
Ward Against Undead Boon 203
Wards 166, 181, 203
Wealth 34, 83
Weapon Charm 181
Weapon Charm Boon 204
Weapon Empathy 66
Weapon Specialization 82
Weapons 83
Wee Folk 31
Weight of Money 83
Whisper 182
Whole Truth 199
Wild Meet 182
Wild Spirit 59
Willpower 24
Witch 49
Witch Sight 66
Witnesses All 197
Word of Confusion 196
Wolf Man 31
Wolf Nose 67
Worlds 19
Wound Points 120
WP 120

Wuss 59

X

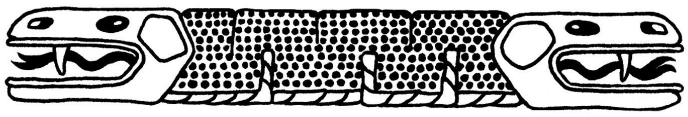
Xenophobic 59
X-Ray Monocle 210

Y

Yes of Course 201

Z

Zealot 54
Zero Roll 22
Zombie 189



Quick Reference Spell Statistics Chart (Part I)						
SPELL	**DP**	**Casting Cost**	**Range**	**Casting Time**	**T.D./C.C.P. Cost**	**UT D.Cost**
Acid Blood	-15	15DC 1SC	CCSx5y	Fast	16	32
Alarm Zone	-3	3DC	Touch	Fast	3	6
Analyze Spell	v	3DC	CCSx5y	Fast	3	6
Animate Corpse	v	v	Touch	Ritual	7	14
Antimagic Ward	-15	8DC:4SC*	Touch	Ritual	12	24
Archmage's Labyrinth	-30	40DC 10SC	CCS y	Ritual	50	100
Armor Charm	-5	5DC:5SC*	Touch	Ritual	10	20
Astral Awareness	-5	4DC:10SC*	Touch	Ritual	14	28
Aura Sight	-1	2DC:1SC*	Touch	Fast	3	6
Ball of Flame	-5	3DC	Self	Fast	3	6
Black Cloud	-10	8DC:3SC*	CCSx5y	Fast	11	22
Blinding Speed	-15	20DC:10SC*	Touch	Ritual	30	60
Call Familiar	-10	20DC 5SC	CCS y	Ritual	25	50
Cat's Landing	-8	6DC:8SC*	Touch	Ritual	14	28
Command Undead	-8	v	CCS y	Fast	3	6
Curse of Unhealing Wounds	-15	10DC:12SC*	CCSx5y	Fast	22	44
Dark Nimbus	-12	10DC:5SC*	Touch	Ritual	15	30
Decrease Attribute#	-10	10DC:5SC*	Touch	Fast	15	30
Dispel Magic	v	v	CCSx5y	Fast	3	6
Domination Animal	-3	v	CCSx5y	Fast	8	16
Domination Sentient	-12	v	CCSx5y	Fast	14	28
Don't Go Yet	v	v	Touch	Fast	14	28
Eight Eyes	-6	5DC:2SC*	Touch	Ritual	7	14
Elemental Immunity#	-9	12DC:6SC*	Touch	Fast	18	36
Elemental Protection#	-3	3DC:2SC*	Touch	Fast	5	10
Enchant Object	-15	20DC 5SC	Touch	Ritual	25	50
Force Wall	-10	10DC:4SC*	CCSx5y	Fast	14	28
Full Lung	-5	4DC:2SC*	Touch	Ritual	6	12
Gate	-25	30DC:6SC	v	Ritual	36	72
Ghoul Curse	-8	10DC:2SC*	CCSx5y	Fast	12	24
Heal Wounds	v	v	Touch	Ritual	6	12
Hooch Fairy	0	3DC	Touch	Ritual	3	6
Illumination	-6	6DC:2SC*	CCSx5y	Fast	8	16
Imbue Daily Spell	-25	v	Touch	Ritual	26	52
Increase Attribute#	-15	15DC:10SC*	Touch	Ritual	25	50
Iron Skin	-12	15DC:5SC*	Touch	Ritual	20	40
Lightning Bolt	-9	6DC	Self	Fast	6	12
Maybe Later	-8	10DC	CCS y	Fast	10	20
Mind Link	-6	6DC:2SC*	Touch	Ritual	8	16

Quick Reference Spell Statistics Chart (Part II)

SPELL	DP	Casting Cost	Range	Casting Time	T.D./C.C.P. Cost	UT D.Cost
Mirage	-6	8DC:2SC*	CCSx5y	Fast	10	20
Nightvision	-2	v	v	Fast	3	6
Nimbus of the Overlord	-20	30DC 5SC:10SC*	Touch	Ritual	45	90
Nobody Here	v	v	CCSx5y	Fast	1	2
Open Book	-10	v	Touch	Fast	1	2
Paralyze	v	v	CCSx5y	Fast	8	16
Password Lock	-15	10DC 1SC	Touch	Ritual	11	22
Permanence	-20	v	CCS y	Ritual	26	52
Polar Blast	-9	6DC	Self	Fast	6	12
Portal	-10	10DC 1SC	v	Ritual	11	22
Protection From Magic	-12	15DC:8SC*	Touch	Ritual	23	46
Protection From Missiles	-8	5DC:5SC	Touch	Fast	10	20
Read Thoughts	-8	20DC 1SC	CCSx5y	Fast	21	42
Shape Shift	-15	30DC	Self	Fast	30	60
Share Sense	-3	4DC	CCSx5y	Fast	4	8
Shatter	-7	4DC	CCSx5y	Fast	4	8
Shield Spell	-5	15DC:1SC*	CCS y	Fast	16	32
Since You Were Born	-10	15DC:1SC*	Touch	Fast	16	32
Storm Call	-25	40DC 5SC	CCS miles	Ritual	45	90
Telekinesis Major	-12	16DC	CCSx5y	Fast	16	32
Telekinesis Minor	-6	4DC	CCSx5y	Fast	4	8
Third Eye	0	1DC	Self	Fast	1	2
Time to Forget	-15	20DC 5SC	CCS miles	Ritual	25	50
Trace Spell Origin	v	8DC:2SC*	v	Fast	10	20
Universal Tongue	-7	6DC:5SC*	Touch	Ritual	11	22
Unnatural Sleep	-20	20DC 2SC	Touch	Ritual	22	44
Vocal Letters	-9	9DC:1SC*	Touch	Fast	10	20
Ward Against Undead	-5	6DC:2SC*	Touch	Ritual	8	16
Weapon Charm	-5	5DC:5SC*	Touch	Ritual	10	20
Whisper	0	1DC	CCSx10y	Fast	1	2
Wild Meet#	-6	10DC	Touch	Ritual	10	20

Quick Reference Spell Statistics Chart Key

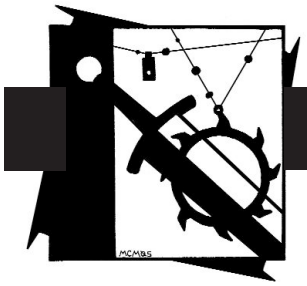
Abbreviations: T.D. = Tutored or book referenced spell cost in EP. C.C.P. = Character Creation Point Cost (i.e. spell's cost in CP). UT D. = Untutored development cost for purchasing a spell with EP.

*: The SC cost listed for this spell only applies to castings intended to extend the duration.

#: Multiple versions of this spell exist, a character that learns this spell must specify which one they learned.

Quick Reference Boon Statistic Chart (Part I)				
Boon	**DP**	**Cost**	**Range**	**Prayer Time**
-The Agricultural Deity's Boons				
Animal Friend	-7	5BP:10FP*	Touch	Fast
Bountiful Acre	-15	10BP 5FP	Touch	Ritual
Heal Injuries	v	3BP	Touch	Ritual
Heal Wounds	v	6BP 1FP	Touch	Ritual
No More Hunger, No More Thirst	-12	6BP 1FP	Touch	Ritual
Restore Life	v	15BP 15FP	Touch	Ritual
Sleep Now	-8	4BP 1FP	PFS y	Fast
-The Chaos Deity's Boons				
An Army of Damned	-15	15BP 15FP	PFS miles	Ritual
Call Chaos Spawn	-15	15BP: 5FP	PFSy	Fast
Chaos Orb	-10	5BP 1FP	Self	Fast
Dispel Magic	v	v	PFSx5y	Fast
Grounds of Contention	-20	20BP 15FP	Touch	Ritual
Happy Smile	0	3BP:9FP*	Touch	Fast
Word of Confusion	-6	6BP:10FP*	PFS y	Fast
-The Competitor Deity's Boons				
Fearlessness	-10	5BP:15FP*	Touch	Ritual
Honored Victor	0	3BP 2FP	PFS y	Ritual
Keep it Fair	-3	4BP	PFS y	Fast
Know No Pain	-9	8BP:12FP*	Touch	Ritual
Know No Sleep	-12	12BP:14FP*	Touch	Ritual
Righteous Challenge	-8	10BP 2FP	PFSx5y	Fast
Witnesses All	-15	15BP 15FP	PFS y	Ritual
-The Hunter Deity's Boons				
Center of the Hunt	0	3BP:6FP*	Touch	Ritual
Certain Track	-5	6BP 2FP	Touch	Fast
Dinner Call	0	2BP 1FP	Touch	Ritual
Eye of the Predator	-6	6BP 2FP	PFSx5y	Fast
Night's Veil	-4	4BP	Touch	Fast
The Hunter's Aim	-10	9BP 3FP	Touch	Fast
Slayer’s Quest	-15	15BP 15FP	Touch	Ritual
-The Justice Deity's Boons				
The Blood's Call	-20	20BP 15FP	Touch	Ritual
Criminal's Road	-10	8BP:10FP*	Touch	Ritual
Law's Finger	-15	15BP 15FP	Touch	Ritual
One Question	0	3BP 1FP	PFS y	Fast
Shackle	-6	5BP 1FP	PFSx5y	Fast
Smite	-15	15BP 5FP	PFSx5y	Fast
Whole Truth	-6	5BP:10FP*	PFSx5y	Fast

Quick Reference Boon Statistic Chart (Part II)				
Boon	**DP**	**Cost**	**Range**	**Prayer Time**
-The Knowledge Deity's Boons				
Around the Bend	-5	3BP	PFSx5y	Fast
Decipher Script	-9	9BP:5FP*	Touch	Ritual
Front Row	-15	15BP 15FP	v	Ritual
Ghost Text	-5	3BP:10FP*	Touch	Ritual
Know How	-9	10BP 3FP	Touch	Fast
Trivia Spirit	0	1BP	Self	Fast
Universal Tongue	-7	6BP:15FP*	Touch	Ritual
-The Trickster Deity's Boons				
Coin Trick	0	1BP 1FP	Touch	Fast
Drop Spot	-15	15BP 5FP	Touch	Ritual
Forgettable	-9	5BP:15FP*	Touch	Ritual
Like the Wind	-6	10BP 3FP	Touch	Fast
Mark	-4	2BP	PFSx5y	Fast
Spot Patsy	-4	2BP	Touch	Fast
Yes of Course	v	v	FSx5y	Fast
-The Underworld Deity's Boons				
Dead Can Talk	0	3BP 1FP	Touch	Ritual
Death's Cold Kiss	-8	5BP 1FP	PFSx5y	Fast
Death's Coin	-15	10BP 10FP	Touch	Ritual
Destroy Undead	-10	5BP 3FP	PFSx5y	Fast
Earth's Embrace	v	v	PFSx5y	Ritual
Underworld Shortcut	-15	15BP 15FP	Touch	Ritual
Ward Against Undead	-5	6BP:10FP*	Touch	Ritual
-The War Deity's Boons				
Battle Lock	-5	4BP 2FP	PFS y	Fast
Chosen Reapers	-15	15BP 15FP	PFSx5y	Ritual
Close Wounds of the Warrior	0	3BP	Touch	Ritual
Ethereal Weapon	-10	6BP 1FP	Touch	Ritual
Great Shout	-5	3BP 1FP	PFSx100y	Fast
Spirit of the Berserker	-6	5BP 5FP	Touch	Fast
Weapon Charm	-5	3BP:15FP*	Touch	Ritual
-Generic Boons				
Armor of Faith	-6	10BP 2FP	Self	Fast
Astral Awareness	-5	4BP:10FP*	Touch	Ritual
Call Avatar	-50	25BP:25FS	PFS y	Ritual
Daily Blessing	-2	2BP	Touch	Ritual
Evil Eye	-3	2BP	PFSx5y	Fast
Guiding Hand	-9	15BP 5FP	Touch	Ritual



The Blade & the Will Non-Magic User Record Sheet

NAME:	RACE:	GENDER:
APPEARANCE:		
AGE:	ARCHETYPES 1:	2:

Fate Pool
=

Injury Points
=
Wound Points
=

Death's been cheated
times.

ATTRIBUTE SCORES

Strength	:_____	Body	:_____	Willpower	:_____
Reflexes	:_____	Intelligence	:_____	Presence	:_____
Discipline	:_____	Luck	:_____	Spirited	: yes or no

EXPERIENCE POINTS

Unspent =_____

Total =_____

Armor Worn: _____

Shield Worn: _____

A.R. w/s :____ A.R. wo/s :_____

ACTION PENALTY w/s :___ wo/s :___

SKILL	SB

SKILL	SB

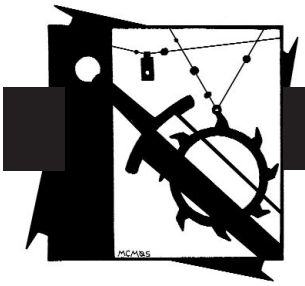
SKILL	SB

Skill Derived Bonuses

Special Abilities, Etc

WEAPONS	DB	RS	RI	APR	Ammo

Drinking Capacity VS Drinks	
=	VS tally:



The Blade & the Will Magic User Record Sheet

NAME:	RACE:	GENDER:
APPEARANCE:_____		
AGE:	ARCHETYPE: 1:	2:

Fate Pool
=

Injury Points
=

Wound Points
=

Death's been cheated
times.

ATTRIBUTE SCORES

Strength	:_____	Body	:_____	Willpower	:_____
Reflexes	:_____	Intelligence	:_____	Presence	:_____
Luck	:_____	Sorcery	:_____		

EXPERIENCE POINTS

Unspent =_____

Total =_____

Armor Worn: _____

Shield Worn: _____

A.R. w/s :____ A.R. wo/s :_____

ACTION PENALTY w/s :___ wo/s :___

SKILL	SB

SKILL	SB

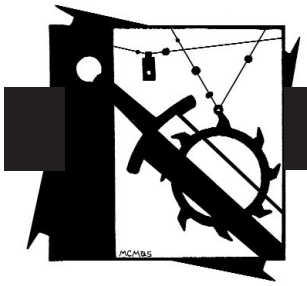
SPELLS	D.P.	Cost	Range	CT

WEAPONS	DB	RS	RI	APR	Ammo

Special Abilities, Disadvantages, & Skill Derived Bonuses

Drinking Capacity VS Drinks

= VS tally:



The Blade & the Will Secondary Record Sheet

CARRYING CAPACITY

TOTAL WEIGHT CARRIED

COMBAT LOAD WEIGHT

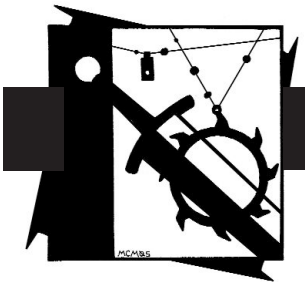
EQUIPMENT	WGHT

EQUIPMENT	WGHT

EQUIPMENT	WGHT

ACTION PENALTIES:	full load		combat load	

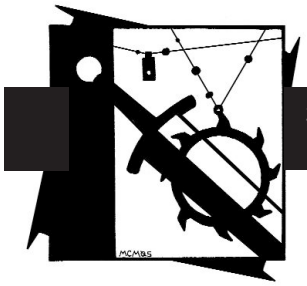
NOTES



The Blade & the Will Expanded Spell Record Sheet

SPELLS	D.P.	Cost	Range	CT

SPELLS	D.P.	Cost	Range	CT



The Blade & the Will Boons & Responsibilities Record Sheet

DIETY'S NAME :_____

DIETY'S ARCHETYPE :_____

PRAYER S. B.

BOON POINTS

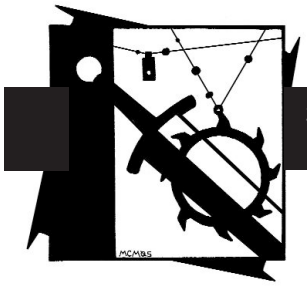
FAVOR SCORE

FAVORED ACTS	HERESIES
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.

DIETY'S OFFERED BOONS	D.P.	Cost	Range	Prayer Time

UNIVERSAL BOONS	D.P.	Cost	Range	Prayer Time
Armor of Faith	-6	10BP 2FP	Self	Fast
Astral Awareness	-5	4BP (10FP*)	Touch	Ritual
Call Avatar	-50	25BP 25FP	PFS y	Ritual
Daily Blessing	-2	2BP	Touch	Ritual
Evil Eye	-3	2BP	PFS x 5y	Fast
Guiding Hand	-9	15BP 5FP	Touch	Ritual

*: 10FP cost is only applicable for the boon when it is requested with the extended duration option.



The Blade & the Will Initiative and Engagement Log

COMBAT-ANT AND THEIR INITIATIVE FS	# of ENGAGES BEFORE PENALTY	1st Rnd	2nd Rnd	3th Rnd	4th Rnd	5th Rnd	6th Rnd	7th Rnd	8th Rnd