

Classes

Acrobat

Rare Calling. Some people just need to be seen to be believed. The acrobat is a show-boater, a daredevil, someone who intentionally seeks out those stunts which terrify others and gives them a try. Call it a sickness but they will risk life and limb for little more than a smattering of applause.

Of course, there are not many job opportunities for people who walk across high wires. However, that same bravado often makes the acrobat absolutely magnetic when it comes to attracting the company of other risk takers and adventure seekers. They may not wear armor or deal out tons of damage, but when it comes to getting someone who can - and will - climb a fifty foot rampart in the pouring rain and vault between two towers to open a citadel from the inside? An acrobat could be just what the party is looking for.

Tight-Rope Walker. Acrobat's learn early on how to balance themselves and walk across a tight-rope. This uses **Agility + Class Bonus**. The height of the rope off the ground as well as the presence of wind and rain will only make the check all the harder. Having a pole to balance oneself with will make it easier.

Pole Vaulting. Acrobat's can increase the distance or height that they can leap with the use of a pole. When the pole is at least as tall as they are they gain a +1 to the check. When the pole is up to twice their height they gain a +2 (think Short Pole +1, Long Pole +2). Longer poles may be used to cover a broader stretch of distance but the bonus brought from them stops at +2.

Fall Guys & Girls. Acrobat's know how to survive a fall better than most. For every class level roll **1d6**. The total is the amount of distance in feet that can be removed from a fall for damage purposes. Fall 20 feet but roll up an 8 and it's as if you had only fallen 12 feet, only 6 points of damage would be taken.

Acrobatic Attacks. Acrobat's can vault themselves into the air and use the force of their spinning bodies to put more power behind the melee attacks that they make. Doing so brings a **Hit -1** but it adds the Acrobat's **Class Bonus** to the **damage roll**.

Bounce Back. When an acrobat is knocked down it doesn't take a whole action for them to stand back up again. They know how to use their momentum to bring themselves upright. This will however bring a -2 to their next action.

Easily Encumbered! Acrobat's need to be encumbered as lightly as possible to do what they do. They take a Bulk -1 when Packing and an extra Bulk -1 when Lugging, Trudging, or Straining.

Attention Seeking! At the core of the acrobat will always be a small voice that is screaming to be seen. Even when they don't want to, there is just something about their flamboyant nature which causes them to dress and act in a easily identifiable way. Normally this isn't a problem, but it makes acrobat's easy to be located when someone is asking around, trying to track them down.

Primary Abilities: Dexterity, Muscle, Wisdom.

Hit Die: d8

Class Bonuses:

- Balancing Acts & Juggling
- Climbing +1
- Dancing
- Defense Against Fear
- Diving For Cover
- Grappling when Defending with Dexterity
- Jumping & Leaping +1
- Picking Locks
- Slip-Thru +1

Attribute Bonuses:

- FAC
- Melee $\frac{1}{2}$
- Throw $\frac{1}{2}$

Arms & Armor: As stated above, acrobats do not do well when encumbered by equipment or armor. For weapons they prefer light showy weapons such as swords, daggers and flails. Light pole-arms such as tridents, spears and quarter staffs are favorites since they can do double-duty as a short vaulting pole. Heavy weapons such as maces, war hammers and broad swords are generally avoided.

Equipment: Dagger 1. Trident 7. Light Clothing 2. Cloak 3. Soft Leather Boots 2. Gloves .5. Money Pouch .1. Lock Picks 1. Backpack 2*. 50ft Silk Cord 2*. Grappling Hook 6*. Dry Rations 7*. Waterskin 6*.

Total Wt: 39

Pack Wt: 23

Movement: Walk 4 + $\frac{1}{2}$ Class Bonus.

Level Advancement:

- 1 = 2,500
- 2 = 7,500
- 3 = 15,000
- 4 = 25,000
- 5 = 37,500
- 6 = 52,500
- 7 = 70,000
- 8 = 90,000
- 9 = 112,500
- 10 = 137,500
- 11 = 165,000
- 12 = 195,000

13 = 227,500

14 = 262,500

Barbarian

Rare Calling. Big and beefy, Barbarians are the champions of the wilderness. They are strong and severe and generally distrusting of anything that cannot stand on its own or relies on trickery to get ahead, especially civilization and magic. Civilization raises weak slippery people who will betray you for the slightest taste of luxury. Magic empowers the weak to triumph over the strong. *Weaklings cannot be trusted.*

Disdain of Magic! Barbarians are not especially adverse to divine magic, because it comes from the will of the gods - *supposedly* - but they deeply distrust the workings of arcane magic and those who wield it. Spell-casters, constantly pouring over their dumb books filled with cryptic symbols, especially irk them. If wizards wore underwear Barbarians would be pulling on it until they squealed.

Sorcerers are a different matter. Although Sorcerers and Barbarians are often at odds with one another, Barbarians do recognize a certain kinship that comes from their rejection of society and a need to do their own thing. Barbarians respect sorcerers even when they seek to destroy them.

No Magic Items! Barbarians cannot use magic items, largely because they will not let themselves do so. *It looks bad.* Quality items are acceptable as long as they are well-made and not obviously too magical.

Battle Rage. Once per encounter a Barbarian can psyche themselves into a killing frenzy. This takes one round to do and requires a **Spirit** check plus their class bonus. Each success adds a **Damage +1** to any melee attack they make as long as they continuously attack round after round or are sprinting towards a fight where they can do so.

As soon as the Barbarian goes a round without making an attack the rage will be lost. This includes rounds where the barbarian has been stunned or knocked down. It does not include second winds.

Call Outs! Barbarians have massive egos, but they don't think well of themselves so much as *need* to think well of themselves. They are constantly trying to prove their worth to the world through brag-worthy feats, dangerous quests and contests of bravery. This is actually a major problem for the tribal communities that barbarians spring from, especially since many of these challenges can result in death or dismemberment.

To remedy the situation there is the **Call Out**. All talk is just talk until a barbarian has been formally called out by another. *This they must answer!* The catch is that whoever called out the barbarian must also answer the challenge, either by directly opposing the barbarian or committing themselves to accomplishing it, presumably first.

If a barbarian tries and fails, that is fine, but should a barbarian ever step down from a call out they will be branded a coward in their own mind and every action they make will suffer a **Chicken -1** hindrance for the rest of their life.

Prime Abilities: Muscle, Spirit, Constitution.

Base HP: 10

Class Bonuses:

- Climbing
- Chases
- Grappling
- Jumping & Leaping
- Slip-Thru
- Wilderness Survival

Attribute Bonuses:

- FAC +2
- Melee +2
- $\frac{1}{2}$ Thrown

Arms & Armor. Barbarians can wield any weapon they like! Just as long as it is a hefty melee weapon no longer than a spear. Pole-arms, ranged weapons and anything designed to attack from a distance are for pansies. Likewise, barbarians can wear any armor they want! Just as long as it is medium or light. Only craven cowards hide inside a shell of metal.

Equipment: Great Sword 7. Battle Axe 6. Knife 1. Swimmail 2. Helmet 2. Leather Boots 3. Heavy Gloves 2. Money Pouch .1. Backpack 2*. Leather Sack .5*. Flint & Tinder .5*. Whetstone .5*. Dry Rations 7*. Waterskin 6*.

Total Wt: 39

Pack Wt: 16

Movement: Walk 4 + $\frac{1}{2}$ Class Bonus. Swim 2.

Level Advancement:

- 1 = 3,000
- 2 = 9,000
- 3 = 18,000
- 4 = 30,000
- 5 = 45,000
- 6 = 63,000
- 7 = 84,000
- 8 = 108,000
- 9 = 135,000
- 10 = 165,000
- 11 = 198,000
- 12 = 234,000
- 13 = 273,000
- 14 = 315,000

Cleric

Uncommon Calling. While many priests are clerics, clerics are not always priests. If anything they are more like missionaries spreading the faith. Good clerics do this through performing good deeds and being an inspiration to others. Evil clerics use terror and fear to force the masses into worshipping their hideous deities. And there stands the big divide among clerics. While the religions may change from place to place, clerics always serve either Good or Evil and the two forces vehemently oppose each other. There are no Neutral clerics.

With the help of a holy symbol, a cleric can turn anyone with an alignment that is not their own. Gamewise this is a **Spirit vs Spirit** challenge with which the cleric gains their class bonus. Those who can beat the strength of the turn will be left unaffected by it. Otherwise...

Turn Unbelievers

Challenge: Spirit vs Spirit

4 Or More: Divine Incineration. Same as Forced to Flee except anyone caught within 10 steps of the cleric will take **1d6** damage x the success of the turn. This happens once per round. Armor does not protect against it.

3 Success: Forced to Flee. The cleric's holy symbol begins to burn with a holy/unholy light. Unbelievers will run away in a random direction for 1d6 minutes, terrified for their lives.

2 Success: Held at bay. Unbelievers are forced to stay at least 10 steps away from the caster or be paralyzed by fear if unable to do so.

1 Success: Repulsed. Unbelievers within 10 steps of the cleric will suffer a -4 to everything they do.

½ Success: Antagonized. Unbelievers within 10 steps of the cleric will suffer a -2 to everything they do.

A turn will not work against creatures of the same alignment. **Neutral** creatures gain a +2 to their defense. Clerics themselves gain their class bonus when trying to defend against the turn of another cleric. Turn Unbelievers lasts **6 rounds** before it needs to be checked again. During this time the cleric can do nothing but hold their holy symbol aloft and move around at half speed.

Divinely Aligned. Perhaps the biggest complication of being a cleric is that they must be strongly aligned to Good or Evil. Any cleric who lets their alignment slip into Neutral territory will remain a cleric but find themselves stripped of their powers. A cleric that actually defects to the other side may soon be visited by a vengeful angelic or demonic entity tasked with removing them from this mortal coil.

Literate. A character cannot be a cleric unless they know how to Read & Write.

Primary Abilities: Spirit, Charisma, Wisdom.

Base HP: 6

Class Bonuses:

- Divine Lore +1
- Sense Alignment +1

Attribute Bonuses:

- FAC ½
- Magic
- Melee ½

Magic: Spirit + Wisdom / 2

Spell Count: Magic + Class Level / 3

Spells: Clerics can cast any spell of the type **Divine** with a frequency short of mythical. You can pray for mythical divine powers as well as non-divine spells but will need to make a **Charisma + Class Bonus - Difficulty** check to grovel for it. *No means no*. Once you fail to cajole your deity into granting an off-beat spell you may not ask for it again, ever.

Arms & Armor. Clerics can wield any weapons and wear any armor just as long as it presents the cleric in a positive light by way of the cleric's faith. Good clerics need to appear good. Evil clerics need to appear evil.

Equipment: Mace 8. Knife 1. Ring Mail 20. Medium Shield 6. Helmet 2. Holy Symbol 1. Prayer Book 1. Leather Boots 3. Heavy Gloves 2. Money Pouch .1. Backpack 2*. Leather Sack .5*. Lantern 2*. Flint & Tinder .5*. Dry Rations 7*. Waterskin 6*.

Total Wt: 67

Pack Wt: 18

Movement: Walk 3.

Level Advancement:

- 1 = 2,000
- 2 = 6,000
- 3 = 12,000
- 4 = 20,000
- 5 = 30,000
- 6 = 42,000
- 7 = 56,000
- 8 = 72,000
- 9 = 90,000
- 10 = 110,000
- 11 = 132,000
- 12 = 156,000
- 13 = 182,000
- 14 = 210,000

Dwarf

Uncommon Existence. Dwarves are short rumbling bearded folk who live under mountains, hate to leave their mountains, and seem to talk about nothing but mining their beautiful mountains. Mountains, mountains, mountains, gold, steel, battle-axes, throttling dwarf tossers, beheading orcs, killing giants, more mountains and ale. *Mountains of Ale*.

Most dwarves are miners and very rarely seen above ground. However, since it is nigh impossible to herd cattle in a cave they do make regular excursions to the surface world to barter for eggs, ale, beef, grain, beer, grog or whatever else the rest of the mine might need, such as ale and more ale. You can never have enough ale. Otherwise, most dwarves would be more than delighted to stay underground and cast a blind eye on the surface world for all eternity.

Night Vision. Dwarves cannot see in perfect darkness but they do come close. Bright light will steal this away for 1d6 minutes.

Toxic Resistance +2. Dwarves have livers made of stone. They save with a **+2** against all poisons, toxins and disease.

Magic Resistance +2. Magic has a hard time working around dwarves. No one is sure why this is but when used directly against them they defend with a **+2**. This does not include conjuration spells such as Fireball or Lightning Bolt (which brings natural phenomenon into existence), but it does include spells like Charm and Sleep.

The flip side of this is that dwarves suffer a **-2** when they try to use magic items, cast a spell, or when beneficial magic such as *Heal Damage* is used on them. Because of this, spell-casting dwarves who are not clerics are incredibly rare.

Stocky -1. Dwarves are very compactly built with relatively short legs and arms in comparison to their mass. This is part of what makes them so durable, but it is also what makes them somewhat less than agile when compared to other more leggy creatures. During the game, outside of character creation, they take an automatic **Agility -1** when checking it.

Primary Abilities: Muscle, Constitution, Spirit.

Base HP: 12

Class Bonuses:

- Detecting safe & sloping passage-ways
- Geology
- Navigating underground
- Surprise Attacks, detecting them

Attribute Bonuses:

- FAC
- Melee
- Ranged $\frac{1}{2}$

Arms & Armor. Dwarves are very practical. They live in their armor and prefer medium to heavy armor that has a lot of metal on it. For arms they like heavy weapons such as Axes, War Hammers and Broad Swords. Small and medium-sized shields are often used but large ones are avoided as they tend to drag on the ground.

Equipment: Battle Axe 6. Knife 1. Brigandine 18. Small Shield 3. Helmet 2. Leather Boots 3. Heavy Gloves 2. Money Pouch .1. Backpack 2*. Leather Sack .5*. Dry Rations 5*. Waterskin 6*. Whetstone .5*.

Total Wt: 49

Pack Wt: 14

Movement: Walk 3.

Level Advancement:

- 1 = 2,000
- 2 = 6,000
- 3 = 12,000
- 4 = 20,000
- 5 = 30,000
- 6 = 42,000
- 7 = 56,000
- 8 = 72,000
- 9 = 90,000
- 10 = 110,000
- 11 = 132,000
- 12 = 156,000
- 13 = 182,000
- 14 = 210,000

Elf

Uncommon Existence. These elves are commonly known as *Wood Elves* because they come from villages nestled deep in primeval forests where they try to live in peace well away from the chaos of the rest of the world. Wood elves tend to be thin with fine features. Their skin is often tan and their hair is a color ranging anywhere from brown to orange, gold and green. Yes - green - anything that blends in with the colors of the forest. When in their element elves can move through the woods like a breeze. They gain their class bonus to hiding and sneaking about in these lands.

Woodland Creatures. Elves can talk to and for the most part understand the creatures of the forest. When making a Reaction check they are considered to be of the same alignment.

Forest Dwellers. Elves are master foragers who excel in identifying plants and knowing what is safe to eat. They will be extremely hesitant to hunt any woodland creature. In the fields beyond the forest? Well, all of that leather and buckskin needs to come from somewhere.

Keen Senses +2. All elves have large eyes and pointed ears perfect for picking up on things that others may have missed. Gamewise this gives them a **Wisdom +2** when trying to detect hidden things or people sneaking about.

Natural Archers +1. The bow is the preferred weapon of the elf. Their accuracy is deadly and they gain a **Hit +1** when using one.

Primary Abilities: Spirit, Wisdom, Dexterity.

Base HP: 6

Class Bonuses:

- Chases, forests only
- Climbing ½

- Dive For Cover
- Hide & Sneak, forests only
- Jumping & Leaping +1
- Slip-Thru
- Wilderness Survival

Attribute Bonuses:

- Magic
- FAC
- Melee ½
- Ranged ½
- Throw

Magic: Spirit + Wisdom / 2

Spell Count: Magic + Class Level / 3

Spells: Elves are natural-casters. They can choose from any of the **Nature** powers with a frequency short of mythical. One of these powers must be **Fae Lights** which is an cultural hallmark and artistic obsession among them.

Arms & Armor. Wood elves consider metal to be a source of the world's great ills and shun any equipment which makes use of large amounts of iron or steel. They prefer armor made of wood, leather and buckskin. Their arrows and spears are often tipped with sharp pieces of flint. Wood elves may tolerate a sword or dagger as a necessary evil but any wood elf that returns to their forest in a full suit of plate mail or chain mail will be shunned by the rest of the tribe.

Equipment: Spear 6. Knife 1. Short Bow 4. Quiver 2. 24 Arrows 4.8. Leather Armor 10. Cloak 3. Leather Boots 3. Gloves .5. Money Pouch .1. Backpack 2*. Leather Sack .5*. Dry Rations 7*. Waterskin 6*.

Total Wt: 49

Pack Wt: 15

Movement: Walk 4.

Level Advancement:

- 1 = 3,000
- 2 = 9,000
- 3 = 18,000
- 4 = 30,000
- 5 = 45,000
- 6 = 63,000
- 7 = 84,000
- 8 = 108,000
- 9 = 135,000
- 10 = 165,000
- 11 = 198,000

12 = 234,000

13 = 273,000

14 = 315,000

Fighter

Common Calling. It is a physical world that often needs to be dealt with in physical ways. Philosophers can ponder, leaders can blather, spell-casters can mess about with arcane mysteries trying to turn people into toads, but when you get right down to it, everything that matters over the general course of history has been settled by muscle and the weapons those muscles empower. Fighters excel at doing just that. They may not be the most exciting of all characters but their usefulness knows no bounds.

Attack Specialization. With every second level (2nd, 4th, 6th, etc) the fighter gets a +1 to put towards either Melee, Throw or Ranged.

Primary Abilities: Muscle, Dexterity, Constitution.

Base HP: 10

Class Bonuses:

- Grappling
- Slip-Thru

Attribute Bonuses:

- FAC +1
- Melee
- Ranged
- Throw

Arms & Armor: Fighters can wield any weapons and wear any armor they like.

Equipment: Sword 4. Spear 6. Knife 1. Brigandine 18. Medium Shield 6. Helmet 2. Cloak 3. Leather Boots 3. Heavy Gloves 2. Money Pouch .1. Backpack 2*. Leather Sack .5*. Flint & Tinder .5*. Whetstone .5*. Dry Rations 7*. Waterskin 6*.

Total Wt: 61

Pack Wt: 16

Movement: Walk 4.

Level Advancement:

1 = 1,500

2 = 4,500

3 = 9,000

4 = 15,000

5 = 22,500

6 = 31,500

7 = 42,000

8 = 54,000
9 = 67,500
10 = 82,500
11 = 99,000
12 = 117,000
13 = 136,500
14 = 157,500

Halfling

Uncommon Existence. Halflings actually stand about four feet high. If they were truly half the height of the humans they resemble then those humans would be over eight feet tall. Yet, someone somewhere coined the term halfling and it has stuck with them ever since. Generally speaking, halflings are a pastoral people who are not given to adventure if they can help it. They would much rather herd sheep, monger cheese, brew ale, and grow curious strains of pipe weed than run a magic ring to volcano delivery service, *but sometimes destiny calls*.

Hairy Feet +1. One thing that truly separates the halfling from all the other forms of humanoid are their hairy feet. Halflings have very wide thick feet with hard leathery soles and a warm crop of dense hair on top. Because of this they do not need to wear boots, even in winter. They also gain a +1 when trying to sneak around without making a sound.

Toxic Resistance +4. Because they do like to mess around with plants and can consume more than their weight in ale, halflings save with a **+4** against all poisons.

Creature of Comfort -1. Comfort is a high priority for halflings. When encumbered they take a Bulk -1 from Packing and an extra Bulk -1 when Lugging, Trudging or Straining.

Abilities: Wisdom, Dexterity.

Base HP: 8

Class Bonuses:

- Cracking Jokes & Terrible Puns
- Hiding & Sneaking
- Picking Pockets

Attribute Bonuses:

- FAC $\frac{1}{2}$
- Luck
- Melee $\frac{1}{2}$
- Ranged $\frac{1}{2}$
- Throw $\frac{1}{2}$

Arms & Armor: Halflings can wear any armor but generally won't if they can get away with it. Any weapon can be used but it needs to be made to fit their small size. This will reduce the damage it does. Attempting to use human-sized weapons will cause a Hit -1 as well as a Damage -1.

Equipment: Short Sword 2. Knife 1. Sling .2. 12 Sling Stones 6. Light Clothing 2. Money Pouch .1. Backpack 2*. Leather Sack .5*. Flint & Tinder .5*. Dry Rations 7*. Waterskin 6*.

Total Wt: 27

Pack Wt: 16

Movement: Walk 3.

Small Size:

- Index x.75
- DP x0.8
- SDMG -1
- Dodging, Hiding & Slip-Thru +2.
- Size AC: Med +1, Lar +2, Ext +3, Big +4.

Level Advancement:

- 1 = 1,000
- 2 = 3,000
- 3 = 6,000
- 4 = 10,000
- 5 = 15,000
- 6 = 21,000
- 7 = 28,000
- 8 = 36,000
- 9 = 45,000
- 10 = 55,000
- 11 = 66,000
- 12 = 78,000
- 13 = 91,000
- 14 = 105,000

Harruk

Uncommon Existence. It's not easy being green. The Harruk are often deridingly known as *Half-Orcs* and believed to be some strange mixture of human and orcish blood that resulted in a stronger and more stable creature. Nothing could be further from the truth. All the Harruk have in common with the Orc is its green skin and a traditional name that in Common sounds a bit like *Half-Orc*.

Needless to say, the Harruk are none too happy about the comparison or how it has caused them to defend themselves wherever they may roam. They are quite simply a large race of stoic green-skinned humanoids who just happen to have jutting jaws, prominent canines, and a whole lot of muscle that should inspire others to leave their issues at the doorstep. Because of the orc comparison they largely exist on the edges of civilization, especially frontier society where people care less about what a person is and more about who they actually are.

Bad Reputation. Because of this orc problem, Harruk characters suffer a **Reaction -2** when dealing with other humanoids. However they gain a +2 when dealing with other Harruk.

Burning Hatred of Orcs. For similar reasons, Harruk hate Orcs and will go out of their way to make life as hard for them as possible. Gamewise this gives them a **Hit +2** when fighting actual Orcs.

Blood Rage. While it probably doesn't help their reputation, any round in which a Harruk takes 1 tear or more of damage will send them flying into a Blood Rage and gain a **Damage +1** for the rest of the encounter. This maxes out with the character's level in Harruk. A fifth level Harruk could have up to Damage +5 after taking at least 5 tears of damage across 5 separate rounds.

The damage that inspires this rage cannot come from an ally. It must come from either an honest enemy or the Harruk's own self.

Prime Abilities: Muscle, Constitution, Dexterity.

Base HP: 10

Class Bonuses:

- Climbing
- Chases
- Grappling
- Jumping & Leaping
- Swimming
- Wilderness Survival ½

Attribute Bonuses:

- FAC
- Melee
- Thrown
- Ranged ½

Arms & Armor. Harruk prefer to travel light, but ultimately they can wear any armor and wield any weapon they like.

Equipment: Battle Axe 6. Knife 1. Heavy Clothing 5. Small Shield. Leather Boots 3. Heavy Gloves 2. Money Pouch .1. Backpack 2*. Leather Sack .5*. Flint & Tinder .5*. Whetstone .5*. Dry Rations 7*. Waterskin 6*.

Total Wt: 34

Pack Wt: 16

Movement: Walk 4, Swim 2.

Body Size: Large.

- Index x1.5, HP x1.25, Distance x1
- SDMG +1
- Dodging, Hiding & Slip-Thru -2.
- Size AC: Ext +1, Big +2, Hug +3, Mas +4.

Level Advancement:

1	=	2,000
2	=	6,000
3	=	12,000
4	=	20,000
5	=	30,000
6	=	42,000
7	=	56,000
8	=	72,000
9	=	90,000
10	=	110,000
11	=	132,000
12	=	156,000
13	=	182,000
14	=	210,000

Monk

Rare Calling. Monks are students of the world. They often hail from foreign lands and can be found traveling around, seeing all that there is to see and collecting whatever knowledge there is to learn. They tend to be peaceful and generally uninterested in amassing riches or forcing others to do their bidding. However, do not underestimate their peaceful demeanor or lack of arms and armor. When the need arises, Monks can kick some serious butt.

Masters of Unarmed Combat. As a monk increases in level so does the damage dealing potential of the punches and kicks that they make.

1 - 2 = 1d4

3 - 4 = 1d6

5 - 6 = 1d8

7 - 8 = 1d10

9 - 10 = 1d12

11 and Up = Add another +1 to the roll.

Both punches and kicks use the same damage die but kicks add a +1 to it. So a first level monk would do 1d4i with a punch and 1d4+1i for a kick. At third level this increases to 1d6i and 1d6i+1 respectively. At fifth level they do 1d8i and 1d8+1i. At eleventh level we start adding a +1 for each level past tenth, so a fourteenth level monk does 1d12+4 with a punch and 1d12+5 with a kick.

Ki Power. For as many rounds as one has levels in monk, a character can move through the motions needed to focus the inner strength of their Ki and unleash it into one tremendous action. Gamewise, each round spent focusing ones Ki instead of acting adds a **+1** to the strength of the eventual action.

This can be held for up to the monk's level in rounds before being lost. A third level monk could spend three rounds focusing their Ki to get a +3 bonus and then wait up to three rounds before having to use it or let it go.

Although often thought of as a combat option, Ki can be used with nearly any action. While focusing ones Ki a character can still move around and dodge attacks using their FAC but if stunned or forced to do something other than concentrate they will lose focus and have to start over.

Quivering Palm. At sixth level, a monk will learn the secrets of this deadly touch attack. It has a **Hit -3** and does not do any actual damage. What it does do is force an opponent to make a **Spirit Save** against the strength of the Quivering Palm. Depending on the desire of the monk, losing to the quivering palm will either knock an opponent unconscious for **1d6 minutes**, or cause them to drop over dead in **1d6 hours**.

Meditation. While monks enjoy sleep, they may choose to meditate instead. This has the same effect on rest and regeneration as sleep but it only takes half the time and the monk will still be aware of ones surroundings as if awake.

Bounce Back. When an monk is knocked down it doesn't take a whole action for them to stand back up again. They know how to use their momentum to bring themselves upright. This will however bring a -2 to their next action.

Primary Abilities: Spirit, Dexterity, Constitution.

Base HP: 8

Class Bonus:

- Climbing
- Defense Against Fear $\frac{1}{2}$
- Dive For Cover $\frac{1}{2}$
- Grappling +1
- Jumping & Leaping
- Meditation
- Obscure Knowledge
- Slip-Thru +1
- Swimming

Attribute Bonuses:

- FAC
- Melee
- Ranged $\frac{1}{2}$
- Throw $\frac{1}{2}$

Arms & Armor: Monks can wear armor and carry arms like a fighter, but generally this is only done by low-level monks and often while defending ones monastery. Monks who are out traveling around are encouraged to not wear anything other than basic clothing and not carry anything which is obviously a weapon. This is done to protect the monk from being seen as a foreign threat, as well as encourage them to refine their unarmed fighting skills. Continued use of arms and armor is seen as shameful and may limit a monk's advancement.

Equipment: Staff 6. Knife 1. Light Clothing 2. Cloak 3. Sandals 1. Money Pouch .1. Backpack 2*. Leather Sack .5*. Flint & Tinder .5*. Dry Rations 7*. Waterskin 6*. Writing Kit 2*.

Total Wt: 30

Pack Wt: 18

Movement: Walk 4 + ½ Class Bonus.

Level Advancement:

1 = 2,500
2 = 7,500
3 = 15,000
4 = 25,000
5 = 37,500
6 = 52,500
7 = 70,000
8 = 90,000
9 = 112,500
10 = 137,500
11 = 165,000
12 = 195,000
13 = 227,500
14 = 262,500

Ranger

Rare Calling. No one loves the wilderness quite like a Ranger. They live for the great outdoors and are happiest when out scouting ahead, leading people through untrammelled areas and sometimes just hiking unthinkably long distances by themselves.

Rangers are more hunters than fighters. Unlike the Barbarian, they are not out to prove anything. They are very no-nonsense and prefer a stealthy kill from a distance over direct confrontation. Because of this the Short Bow is often thought to be the signature weapon of the Ranger.

Master Jury-Riggers. While no one would call a Ranger a master-craftsman, they are masters when it comes to jury-rigging what they need using little more than what can be found in their surroundings. A perfect example being the Ranger's bow, which in time will often become a crude, make-shift contraption held together by jute and deer sinew, firing arrows made from fire-hardened sticks tipped with sharp bits of shale. *Which is exactly how they like it.*

Animal Friendship. Rangers harbor no illusions about the natural world. It is a brutal place where everything eats everything else to survive, but that hunger is not constant and in between meals the creatures of the wilderness can be quite congenial, providing one knows how to approach them.

Gamewise, Rangers gain their class bonus when it comes to making **Reaction** checks that deal with normal animals. This means creatures that naturally exist in the wilderness and are usually Neutral in alignment.

Animal Companions. Animals that have an **Ecstatic** reaction to the Ranger may accompany them as animal companions. These are more friends than pets. They will not take to being ordered about or trained to do tricks. They need to be treated as equals or they will go elsewhere. Rangers respect this and for the same reason they do not ride steeds if they can help it.

Animal Speak. While Rangers can learn different languages, most of them don't. That would require returning to civilization and talking to people. Instead they prefer to acquire and become fluent in something called "Animal Speak" which is not a set language but an understanding of how different animals communicate. This allows them to talk to normal animals in a rudimentary way. Complex ideas cannot be communicated but they can converse.

Call of the Wild. Aside from the obvious dangers of living in the wilderness, one of the big risks of being a Ranger is the ever present *call of the wild*. This is a constant, ever-tempting longing to venture deeper into untrammelled lands and move farther and farther away from the civilized world.

Gamewise, every time a Ranger levels up a **Spirit** check should be made **minus half** of their new **class bonus**. If this fails the Ranger will leave quite mysteriously and disappear for 1d4 years.

On the third time this happens the Ranger will lose any tattered shred of their civilized nature and seek to live out the rest of their life as a wild hermit, forever roaming the world's most distant places and acting more like an animal than anything else.

Prime Abilities: Wisdom, Spirit, Constitution, Dexterity.

Base HP: 10

Class Bonuses:

- Chases, +2 in wilderness settings
- Climbing
- Detecting Traps, wilderness only
- Fall Saves
- Hiding & Sneaking
- Jumping & Leaping +1
- Navigating the Wilderness
- Reaction Checks with Animals
- Surprise Attacks
- Wilderness Survival +2

Attribute Bonuses:

- FAC $\frac{1}{2}$
- Melee $\frac{1}{2}$
- Ranged $\frac{1}{2}$
- Thrown +1

Magic: Spirit + Wisdom / 2

Spell Count: 1 per level after 4th.

Spells: At fourth level the Ranger will start to notice ways to unlock some of nature's more hidden mysteries. They don't think of this as casting a magic spell so much as unleashing a natural power they have somehow gained access to.

Gamewise these can be any power with the type **Nature**. Once acquired the powers cannot be unlearned or exchanged for a different power.

Arms & Armor. Rangers can wear and wield anything they like, but generally they won't wear anything that can rust out or load them down. For weapons, they like uncomplicated weaponry that allows them to attack from a distance and is easily repaired.

Equipment: Short Bow 4. Two Knives 2. Two Hand Axes 8. Quiver 2. 24 Arrows 12. Heavy Clothing 5. Cloak 3. Leather Boots 3. Heavy Gloves 2. Camp Pack 3*. Leather Sack .5*. Flint & Tinder .5*. Whetstone .5*. Dry Rations 7*. Waterskin 6*.

Total Wt: 58

Pack Wt: 17

Movement: Walk 4, Swim 3.

Level Advancement:

- 1 = 2,500
- 2 = 7,500
- 3 = 15,000
- 4 = 25,000
- 5 = 37,500
- 6 = 52,500
- 7 = 70,000
- 8 = 90,000
- 9 = 112,500
- 10 = 137,500
- 11 = 165,000
- 12 = 195,000
- 13 = 227,500
- 14 = 262,500

Rogue

Uncommon Calling. The call of the Rogue is to live fast, live well, and do so with as little actual work as possible. Which is not to call a Rogue lazy, when it comes to sneaking into some armored fortification to steal a handful of jewels worth more than most men make in a year. They will work hard to grab those stones, even if it takes five years of constant work to do so. *Just don't ask them to hold down a day job.*

After that, Rogues are a disparate bunch coming from all walks of life. They specialize in cracking locks, searching rooms, finding traps, sneaking about, eavesdropping and any skill which let them get what they want without the authorities having to know about it.

Rogues love to plan ahead and see all sides of a situation. Combat is common, but rogues generally do not like to kill or hurt anyone for fear of reprisal. With this said, when standing between a Rogue and a bright shiny object of inestimable value, be sure to watch your back.

Rogues & The Law. While many Thieves are Rogues, not all Rogues are Thieves. In fact, many Rogues either work with the authorities as informants or are under-cover operatives who monitor and infiltrate underworld activities for the authorities. This does not mean that they can always be trusted, but it is good to know that they have better plans than just picking everyone's pockets and making off with their jewels.

Primary Abilities: Dexterity, Wisdom.

Base HP: 6

Class Bonuses:

- Chases
- Climbing
- Detecting Secret Doors and Hidden Items
- Detecting Traps
- Eavesdropping
- Grappling, when escaping with Dexterity
- Hiding & Sneaking
- Jumping & Leaping
- Picking Locks +1
- Picking Pockets
- Saving against Poison
- Slip-Thru
- Surprise Attacks

Attribute Bonuses:

- FAC
- Melee ½
- Ranged ½
- Throw ½

Arms & Armor: Rogues can wear any armor for purposes of disguise but they generally prefer light armor for daily use. When it comes to weapons, they like small weapons that are easily overlooked such as a dagger, club, flail or short sword. On the whole, the idea of the rogue is to draw as little attention to oneself as possible. The ability to easily blend into a crowd has saved a Rogue's life on more than one occasion.

Equipment: Short Sword 2. Dagger 1. Cloak 3. Leather Armor 10. Soft Leather Boots 2. Gloves .5. Money Pouch .1. Lock Pick Set 1. Backpack 2*. Leather Sack .5*. Flint & Tinder .5*. Whetstone .5*. Hooded Lantern 3*.

Total Wt: 25.2

Pack Wt: 6

Movement: Walk 4.

Level Advancement:

- 1 = 2,500
- 2 = 7,500
- 3 = 15,000
- 4 = 25,000
- 5 = 37,500
- 6 = 52,500
- 7 = 70,000
- 8 = 90,000
- 9 = 112,500
- 10 = 137,500
- 11 = 165,000
- 12 = 195,000
- 13 = 227,500
- 14 = 262,500

Sorcerer

Very Rare Calling. When it comes to magic-users, Sorcerers are the lone-wolves of the wilderness. Men and women who woke up one morning knowing that if they could just think in a certain strange way that they might be able to tap into wild veins of arcane power and unleash untold magic upon the world.

And then were bold enough to try it.

Sorcerers do not use spellbooks. They have no universities or guilds. They may seek each other out to talk about what they do and exchange advice, but in the ways of magic the Sorcerer is largely self-taught. They spend many hours off in the wilderness, practicing and meditating and chasing stray thoughts through the mazes of their minds in search of new ways to harness the invisible power that surrounds them.

Powers For Life. This gives the sorcerer access to any spell-like power that exists but first they need to make a **Magic** check to acquire it by beating the power's frequency.

- Common or Abundant = 5
- Uncommon = 10
- Rare = 15
- Very Rare = 20
- Extremely Rare = 25
- Mythical = 30

This check can be performed **once per season** and if defeated the sorcerer gets nothing. If the check succeeds the sorcerer gains the power and can cast it to their heart's desire. When the

casting fails that is all that happens. Unlike a spell-caster they do not forget how it's done. They just didn't do it well enough.

The bad side of this permanence is that once a sorcerer acquires a power they are stuck with it. Unlike a spell-caster they cannot open their spell book and swap out one spell for another.

So choose wisely!

Magic Tattoos. No one is sure how or why this happens, but once a power is acquired a tattoo representing it will manifest itself somewhere on the sorcerer's skin. The more difficult the spell the larger the tattoo. The more often it is used the deeper and more colorful its ink will become.

The image itself will be entirely symbolic and more than a little abstract. There is little continuity to this imagery so only the Sorcerer will know which tattoo corresponds to which power, but they will all know a magical tattoo when they see it. Needless to say, the more covered in tattoos a sorcerer becomes the more they should be feared.

It has been rumored that removing the skin containing the tattoo will remove the power. Some believe that the skin can be dried or dissolved and used to create magical potions and powders that replicate the power. All of this has yet to be proven.

Prime Abilities: Spirit, Wisdom, Constitution

Base HP: 8

Magic: Spirit

Spell Count: Magic + Class Bonus / 3

Class Bonuses:

- Wilderness Survival ½

Attribute Bonuses:

- FAC ½
- Magic +1
- Melee ½
- Ranged ½
- Throw ½

Arms & Armor: Sorcerers generally don't wear armor. They don't like the way it interferes with their magical abilities, but unlike Wizards there is no taboo against them doing so.

For weapons, a Sorcerer can use anything, but they generally prefer spears and staves that can double as walking sticks.

Equipment: Spear 6. Knife 1. Cloak 3. Heavy Clothing 5. Leather Boots 3. Heavy Gloves 2. Money Pouch .1. Backpack 2*. Leather Sack .5*. Flint & Tinder .5*. Whetstone .5*. Dry Rations 7*. Waterskin 6*.

Total Wt: 36

Pack Wt: 16

Movement: Walk 3.

Level Advancement:

- 1 = 2,500
- 2 = 7,500
- 3 = 15,000
- 4 = 25,000
- 5 = 37,500
- 6 = 52,500
- 7 = 70,000
- 8 = 90,000
- 9 = 112,500
- 10 = 137,500
- 11 = 165,000
- 12 = 195,000
- 13 = 227,500
- 14 = 262,500

Warlock

Rare Calling. The word is in the name and it is not *lock*. The warlock is a relatively new development that has come from too many rulers being upset over the matter of having to support wizards who are notoriously stingy with their magic and often unwilling to help them on the battlefield. Warlocks are specially trained spell-casters made for war. They can wear armor and wield weapons like a fighter. The spells they cast are the ones made for blowing opponents to smithereens. Most of all, from day one they are trained to follow orders and do whatever their king asks of them.

Never Trust a Wizard. Warlocks are also one of the prime reasons why so many wizards have been booted out of their towers and are now forced to take up lives of adventuring. While warlocks do not necessarily hate wizards. They understand that wizards hate them and therefore should not to be trusted. There are rumors that the original warlocks came to know what they know because wizards were tortured into giving up their secrets. This may or may not be true, but it is all the more reason not to work with or ever put oneself in the position of having to trust a wizard.

Imp Chasers. Secretly Warlocks envy Wizards. Because of their narrow understanding of magic, Warlocks are not all that great at casting it. They don't have nearly as hard a time acquiring new spells - Warlocks are more likely to share arcane knowledge with each other - but the selection is limited, especially since wizards themselves have done a lot to undermine their efforts by circulating bogus spells designed to send Warlocks on "Imp-chases" to nowhere. Whenever a warlock purchases a new spell there is a **20%** chance they will be given an imp-chaser. It will take them **2d6** days to realize this, by that time whoever sold it to them will probably be gone.

Literate. A character cannot be a warlock unless they know how to Read & Write.

Primary Abilities: Spirit, Intellect, Dexterity.

Base HP: 6

Class Bonuses:

- Arcane Lore ½
- Dive For Cover ½
- Grappling ½
- Identify Magic Items ½
- Slip-Thru

Attribute Bonuses:

- FAC
- Magic
- Melee ½
- Ranged ½
- Throw ½

Magic: Spirit + Intellect / 2

Spell Count: Magic + Class Level / 2

Spells: Warlocks are spell-casters. When just starting out they have access to any spell with a frequency of **Abundant** or **Common**. If it is a **Conjuration** spell then they can get it if it is **Abundant**, **Common** or **Uncommon**.

Arms & Armor: Warlocks cannot only wear armor and cast spells but they love to do it, treating the ability to wear armor as a symbol of status. Anything intimidating, especially metal armor covered in spikes and scales and silver skulls is beloved by warlocks. The same can be said of their weaponry. While they don't often use it. They like to appear as if they could kick some serious ass when they do.

Equipment: Sword 4. Spear 6. Knife 1. Plate Pieces 25. Helmet 2. Cloak 3. Leather Boots 3. Heavy Gloves 2. Money Pouch .1. Backpack 2*. Leather Sack .5*. Flint & Tinder .5*. Whetstone .5*. Writing Kit 2*. Spellbook 4*.

Total Wt: 55

Pack Wt: 9

Movement: Walk 3.

Level Advancement:

- 1 = 2,500
- 2 = 7,500
- 3 = 15,000
- 4 = 25,000
- 5 = 37,500
- 6 = 52,500
- 7 = 70,000
- 8 = 90,000
- 9 = 112,500
- 10 = 137,500

11 = 165,000
12 = 195,000
13 = 227,500
14 = 262,500

Warlord

Rare Calling. Warlords know the value of inspiration. While they are more than willing to fight on their own, they know that their true purpose is to serve as a presence inspiring others to victory. Sometimes they are out in front leading the charge. Other times they are cheering from the sidelines. And in some other less inspiring times they may be in the back, attempting to find some kind of strategic advantage while others do their fighting for them.

One thing is true. Whether the fighting unit is a continental army or a band of street thugs, there always seems to be a warlord among them. Like the king in a game of chess, they are not the most powerful piece on the board but whether a warlord stands or falls can easily mean the difference between victory and defeat.

Masters of Initiative. Gamewise, one of the most valuable things a Warlord can do is win initiative for their side in battle. Gamewise they get to add their class bonus to the Charisma Competition that decides it.

Morale. The presence of a Warlord can inspire those being led by them to overcome the forces of fear. Anyone being led by one gets to add the Warlord's class bonus to their Spirit check.

Primadonna. *There can be only one*, or at least only one in the group the warlord is leading. While warlords enjoy the company of other warlords outside an adventure, when it comes to being on one they realize that only one character can lead and that *it should be me*. This has left more than a few groups leaderless as the warlords among them constantly squabble, unable to relinquish control to the other.

Primary Abilities: Charisma, Spirit, Wisdom.

Base HP: 6

Class Bonuses:

- Battle Initiative
- Detecting Surprise Attacks
- Grappling
- Hirelings & Loyalty
- Morale, bonus helps others defend against fear
- Reaction Checks
- Slip-Thru

Attribute Bonuses:

- FAC
- Melee
- Ranged

- Throw

Arms & Armor: Warlords are all about presentation. While they can use any arms and armor they want. They like to fit in with the people they command by wearing and bearing the same stuff that they use. With that said, they also like to come across as a few steps above them. When possible the Warlord will always be found wearing freshly made armor and wielding quality weapons - all kept clean and shiny, of course.

Equipment: Sword 4. Dagger 1. Chain Hauberk 12. Medium Shield 6. Helmet 2. Cloak 3. Leather Boots 3. Heavy Gloves 2. Money Pouch .1. Signal Whistle .1. Backpack 2*. Leather Sack .5*. Flint & Tinder .5*. Whetstone .5*. Dry Rations 7*. Waterskin 6*.

Total Wt: 49

Pack Wt: 16

Movement: Walk 4.

Level Advancement:

- 1 = 2,000
- 2 = 6,000
- 3 = 12,000
- 4 = 20,000
- 5 = 30,000
- 6 = 42,000
- 7 = 56,000
- 8 = 72,000
- 9 = 90,000
- 10 = 110,000
- 11 = 132,000
- 12 = 156,000
- 13 = 182,000
- 14 = 210,000

Wizard

Rare Calling. Wizards and Wizardesses (don't call them witches) are people who have fallen in love with the study of magic. While typified by the image of a scholar living alone in a decrepit tower surrounded by teetering stacks of books on arcane lore, many are actually fairly everyday people who have found a few spells and are slowly teaching themselves how to cast them. Schools of magic do exist (although so-called universities are often no bigger than a bakery) and are presided over by high level wizards who wear robes festooned with strange symbols and take everything they do way too seriously. They teach magic and often sell spells as well as potions and wands and rings and things - all with a very high mark-up.

Unwilling Adventurers. One place you will not find a wizard is on a battle-front or deep in a dungeon blasting goblinoids or in a cave-complex dealing with dragons. At least, not if a wizard can help it. They are very unwilling adventurers who know that they suck at fighting and are often not as cocksure about their magical abilities as they may have said they were back at the university. Still. Sometimes a wizard needs to do what a wizard needs to do. Especially after some Warlock has put them out of a job.

No Warlocks! Warlocks were created to replace wizards and so the enmity between the two runs incredibly hot. Wizards outright hate warlocks and will refuse to work with them under all but the most demanding of circumstances.

Literate. A character cannot be a wizard unless they know how to Read & Write, which means a minimum Intellect of 11.

Primary Abilities: Intellect, Spirit.

Base HP: 4

Class Bonuses:

- Arcane Lore
- Identify Magic Items
- Identify Potions ½

Attribute Bonuses:

- Magic +1

Magic: Intellect

Spell Count: Magic + Class Level / 2

Spells: Wizards are the epitome of spell-casters. When just starting out they can pick any spell with a frequency of **Abundant, Common or Uncommon**. Wizards may seem to advance quickly in levels, but it is good to remember that after they are created they need to beg, buy or steal any new spells they learn which can get quite expensive quite quickly.

Arms & Armor: Wizards are generally not sticklers about the way people dress. They actually like the long gowns covered in moons, stars and planets (good for hiding stains), but one thing they cannot tolerate is wizards who wear armor! Any wizard wearing armor heavier than Light or caught carrying a shield is an insult to the community. Wizards who wear armor scream that their magic is not good enough. Or even worse, *they are probably a Warlock*.

When it comes to armaments wizards prefer swords, daggers and staves, largely because they look cool and can come in handy when pointing things out on a chalk board.

Equipment: Quarter Staff 6. Knife 1. Light Clothing 2. Cloak 3. Soft Leather Boots 2. Gloves .5. Money Pouch .1. Backpack 2*. Leather Sack .5*. Dry Rations 7*. Waterskin 6*. Writing Kit 2*. Spellbook 4*.

Total Wt: 36

Pack Wt: 21

Movement: Walk 3.

Level Advancement:

- 1 = 2,500
- 2 = 7,500
- 3 = 15,000
- 4 = 25,000
- 5 = 37,500
- 6 = 52,500

$$7 = 70,000$$

$$8 = 90,000$$

$$9 = 112,500$$

$$10 = 137,500$$

$$11 = 165,000$$

$$12 = 195,000$$

$$13 = 227,500$$

$$14 = 262,500$$

Equipment

This is all the stuff you can outfit your character with. Each section opens with notes about the type of equipment, then a table of goods and lastly a descriptive list of things that need to be said about the items which is not already self-explanatory.

Armor

Armor is whatever your character is wearing. **Armor** is the damage it absorbs. **Wt** is its weight in pounds. **Freq** is short for frequency.

Name	Type	Armor	Price	Wt	Freq
Steel Plate	Heavy	12	\$5,000	50	VR
Scale Mail	Heavy	11	\$3,000	45	R
Banded Mail	Heavy	10	\$2,000	40	R
Chain Mail	Heavy	9	\$1,000	35	U
Iron Plate	Heavy	8	\$800	60	U
Leather Plate	Medium	7	\$900	25	R
Plate Pieces	Medium	6	\$400	25	U
Chain Hauberk	Medium	5	\$600	12	U
Studded Leather	Medium	5	\$300	22	U
Brigandine	Medium	5	\$300	18	C
Ring Mail	Medium	5	\$200	20	U
Padded Armor	Medium	4	\$75	15	C
Leather Armor	Light	3	\$90	10	U
Heavy Pelts	Light	3	\$50	4	U
Heavy Clothing	Light	2	\$40	5	C
Swim Mail	Light	2	\$40	3	R
Light Clothing	Light	1	\$20	2	A

Banded Mail. Banded mail is a suit of padded armor with crosswise overlapping bands of metal sewn onto it, creating a segmented carapace not unlike the shell of a crustacean.

Brigandine. Brigandine evolved from the padded armor and light chain mail that knights wear under their plate mail. On an actual battlefield, brigandine is usually worn by siege engine tacticians, archers, pikemen and other low status warriors. It is from this association (as well as many drunken brawls) that brigandine has been truncated to create the word brigand, as in outlaw or bandit. Needless to say, a lot of bad attitude tends to follow this armor around.

Chain Hauberk. The chain hauberk is a single layer of chainmail worn as a long shirt over normal clothing. It is not as protective as normal chainmail but it is lighter and far more comfortable to wear.

Chain Mail. Chainmail is made of three or four layers of interlocking metal chain worn over a suit of padded armor. Chainmail is very flexible but a bit on the heavy side. It is a standard among armies, not so much for its protective qualities but for how easy it is to repair, transport and resize. Unfortunately, chainmail rusts quite easily and is not often worn in wet or tropical climates.

Clothing. Light clothing is ordinary clothing. Heavy clothing is typically worn in layers thick enough to keep one warm against winter weather.

Heavy Pelts. Essentially, the skins of various animals, dried out and strapped on as best as one can. It does not provide a whole lot of protection and the smell can get pretty ripe during the heat of summer, but it is better than nothing.

Iron Plate. Admittedly, iron plate is crap armor. This is not to say that it doesn't work, but it is very crudely made cast-iron and mass produced for the sole purpose of adorning cannon fodder. It looks rough and ugly, is uncomfortable to wear, and will rust quite quickly unless kept coated in oil or the blood of your enemies.

Leather Armor. Leather armor is a full suit of light pliable leather and cloth. It is not thick but it is often layered two or three times over vital areas. Many prefer it to metal armor since it does not rust or make a whole lot of noise while sneaking about.

Leather Plate. This armor is made of pieces of leather that have been boiled in oil until they are harder than a horse saddle. It does not protect as well as metal plate but unlike normal plate mail it barely makes a sound as its wearer moves about. Leather plate is a favorite in lands where metal is scarce or frowned upon. Elves especially love it for its ability to be adorned with ornate glyphs and burned in designs.

Padded Armor. Padded Armor is nothing more than multiple layers of heavy tough clothing. It is quite popular considering how relatively cheap it is to produce and comfortable to wear. Despite the silly name, padded armor is nothing to laugh at.

Plate Pieces. Plate Pieces do not actually make up a suit. Instead they represent a collection of random armor pieces strapped over vital areas such as fore-arms, shoulders, shins, chest, thighs, etc. The running joke is that Plate Pieces is what most plate mail becomes after a few good battles.

Ring Mail. Ring mail is a suit of leather armor that has had metal rings stitched onto the surface. It is a favorite of the southern climates where the leather beneath the rings is often perforated to let heat escape.

Scale Mail. Scale Mail is a form of banded mail that uses overlapping scales or leaves of metal instead of bands to protect its wearer. This looks a bit like metal snake skin and is the source of the nickname *Snakemail*.

Steel Plate. Steel plate is brigandine armor covered by a carefully crafted sheathe of thick steel plates, protecting its wearer from neck to toe. It very rarely seen and usually only worn by people of high noble standing going off to battle.

Studded Leather. Studded Leather is a full suit of leather armor that has been reinforced by metal studs that connect to small metal plates hidden inside the suit itself.

Swim Mail. Swimmail is a scant cover of plate, scale, chain or ring mail. The defense it provides comes mostly from intimidating people into not attacking you. After all, the only thing crazier than wearing a platemail speedo is attacking someone crazy enough to wear one.

Shields & Helmets

For shields there are many different kinds but all you really need are three: small, medium and large. Damage is what comes from bashing someone with it.

Small Shield = Armor 2. Weight 3. Cost \$15. Damage 1d4b.

Medium Shield = Armor 4. Weight 6. Cost \$30. Damage 1d6b. Slow.

Large Shield = Armor 8. Weight 12. Cost \$40. Hit -1. Damage 1d8b. Slow.

Helmets are sold separately from suits of armor. They come in two basic varieties: the helmet and the great helm. The main difference being that a helmet will cover your head and ears and to some degree your neck. A great helm covers the entire head.

Helmet = Armor 2. Weight 2. Cost \$25.

Great Helm = Armor 4. Weight 5. Cost \$50.

Melee Weapons

Melee weapons are hand-held weapons. They use the Melee bonus as the basis for their Hit mods. **DMG** is the damage that they do. Weapons that roll a d4 are considered light, d6 are medium, d8 are serious, d10 and d12 are heavy. Aspects are descriptive traits for weapons.

Name	DMG	Aspects	Price	Wt	Freq
Lance	1d12p	Dif -2, Slow, Reach 3.	\$40	20	R
Halberd	1d12s	Dif -1, Slow, Reach 2, 2hds.	\$80	14	U
Pole Axe	1d12s	Slow, Reach, 2hds.	\$80	14	U
Glaive	1d10s	Reach, 2hds.	\$60	10	U
Great Hammer	1d8+4b	Slow, 2hds.	\$40	12	U
Great Sword	1d8+3s	Slow, 2hds.	\$140	7	U
Great Axe	1d8+3s	Slow, 2hds.	\$90	10	U
War Hammer	1d8+1b	Slow.	\$30	9	U
Trident	1d8+1m	Reach, Bastard.	\$40	7	R
Broad Sword	1d8+1s	Slow.	\$90	5	U
Sword	1d8s		\$70	4	C
Spear	1d8p	Reach, Bastard.	\$30	6	C
Scimitar	1d8s		\$100	4	R
Quarterstaff	1d8i	Reach, 2hds.	\$10	6	C
Morning Star	1d8m		\$20	8	C

Mace	1d8b	\$30	8	U
Battle Axe	1d8s	\$60	6	U
Bastard Sword	1d8s	\$90	5	U
Short Sword	1d6s	\$40	2	C
Hammer	1d6b	\$15	4	A
Hand Axe	1d6s	\$15	4	A
Club	1d6b	\$5	4	A
Ball and Chain	1d6+1b Flexible.	\$30	5	U
Flail	1d4+1b Fast, Flexible.	\$15	3	U
Knife	1d4s Fast.	\$15	1	A
Cudgel	1d4b	\$5	2	A
Dagger	1d4p Fast, Balanced.	\$20	1	C

Axe, Battle. Battle axes have a metal shaft and a strong, thin, ultra wide blade made for hacking through ones enemies.

Axe, Great. This huge axe has two blades facing in opposite directions. The extra weight of the weapon causes it to deliver a stronger blow. If one blade ever becomes dented just flip it around and continue hacking with the other side.

Axe, Hand. This is a small axe commonly found on farms for chopping up whatever needs chopping. The two-handed version is used for splitting logs does 1d6+3s for damage.

Ball and Chain. The Ball and Chain is a heavy cast-iron ball on a length of chain attached to a wooden handle that is just a little bit longer than the chain itself. A spiked variant does exist. It does **1d6m** for damage.

Dagger. Daggers are double-edged knives. No self-respecting cut-throat should be without one. Daggers are balanced for throwing so even though they tumble through the air they will not take a hit penalty.

Flail. A flail is a wooden club which has been broken in half and either chained or roped together. Flails are popular because of how easily they can be hidden inside a jacket or flat out misconstrued for something other than what it is.

Glaive. If a spear is a dagger on a stick, then a glaive is tipped by a short sword. While it can be used for stabbing in the typical spear-like fashion, it is most commonly used with a slashing stroke, taking advantage of length and leverage to deliver some wicked blows.

Hammer, Great. The great hammer looks like a regal sledge hammer. It is a bit slow but it delivers a wallop of force.

Hammer, War. This is essentially a hammer on a long shaft. The war has been added to it to separate it from an ordinary clawed hammer.

Halberd. The Halberd is an ornate pole-axe with various spikes and blades sticking out in all directions. It is a favorite of palace guards because it looks both very official and very vicious at the same time.

Knife. A knife is often thought of as more of a tool than a weapon. Unlike a dagger, these knives are not balanced for throwing and will take a Hit -1 when thrown.

Lance. Lances are long stout spears designed to be used on horseback and totally ineffective without a steed to carry its rider forward.

Mace. A mace is a metal club with a flanged head that is vented to reduce wind resistance and help smash through armor.

Morning Star. Combine a club with a bunch of spikes and you have a Morning Star. It is known as such because anyone hit by it will be seeing stars, if anything at all.

Quarterstaff. The quarterstaff is as long as its wielder is tall. It is made from a fire hardened branch and is a bit thicker than the standard spear shaft. Quarterstaves are a favorite among travelers for their cheap price and double duty as a walking stick.

Scimitar. The scimitar is the sword of the southern realms. Slightly curved, light yet strong, it is considered perfect in every way - at least by those who wield them.

Spear. A knife on the end of a stick, designed to be used with one hand or two. Spears have been around since the dawn of time. Many have tried to improve on the design but few have succeeded.

Sword. The typical sword is a blade of steel forged just a little bit longer than the reach of its wielder from fingertips to shoulder. Often they are called *Long Swords* to help differentiate them from short swords.

Sword, Bastard. This is normal sword with an elongated grip which allows it to be used with two hands as well as one. It gains Damage +2 when used with two hands.

Sword, Broad. A broad sword is a normal sword with an extra wide blade. While it can be used to make a stabbing attack, it normally takes advantage of its weight to deliver a powerful hacking blow.

Sword, Great. These are also known as *Two-Handed Swords*. They are substantially longer than normal swords, often being as long as its wielder from foot to arm pit.

Sword, Short. Short swords possess a blade that is as long as its wielder's fore-arm from elbow to fingertips. Although it does not do as much damage as a normal sword, it is easier to hide and should not be underestimated.

Missile Weapons

For missile weapons, Kind determines the ability used to supply it with a hit bonus. This is always either Ranged or Throw. Aspects describe the way the weapons are used. Close, Short, Medium and Long all describe the weapon's Range.

Name	Kind	Damage	Aspects	Price	Wt	Freq
Arbalest	Ranged	2d10p	Dif -1, Long, Reload 10, 2hds.	\$300	40	R
Heavy Crossbow	Ranged	1d12p	Medium, Reload 3, 2hds.	\$140	18	R
Caber	Throw	1d12b	Dif -2, Slow, Close, 2hds.	\$10	20	U
Boulder	Throw	1d10b	Dif -1, Slow, Close, 2hds.	\$1	10	C
Crossbow	Ranged	1d10p	Fast, Medium, Reload 2, 2hds.	\$120	8	U
Composite Bow	Throw	1d8+1p	Medium, 2hds, Fragile.	\$350	4	R

Rock Crossbow	Ranged	1d8b	Fast, Short, Reload 2, 2hds.	\$100	8	R
Long Bow	Throw	1d8p	Long, 2hds.	\$200	12	R
Clockbow	Ranged	1d8p	Fast, Medium, Ammo 6, Reload 6, 2hds, Fragile.	\$420	10	ER
Steel Bow	Throw	1d8p	Short, 2hds.	\$150	6	VR
Atlatl	Throw	1d6+1p	Dif -1, Slow, Medium, 2hds.	\$12	2	VR
Sling	Throw	1d6b	Dif -1, Slow, Medium, Reload 1.	\$2	.2	U
Short Bow	Throw	1d6p	Short, 2hds.	\$50	4	A
Javelin	Throw	1d6p	Slow, Medium, 2hds.	\$15	3	U
Shuriken	Throw	1d4m	Short.	\$10	.2	R
Rock	Throw	1d4b	Short.		.5	A
Crossbow Pistol	Ranged	1d4p	Fast, Short, Reload 1.	\$55	3	R
Bullwhip	Throw	1d4b	Dif -1, Reach 3. Flexible.		2	
Blowgun	Ranged	1d2p	Close, Reload 1, 2hds.	\$25	1	R

Arbalest. The arbalest is the heaviest crossbow that is not a siege weapon. Unlike other crossbows, its bow is made of steel and it comes with a windlass permanently mounted on the stock for cranking back the corded wire used in place of a string. This means the arbalest is incredibly slow when it comes to reloading. Of course, the idea behind the arbalest is to pack such a strong punch with the first shot that you will not need to reload any time soon.

Atlatl. You do not throw an atlatl, instead you use it to throw small javelins called darts. Although the atlatl is held with just one hand, the throwing motion is a full body movement so the character can do nothing but fire the weapon.

Blowgun. A blowgun is a wooden pipe that can be loaded with a dart and fired with a strong breath of air. Blowgun darts are often laced with toxins. All it takes is one hit point of damage to deliver a dose.

Boulder. It does not get much simpler than this. A big rock you hoist back over your head with both hands and chuck in your enemy's direction.

Bow, Composite. The composite bow was created as a military weapon seeking to use a re-curved shape and complex wood laminate to pack the power of a long bow into the body of a short bow - largely so they could be used by riders on horseback. For the most part the designers succeeded however composite bows are the most fragile of all bows as well as some of the most expensive ones ever made

Bow, Long. A long bow is a simple yet powerful bow which is commonly built to be just as tall as its archer. This is also the reason why it is a rare find outside the field of battle. Long bows are cumbersome to carry and hard to manage when hunting.

Bow, Short. A short bow is just a plain bow. The short is tacked on to separate it from its giant cousin the long bow. Size-wise a short bow is typically little more than half the height of its archer. Although the range is not as good, short bows do not cost nearly as much and are less cumbersome to carry.

Bow, Steel. A steel bow is not entirely made of steel. It is a composite bow that incorporates flexing bands of metal in its construction. It packs a harder punch than your average short bow but the uneven pull caused by the metal stunts its range.

Bullwhip. While not actually a ranged weapon, the bullwhip is kept here because it uses the Thrown ability for its hit score. If you actually throw it away while using it then you are using it wrong.

Caber. A caber is a big heavy chunk of wood, basically a tree trunk you toss at your enemies. It very rare to find since those who can even carry one can rarely carry it very far.

Clockbow. A clockbow is a high-end crossbow with a complex spring and cog-driven cocking mechanism hidden in its stock, as well as a reserve of six crossbow bolts. Pulling the cocking mechanism back draws the string. Pushing it forward again lifts a bolt in place. The result is a crossbow that can be used six times before it needs to be reloaded. The trade-off is its expense, the time it takes to reload the bolt reserve, as well as a tendency to break with a crash.

The term "clockbow" comes from the many clock-like springs and pullies used by its loading mechanism. It could also have something to do with cleaning the clocks of whoever it is used against.

Crossbow. This is the standard crossbow. The pull is strong enough to pack a punch yet not so stubborn it cannot be cocked by holding the bow in one hand and drawing the string back with the other.

Crossbow, Heavy. A heavy crossbow is just that, a crossbow that is quite heavy. The defining characteristic of the heavy crossbow is a stirrup under the bow. The pull of the heavy crossbow is so strong that your average person cannot reload it without first bracing the bow under one foot and pulling upwards with both hands.

Crossbow, Pistol. A crossbow pistol is a small hand-held crossbow. It does not pack as strong a punch as a normal crossbow and it is still somewhat slow to reload. However, it is easy to conceal and quick to fire making it a favorite of thieves, assassins and other nefarious types.

Crossbow, Rock. A rock crossbow is a normal crossbow modified to chuck rocks instead of bolts. Because of the easy availability of ammo the rock crossbow is a favorite among vermin exterminators who do not want to waste money on quarrels.

Javelin. A javelin is a light spear designed for throwing. By being lighter than a normal spear it delivers less force and ultimately does less damage.

Rock. A decent-sized rock that fits in the palm of your hand. When no better weapon is available it is hard to pass this one by.

Shuriken. Shuriken are blades made for throwing. They look like giant metal snowflakes with a bad attitude.

Sling. A sling is a leather tong with a cup in its center where a rock sits. It uses centrifugal force to send stones rocketing towards your enemies.

Adventure

Name	Price	Wt	Freq
Bag of Acorns	\$10	1	U
Battering Ram	\$25	16	U
Bedroll	\$40	10	C
Bell and Cord	\$27	2	R
Block and Tackle	\$70	30	R
Chain, 10 ft	\$40	10	U
Chalk Stick	\$1	.1	U
Crowbar	\$25	5	C
Fishing Tackle	\$60	5	U
Flint and Tinder	\$15	.5	C
Grappling Hook	\$25	6	U
Iron Spike	\$7	.5	U
Navigation Kit	\$500	7	VR
Oil Flask	\$10	1	C
Rope, 100 ft	\$40	60	C
Rope, 50 ft	\$20	30	C
Saddle	\$85	20	C
Signal Whistle	\$12	.1	U
Spyglass	\$300	1	VR
Tarpaulin	\$35	8	U

Bag of Acorns. While the uses of a big bag of acorns are endless, they are most commonly thrown down to thwart pursuers who find them easy to slip on.

Battering Ram. This is a log with handles that lets up to **six** characters combine their muscle power to batter down a door.

Bell and Cord. A bell, two hundred feet of light cord, and four eyelet stakes made for cordoning off an area with a trip wire that will sound a small alarm when stepped on.

Block and Tackle. Two hundred feet of heavy-duty rope as well block and tackle, perfect for lifting a treasure chest out of whatever pit it has been hidden in.

Fishing Tackle. A wooden case containing a rod and reel and assortment of hooks, lures and bobbers.

Flint and Tinder. A waterproof leather wrap containing a piece of flint, a striking steel and enough tinder to start a few fires. This is a slow yet dependable way to start a fire.

Navigation Kit. A wooden case containing maps, rulers, a compass, sextant and everything a skilled navigator might need to find ones way around in the wilderness.

Oil Flask. This is a glass bottle of flammable liquid which can be used to fill lanterns but can also be lit and lobbed like a molotov cocktail. When it hits it will do **1d4** damage per round to anyone trying to move through it. Characters attempting to do so should make an Hard Agility check to keep from slipping and falling in it.

Spyglass. A small, collapsible telescope capable of up to 12x magnification.

Tarpaulin. A large sheet of canvas, twelve feet square.

Ammunition

Name	Price	Wt	Freq
Arbalest Bolt	\$10	.5	R
Arrow	\$2	.2	A
Blowgun Dart Bundle	\$15	1	R
Blowgun Dart Poison	\$30	1	R
Crossbow Bolt	\$2	.2	C
Crossbow Dart	\$1	.1	U
Sling Stone	Free!	.5	A

Arbalest Bolt. A crossbow bolt which is as long as an arrow and as thick as a spear. It can only be fired by an arbalest or larger crossbow.

Blowgun Dart Bundle. A small leather bandolier containing six blow gun darts each kept in a separate holster. This allows them to be kept with their tips safely ensconced in poison until the dart is needed. Poison sold separately.

Crossbow Dart. These are the small darts fired by crossbow pistols.

Poison, Blowgun Dart. A small jar of poison used for coating the tips of blow gun darts. Good for six applications. Each application hits with *Paralytic Poison 14*.

Sling Stone. A small rock or cast lead pellet. It is large enough to do some damage when either fired with a sling or thrown really hard.

Clothing

Name	Price	Wt	Freq
Boots, Leather	\$35	3	A
Boots, Leather, Soft	\$50	2	U
Cloak	\$30	3	C
Gloves	\$35	.5	U
Gloves, Heavy	\$20	2	U
Gloves, Winter	\$45	2	U
Poulaines	\$60	2	R
Rollerskates	\$70	4	M
Sandals	\$12	1	C

Boots, Leather. These clod-hoppers are big clunky leather work boots.

Boots, Leather, Soft. Often thought of as "City Boots" these are made of softer more pliable leather than standard leather work boots. They are more comfortable and easier to run in but they may not hold up as well over time.

Cloak. A long cape with a hood. Typically used for making a dramatic entrance, or at least keeping the rain off.

Gloves. This is a pair of basic leather gloves often worn to be stylish. Perfect for slapping someone across the face in the prelude to a duel.

Gloves, Heavy. Big rawhide gloves designed to protect a wearer's hands from abrasion. They can be warm but tend to come up lacking in winter weather.

Gloves, Winter. Thick leather gloves, usually made from animal pelts turned inside out. Nice for keeping your hands toasty and warm.

Poulaines. A poulaine is a shoe with a long curled pointy toe. It is perfect for princes and bards and the jesters who poke fun at people who wear such pretentious shoes.

Rollerskates. Boots with wheels on them. When used on a relatively flat surface they double a character's walk speed. Unfortunately, they harden any actions performed while wearing them.

Sandals. A pair of simple leather soles attached by thongs to ones feet. Good for tropical environments.

Containers

Name	Price	Wt	Freq
Backpack	\$25	2	C
Barrel	\$25	40	U
Basket	\$3	.5	A
Bucket	\$10	3	A
Camp Pack	\$40	3	U
Chest	\$70	12	U
Flagon	\$15	1	C
Money Pouch	\$6	.1	C
Quiver	\$25	2	C
Sack, Burlap	\$5	.2	A
Sack, Leather	\$20	.5	A
Satchel	\$35	2	C

Backpack. This is a standard backpack. Not big enough to go camping with but large enough for a decent adventure.

Camp Pack. This is a large frame pack with multiple compartments and space to tie a bedroll on the bottom. It is made for long-term camping expeditions.

Chest. A heavy oak chest, reinforced with cast iron latch work. Perfect for packing full of treasure.

Flagon. A large wooden beer stein, made for quaffing ale and bonking people over the head with when the need arises.

Money Pouch. A small leather sack perfect for being snatched off your belt by a halfling in leather armor.

Quiver. A leather container able to hold up to 24 arrows or quarrels.

Sack, Burlap. A low-grade sack typically used for hauling grain. It may leak a bit or burst a seam under a heavy load.

Sack, Leather. A quality sack made of leather. It is durable, water-proof and sometimes even air-tight.

Satchel. A large purse or briefcase with a shoulder strap.

Food

Name	Price	Wt	Freq
Animal Feed	\$5	3	C
Dry Rations	\$5	1	C
Tavern Meal	\$20	1	A
Waterskin	\$12	6	C

Animal Feed. Basically, enough grain to keep a horse happy for a day, often sold with a few servings packed in a single bag.

Dry Rations. Jerky! Dried fruit and nuts! Typically all mashed together into a day's worth of food. It never seems to go bad yet it is never actually any good. It will however keep you from starving to death and it keeps for months.

Tavern Meal. What you can expect to pay for a day of eating and drinking a reasonable amount at the local tavern.

Waterskin. A cured goat bladder holding up to a gallon of water or wine or some other fluid. Careful sipping can make it last a week.

Illumination

Name	Light Spread	Price	Wt	Freq
Candle	Dome 5	\$3	.1	A
Lantern	Dome 20	\$30	2	C
Lantern, Hooded	Cone 30	\$50	3	U
Oil Lamp	Dome 10	\$15	1	C
Torch	Dome 15	\$3	2	A

Candle. This is your standard tallow candle. It casts a dim light over a **Dome 5** area. It will burn continuously for four hours.

Lantern. This oil burning lantern protects its flame with a cone of glass. It will burn for half a day on a single flask of oil. It casts like over a **Dome 20** area.

Lantern, Hooded. Hooded lanterns project light forward with a **Cone 30** area. The hood is a reference to a tight fitting metal flap that can be dropped over the lens of the lantern and cause it to not emit any light whatsoever.

Because of this ability to turn off its light without extinguishing the lantern's flame, it is almost considered a thieves tool by most authorities. It is probably best not to be caught holding one in the wrong place at the wrong time of the night.

Oil Lamp. This is a very basic clay lamp. I shines light over a **Dome 10** area and will burn for half a day on a single flask of oil.

Torch. A stick with some creosote soaked rags wrapped around one end. Once lit it will burn for 3 hours and shed light over a **Dome 15** area.

Magical Tools

Name	Price	Wt	Freq
Crystal Ball	\$70	5	R
Crystal Shard	\$35	1	VR
Magic Rod	\$80	4	R
Magic Staff	\$45	6	C
Magic Wand	\$30	2	U
Scroll Tube	\$35	1	R
Spellbook	\$100	4	VR
Spellbook, Heavy	\$300	8	ER
Spellbook, Light	\$40	2	R

Crystal Ball. An orb made of perfect crystal or at least nicely blown glass. They are often used by magic-users for scrying.

Crystal Shard. A small yet impressive piece of crystal, quartz or similar non-precious stone. A favorite for enchanting with magic and mounting atop a magic wand.

Magic Rod. A metal rod about as long as a cane.

Magic Staff. A tall, ornately carved wooden staff.

Magic Wand. A tapered wooden dowel, usually made of precious hardwood.

Scroll Tube. A ten or twelve-inch long waterproof tube used to carry around scrolls of parchment. It can store the pages of up to four spells.

Spellbook. A hardbound book that can store up to **25** spells.

Spellbook, Heavy. A large ornate tome typically found sitting on a pedestal in a wizard's study. It is hardbound and often kept locked with metal fasteners, possibly to keep people from getting in or things inside from getting out. Essentially a glorified binder that can store up to **50** spells.

Spellbook, Light. A book made of soft leather most often found with students of the magical arts, or those who don't want the world to know they practice them. It can store up to **10** spells.

Miscellaneous

Name	Price	Wt	Freq
Cauldron	\$85	50	U
Chess Set	\$80	2	R
Deck of Cards	\$25	.1	C
Dice and Pouch	\$15	.5	U
Footbag	\$5	.2	R
Hourglass	\$65	1	R
Keys	\$10	1	C
Leather Chicken	\$18	1	R
Magnifying Glass	\$70	.5	R
Manacles	\$20	2	C
Merchant Scale	\$125	8	U
Mirror, Polished Silver	\$70	2	R
Mirror, Small Steel	\$15	.5	C
Pipe, Clay	\$20	1	U
Sealing Wax	\$20	.2	U
Skillet, Cast-Iron	\$18	6	C
Signet Ring	\$3,000	.1	VR
Vial of Perfume	\$35	.1	R
Walnut	\$1	.1	C
Whetstone	\$10	.5	U
Writing Kit	\$60	2	VR

Cauldron. A large cast iron pot, perfect for brewing up potions.

Dice and Pouch. A felt pouch tied with a draw-string, contains a large assortment of strangely shaped dice of possibly mystic origins.

Footbag. A small leather bag filled with sand. It is considered a toy by most, but it may actually be a druidic summoning device. Stand in a circle and try to keep it off the ground using only your feet. It won't be long before other druids in the area come out of the woodwork to join in.

Leather Chicken. It looks like a plucked chicken. It's made of leather, and is typically filled with sand. Considered a jester's gag of first resort and weapon of last resort.

Manacles. Simple handcuffs for binding a person's wrists.

Mirror, Polished Silver. An ornate hand mirror with a frame made of pewter. The silver refers to the backing on the glass. It provides a better image than a piece of polished steel.

Mirror, Small Steel. A small piece of polished metal as big as one's hand. It is very durable and good for reflecting light or peeking around corners. It provides a very scratchy and unreliable view.

Sealing Wax. A large chunk of red wax used to seal and officiate documents.

Signet Ring. A gold or silver ring that has been embossed with the crest of a royal office or family. It is used with sealing wax to officiate and seal documents. Anyone caught possessing one who is not its owner is in some serious trouble.

Whetstone. A small smooth stone used for sharpening the edges on blades. If not used often enough edged weapons may begin to take damage penalties.

Writing Kit. A wooden case containing, writing paper, quills, ink and sealing wax.

Religious Item

Name	Price	Wt	Freq
Holy Incense	\$35	.5	U
Holy Symbol	\$30	1	C
Holy Water	\$30	.5	C
Prayer Beads	\$65	.5	C
Prayer Book	\$50	1	R

Holy Incense. Packaged balls of resin mixed with rare spices that create blue clouds of pungent smoke when burned. The scent will linger and is often distinctive of the religion itself. Frankincense, Balsam, Myrrh, Labdanum, and Sandalwood are favorites.

Holy Symbol. A common effigy of ones faith, a symbol of the religion.

Holy Water. A few ounces of water blessed by a cleric, usually kept in a glass vial.

Prayer Beads. A string of beads used in meditation and prayer.

Prayer Book. A small leather bound book filled with religious prayers and doctrine.

Thieves Tools

Name	Price	Wt	Freq
Bag of Caltrops	\$25	2	R
Lock Cracking Kit	\$350	3	VR
Lock Pick Set	\$35	1	U
Silk Cord, 50 ft	\$200	2	R

Thieves tools have one thing in common. If the authorities catch you with any of these items you will be in trouble. Consider yourself warned!

Bag of Caltrops. Sharpened spikes designed land with one point standing upright. Anyone stepping in the area should roll **1d8-4** for damage (sans the -4 if in bare feet). If enough

damage is taken to stun the character they will fall down and take another serving as they hit the floor. Running and sprinting will not be possible after taking caltrop damage.

Lock Cracking Kit. A wooden case containing everything one needs to break a combination lock: stethoscope, drill bits, telescoping levers, etc. In most places, these can only be legally possessed with a registered permit.

Lock Pick Set. A leather wrap containing all the necessary picks one might need to open a key-operated lock. While frowned on by the authorities, it is usually overlooked if one is obviously a locksmith.

Silk Cord, 50 ft. Lightweight and strong, silk cord is an expensive rope substitute favored by those who professionally skulk through the dead of night.

Spells & Powers

Spells and Powers are for the most part the same thing. If you want to get technical about it, a spell is a way of accessing a power but no one will fault you for calling a spell a power or a power a spell. Because new spells and powers are being discovered all the time this section should not be considered a complete list. With the spell descriptions each begins with the spell's level, frequency and type. The line below it contains what you need to write as an attack on your character sheet.

Level. Level is the spell's complexity. Most will be from 1st to 3rd and a few will be of 4th to 6th. It is believed they can only go as high as 9th level but this remains to be seen. Unlike other games, there is no connection between a character's level and the level of the spell they can cast. A first level wizard can try to cast a 9th level spell but they probably will not succeed.

Frequency. Frequency refers to its frequency among magic-users. Even a Common spell such as Magic Missile should not be considered "Common Knowledge" among those who do not use magic.

Type. Type is used to control who can cast what. Most powers will have just one type such as *Divine*. Other powers may have a few separated by slashes such as *Divine / Nature / Conjunction*. This means that similar variants of the spell exist. It lets Clerics who can only use Divine spells cast it as well as Elves who can only cast Nature spells and Warlocks who are mostly stuck casting Conjunctions.

Hit. Also known as the spell's **Difficulty**, this is what gets subtracted from your Magic score when the spell is cast. It is almost always equal to the level of the spell turned into a penalty.

DMG. If the spell uses a damage roll this is it. These powers tend to operate like weapons. Success multiplies the damage done.

Aspects. The aspects line is an example of what you would might jot down in the Aspects part of an Attack entry. It begins with a brief explanation of the power and ends with a number of aspect tags. If the explanation is not there then it is considered so obvious it doesn't need to be there. **See Desc** is short for See Description. This is used by those spells which are too involved to sum up with a pithy statement.

Aspect tags follow the order in which they come into play. Time often begins the cast and Dur finishes it. For an understanding of what the aspect tags mean, see the *Adventure, Aspects* in the *Banger's Handbook*.

When filling out a character sheet on a computer, highlight this whole second line, copy it to the clipboard and paste it into your character's attack list. Hit and DMG you may have to change but the Aspect line can often be left as is.

PS. Some aspects have a PS attached to them. This stands for **Per Success**. The aspect of *Staves to Snakes* reading *1 Python PS* means that the spell will create one python per success when cast.

Power Types

While this is by no means a complete list of all the different types of powers out there, here are the big ones and their ramifications.

Conjurations. Conjurations bring natural phenomenon into existence, even if only temporarily. Admittedly though, most conjurations are "Battle Magic," things you can use to blast your opponents to smithereens.

Divine. These powers center around matters of life and death. Healing and curing diseases but also matters of necromancy are all divine powers.

Force. Force powers tend to be telekinetic. They don't look like much but they push and pull things around like nobody's business.

Illusions. Illusions don't actually fool the senses but excite them into thinking that what they are seeing or hearing or even smelling, tasting or feeling is real.

Nature. These are often thought of as Druidic spells. They seem to draw their power from the natural world and may wane when cast in unnatural environments.

Psionic. This is the power of the mind. Like Force powers they often do not look like anything. Most psionic powers can be used with nothing more telling than a piercing stare.

Time & Space. These powers control the flow of time and can distort the fabric of space.

Wizardry. This is mostly a catch-all for everything else, but it does tend to exemplify those spells wizards gravitate towards.

Astral Screen

1st level Uncommon Wizardry / Psionic.

Hit -1. Aspects: Protect from scrying. Dur 1 Day.

This sets up a field around its caster which may stop that character and anyone within 30' from being spied on by a power such as Scry. Likewise, anyone traveling astrally (like an invisible ghost) will need to make a Wisdom check to beat the strength of the screen to see into it or a Spirit check to move through or in some way effect it.

Arcane Lasso

2nd level Uncommon Conjunction.

Hit -2. Aspects: Grapple from afar. Short Range, Dur Conc.

A pulsating crackling web of arcane energy flies from your hands to lasso whatever it has been cast at. If that thing cannot defeat the strength of the spell with a **Muscle** save (or Spirit if incorporeal) then it is stuck there, unable to do anything until it breaks free. You may push or pull a lassoed creature around with a speed of **2 per success**.

Other characters using this power can help you, adding their strength to the grapple of the creature, but you must be careful not to *cross the streams*. Each character involved should

make a **Luck** check and if a check fails it will cause an explosion doing **1d10i** in damage per crossed stream. The blast will hit everyone using Arcane Lasso as well as the creature being lassoed by it.

Bless

2nd level Common Divine.

Hit -2. Aspects: Gain +1 per success. Time 3, Small Wall, Dur 1 Day.

Each success fills those it has been cast on with an unearthly energy. They will gain a **+1 per success** to everything they do until it fades. A half-success makes people feel good but that's about it. Only one casting of Bless can effect a character at a time. The best replaces the rest.

Breathe Water

2nd level Common Divine / Nature.

Hit -2. Aspects: Each success = 1 person. Dur 1 Day.

Each success lets those who are touched by it breathe air or water as needed. A half-success will work but only for the length of an encounter.

Bumblebees

2nd level Uncommon Conjunction / Nature.

Hit -2. DMG 1d6m. Aspects: Short, Def SAC.

A fast flutter of small golden orbs shoot from the caster's hand. They will explode against whatever they hit. What separates this from a magic missile is that the orbs have an almost animal intelligence allowing them to turn corners, flow around shields and reportedly even fly through a key hole to get to their intended target. Cover does nothing against it. SAC defends against it.

Charcoal Grip

1st level Uncommon Conjunction / Nature.

Hit -1. Aspects: Punch dmg +2ps or Weapon dmg +1ps. Fire, SEP, Dur Enc.

The caster's hands suddenly burst alight with flame. Every success grants a **Damage +2** to a punching attack or **Damage +1** to a melee weapon attack as the magical flames spread along the weapon, a weapon which hopefully is not a wooden one.

Charcoal Grip can be dismissed at any time, and it needs to be if the caster wants to pick something up without toasting it. Careful though, it only fire-proofs the caster's arms to the elbows. You do not want to catch a sneeze while your hands are alight.

Freezing Grip and Sparking Grip are two variations of the spell which essentially do the same thing but with cold or electricity instead of fire. You do need to choose between them. Characters who can cast Charcoal Grip cannot also cast freezing or sparking grip on a whim.

Charm

2nd level Uncommon Divine / Psionic.

Hit -2. Aspects: Automatic Ecstatic reaction. Close Range, Def Spi.

This turns the charmed character or creature into the caster's best friend, same as an Ecstatic on the Reaction table in the BHB. It lasts until the charmed creature can defeat the strength of the spell with a Spirit check. This save can be performed **once per day**. After the charm is over the character will remember all that happened but have no idea why they did what they did.

Mass Charm. This can be used on a crowd of people, basically giving the spell an area effect. The area's shape is a Wall and its size depends on just how much of a hit penalty the caster is willing to take, in addition to the spells difficulty of -2.

- **Small** = Hit -1.
- **Medium** = Hit -2.
- **Large** = Hit -3.
- **Big** = Hit -4.
- **Huge** = Hit -6.
- **Massive** = Hit -8.

Cloudkill

5th level Rare Conjunction / Nature.

Hit -5. Aspects: Cloud of poison with strength of cast. Time 1, Large Cloud, Def Con, Dur Enc.

A brilliant green gas billows forth from the caster's hands to fill the area before oneself. Anyone caught by it needs to save against the strength of the spell with their Constitution or be poisoned by it.

While called Cloudkill, the poison can be of any type the caster desires such as Lethal, Knock-Out, Paralytic, Hallucinogenic, Intoxicant or Irritant (See *Poison* in the BHB). Lime green is the default color of the stuff but this can be changed at will. Most casters won't because they want their enemies to recognize it for what it is and flee.

The cloud will remain active in the area for **one encounter** before dropping to the ground and becoming inert and non-toxic. The caster cannot dismiss it after the cloud has been released.

Cold Proof

1st level Common Divine / Nature.

Hit -1. Aspects: Immune to cold. Dur Enc.

Renders those it is cast on immune to freezing and cold damage for the length of one encounter. Each success covers another character. A little success protects one character as cold resistant (See *Resistance* in the DMG).

This spell can be changed to give Cold Resistance instead of Cold Proof. It does not protect as well but lasts for an entire day instead of just one encounter.

Cone of Cold

2nd level Common Conjuraton / Nature.

Hit -2. **DMG** 1d10b. **Aspects:** Medium Cone.

A blast of frost shoots forth from its caster's out-stretched hand, flash-freezing whatever it hits. Cone of Cold makes an excellent fire extinguisher and can quickly put out a room that is on fire. It may take a few casts to extinguish a burning building.

Consecrate

0th level Common Divine.

Hit +0. **Aspects:** Changes alignment of a place. Time Enc.

This spell claims a place as the territory of the caster's alignment. A good cleric will turn it good while an evil one will cast a pall of evil over it. Typically, this is a building the size of a small house, but it can be any space. Of course, the larger the area the harder it will be to perform the consecration.

Gamewise, what the spell does is impart an **alignment strength** equal to the casting of the spell on the area. Creatures with an alignment opposing it will be hesitant to enter and may suffer a hindrance while inside it. Any divine magic of an opposing alignment cast inside the consecrated area will need to beat its alignment strength or automatically fail.

While you can desecrate an area by trashing the place, this is superficial at best. The only way to truly remove an alignment strength is to consecrate it in the opposite direction with a strength that beats the original.

Consecration is a ritual that takes one encounter to perform. When time is of the essence, roll **1d10** and that is the number of **minutes**.

Cure Affliction

2nd level Common Divine / Nature.

Hit -2. **Aspects:** Cures disease and poison by beating its strength. Time 3, Touch.

This can cure disease and stop poisons providing it can beat the strength of whatever is causing the ailment. The healer needs to actually come into contact with the afflicted character.

Curse

3rd level Uncommon Divine.

Hit -3. Aspects: Time 3, Short Range, SEP, Def Spi.

Curse causes an affliction to descend upon whoever the spell has been cast on. It cannot directly kill them, but it can make life miserable. The caster needs to come up with the curse and the spell will be made hard by the amount of change it asks for and easy by just how inventive it is. This curse lasts until the caster of the spell dismisses it or uses the spell again. The new cast will remove the previous curse the caster caused.

Commune

6th level Extremely Rare Divine / Nature.

Hit -6. Aspects: Ask Gods 1 question per success. Dur Conc.

The caster can commune with the gods/nature and ask one question per success. It is up to the DM to decide how the gods reply. With a little success an imposter has been communed with and will may provide a wrong answer / bad information.

Cramp

1st level Uncommon Psionic / Divine / Nature.

Hit -1. DMG 1d4i. Aspects: Causes -2 per success. Short Range, NAR, Def Spi or Mus, Dur Conc.

While it doesn't look like anything other than a mean stare, anyone hit by this spell will be over-run by painful muscle cramps. This causes a **-2 hinder** per success while the cramping continues. A ½ success is still quite painful but only causes a -1.

The damage it does happens every round and should be re-rolled each round. Armor does not protect against it.

Create Food

2nd level Uncommon Divine / Nature.

Hit -2. Aspects: Each success creates 1 meal. Time 3.

Each success causes enough food and water to feed one medium-sized character. It has been widely rumored that each use of this power causes a crop to fail somewhere, so it is probably not something you want to brag about, especially at a farmer's market.

Destroy Undead

4th level Rare Divine.

Hit -4. Aspects: Destroys any undead who cannot defeat its strength. Medium Wall, Def Spi or Mus.

Any undead creature who cannot defeat the strength of this spell with a Spirit check will collapse - finally dead - on the spot where they stood. There is however, a chance that they will arise from their remains with the next nightfall. This is equal to their hit point count as a percentage. A creature with 30 hit points has a 30% chance.

Detect Magic

1st level Common Wizardry.

Hit -1. Aspects: See by the light of magic. Dur Conc.

This spell let's the caster see the world by the light of magic. Everything will turn a grainy black and white while anything charged with magical power will glow with an inexplicable color. Unless the magic is exceedingly strong it will not glow through normal objects. Covering a magic wand with a cloth is often enough to hide its radiance from detection. Characters who are under the effects of a magic spell such as Charm or Curse will seem normal as the magic is inside their heads and cannot shine through. If covered by magic, such as by the spell Invisibility then they will glow and no longer be invisible.

Dispel Magic

3rd level Rare Wizardry.

Hit -3. Aspects: Dispels any magic it can beat the strength of.

While it cannot undo the damage done by magic, dispel magic can undo any lingering effects of magic cast in the immediate area, such as those caused by a sleep or charm spell. All it needs to do is beat the strength of the spell that brought the magic into existence.

Topographical magic (ex: floating mountains) is generally too powerful for this spell to effect. Magical Items defend with a strength equal to **3d6 + 5** for each point of quality. If a spell strength has been forgotten, roll **4d6** to replace it.

Fae Lights

1st level Common Illusion / Nature.

Hit -1. Aspects: Sparks of light swirl around those hit by it. Medium Range, Def Agi, Dur Enc.

Sometimes called Faerie Fire, this spell causes brilliant colored lights to flit about in a desired pattern. While often seen as a purely artistic endeavor, the lights can be cast at someone and if it hits they will stay with that creature, marking them for the rest of the encounter.

While the lights are bright enough that they can be seen in the daylight (although they tend to wash out and lose their color), they are not bright enough to replicate daylight or blind an opponent.

Fire Ball

3rd level Uncommon Conjunction.

Hit -3. **DMG** 3d6b. **Aspects:** Time 1, Medium Range, Large Blast, Fire.

The caster pitches an apple-sized ball of fire that expands as it flies. When it touches down roll 3d6 and multiply it by the success of the spell cast. That is the damage it does to everything in the area.

Fire Bolt. With this variant the ball of fire expands to the size of a boulder and shoots forward roasting everything in its path as well as one step to either side. When minis are not in use then it fries 2 creatures per success. Its Aspects line changes to *Fry 2 creatures PS. Time 1, Long Stream.*

Fire Bird. With this variant of Fire Bolt the ball unfolds to become a eagle made of flame. Gamewise it takes a **Hit-1** but can fry 3 creatures per success. When using minis it burns a two step wide streak across the battle mat, one that can change direction, turning up to **90** degrees **four** different times.

Fire Proof

3rd level Common Divine / Nature.

Hit -3. **Aspects:** Immune to fire. Dur Enc.

This renders those it is cast on immune to heat and fire damage for the length of one encounter. Each success covers another character. A little success protects one character as fire resistant (See Resistance in the DMG).

This spell can be changed to give Fire Resistance instead of Fire Proof. It does not protect as well but lasts an entire day instead of just an encounter.

Flame Burst

2nd level Uncommon Conjunction / Nature.

Hit -2. **DMG** 2d6b. **Aspects:** Medium Cone, Fire.

A plume of fire bursts forth from the casters out-stretched hand, roasting the area immediately before them. Roll 2d6, multiply by the success of the cast and that is the amount of damage done to everyone in the area. If minis are not in use then up to **eight** different characters can be hit by it providing they are standing close enough.

Floating Disc

1st level Uncommon Force.

Hit -1. **Aspects:** Can carry 200 lbs PS. SEP, Dur 1 day.

This creates an invisible floating disc capable of carrying 200 lbs per success. It floats two to three feet above the ground and will always remain within three steps of its caster or wink out if forced not to.

You may ride your floating disc but not without some trepidation! Once you somehow get it moving you will quickly discover that there is no resistance between the disc and the ground, meaning no way to either slow it down or help it steer short of wind resistance.

Fly

3rd level Rare Force / Wizardry.

Hit -3. Aspects: Fly 6 PS, -1 SPR per extra 100lbs. Dur Conc.

Fly lets the caster fly like the wind. Each success increases the character's flight speed by 6 SPR. A $\frac{1}{2}$ success only has a flight speed of 3. The spell can carry other characters and equipment by way of touch but every extra 100 lbs will reduce the flight speed by 1.

The flight lasts as long as the caster concentrates on making it last. If the caster stops the spell, possibly to cast another they will begin to plummet and will take a **-2** even though they know they can simply cast Fly again to resume flight. This **-2** also applies to casting Fly again to resume flight.

Foghat

3rd level Uncommon Conjunction / Nature.

Hit -3. Aspects: Covers land in fog. Dur 1 hours PS.

Foghat floods the surrounding area with a thick impenetrable mist that limits visibility and grants a **+4** to anyone seeking to hide or sneak through it.

The greater the size of the fog bank the harder the spell will be to cast. The more conducive the land is to creating fog (ie cold & wet) the easier it will be. Most fog will be of the standard white variety but for an additional **Hit -1** you can color it. Lime green is a favorite for impersonating the spell Cloudkill.

Force Shield

1st level Uncommon Force.

Hit -1. Aspects: Armor = Success x 6. Dur Conc. Not with SAC.

This projects a large shimmering shield of force from the caster's hand. It works like a large shield with and an Armor value of 6 per success.

Unfortunately, even though it only projects from one hand, you still need to concentrate to keep the shield up. The Shield cannot be used against attacks that hit a character's SAC.

Freedom

1st level Common Wizardry / Nature.

Hit -1. Aspects: Birth control. Dur 1 day PS.

This spell gives whoever it is cast on freedom from parenthood. Try as they might they will not be able to conceive a child. With a little success it only works 50% of the time. There is no way of telling just how successful the spell cast has been.

Needless to say, this is both a very popular and very controversial spell. Many of the potions sold on the black market are freedom potions. Governmental bodies that rely on having large numbers of expendable people to man armies or labor in the fields (ie. all of them) do what they can to crack down on its use.

Heal Damage

1st level Common Divine.

Hit -1. DMG 1d8m. Aspects: Time 3, Touch, Def SAC.

Each success cures **1d8** points of mixed damage. The caster of the spell needs to touch the wounded area so armor should be removed before the healing, otherwise the armor will protect against it (provided it is not natural armor like scales). **Scars** can be healed by this power but it takes **10** points to heal each scar.

No one knows why, but the healing this power does will always leave behind a pale discoloration where the skin has been repaired. It may take a year or more for these marks to fade back to normal.

Hold Portal

1st level Uncommon Force.

Hit -1. Aspects: Adds 2 x spell strength to break point of a door. Dur 1 day.

This binds and reinforces a door and its frame. Gamewise it adds double the strength of the spell to the break point of a door. It lasts for a day but can also be dismissed at any time by its creator.

Invisibility

4th level Rare Illusion.

Hit -4. Aspects: Turn invisible. Dur Conc.

This turns its caster completely invisible, but it does not cover sound, stench or strange footprints left in the snow. A $\frac{1}{2}$ success renders the caster only partially invisible and looking like a thin shadow of themselves.

Knock

1st level Uncommon Force.

Hit -1. Aspects: Hits door with 4x spell strength in damage. Time 3, Touch.

A rap of the caster's knuckles or staff will hit a door with a force equal to **four times** the strength of the spell in damage. While it can be used as an attack doing impact damage often it is not because of the three rounds that leads up to its use.

Levitate

3rd level Uncommon Force / Psionic.

Hit -3. Aspects: Lifts 200lbs PS with speed 3. Short Range, Small Dome, Def Agi, Dur Conc.

Each success can lift 200 lbs straight up with a speed of 3 SPR. If someone defeats it with an agility save they either managed to jump out of the loading zone or grabbed onto something that is keeping them from being forcefully lifted into the air.

Multiple characters with this power can combine forces to create a massive lift. Each caster will add their 200 lbs PS to the total lifting force as well as 1 SPR to the lifting speed.

In a similar vein, a character with Levitate can use it to stop others from using it by applying a downward force. If this can beat the upward force then it does so.

Light

1st level Common Illusion / Nature / Divine.

Hit -1. Aspects: Small globe of light illuminates 30' PS. SEP, Dur Enc.

This creates a globe of light that sticks to whatever the spell is cast on. Each success illuminates a 30' radius with an increasingly bright light. By the third success it will be as bright as daylight.

Continual Light. With an additional **Hit -1**, the light can be made continual, meaning it will last until the spell is cast again. The next casting will cause the prior casting to wink out of existence.

Sun Burst. While its duration is shortened to **Conc**, sun burst causes a strong burst of light to shine from the caster's out-stretched hand. At 1 success it is as bright as daylight and will effect anything that is adversely effected by daylight. From there it only gets brighter. With a little success it is still bright but only half as bright as daylight.

Color Burst. Add a **Hit -1** to Sun Burst and you get an eye-stinging stroboscopic array of colors that will temporarily blind those who cannot defeat the spell with a **Dexterity** check. Blinded characters suffer a **-6** to everything they do. This lasts only as long as the color burst continues to flash.

Lightning Bolt

3rd level Uncommon Conjunction.

Hit -3. DMG 2d10i. Aspects: Fry 2 creatures PS. Time 1, Long Stream.

A lightning bolt shoots from its caster's hands. When using minis it can hit anyone standing along a straight line or one step off to either side. When not using minis it can zig-zag to fry up to two creatures per success.

While quite powerful, this lightning bolt is not nearly as strong as an actual lightning bolt. It will create a small thunder peel but this will not be loud enough to do any actual damage to those who hear it, unlike the spell Thunderwave.

Lightning Hawk. Instead of a bolt, for a **Hit -1** the lightning takes the form of a bird. Instead of flying in a straight line it can turn up to **90** degrees **four** different times. When minis are not in use it can fry up to 3 creatures per success.

Lightning Ball. A variant of this spell causes a small roiling storm cloud to form in the caster's hand. Once chucked it will fly on its own power to touch down and explode with a cavalcade of lightning striking in all directions at once. Gamewise it has the same Hit and DMG but its Aspects change to: Time 1, Medium Range, Large Blast.

Mage Armor

1st level Uncommon Force / Conjunction.

Hit -1. Aspects: Armor 3 PS. Dur Enc.

Mage Armor wraps its caster in a force field, similar to what is created by a Ring of Protection. Gamewise it provides 3 armor points per success for 1 encounter. It cannot be used in tandem with other close-fitting force fields (ex: a Ring of Protection) unless the field stays well away from the caster, as it does with the powers Sphere of Force and Force Shield.

Magic Missile

1st level Common Conjunction.

Hit -1. DMG 1d6s. Aspects: Short Range, Def AC.

This shoots a bolt of scintillating magic from the caster's hand. It can be cast in a number of different ways. The **Meat Seeker** does only **1d4+1s** for damage but it curves and twists through the air causing it to be defended against with **SAC**. A **Magic Salvo** unleashes a burst of magic missiles. The hit penalty you take determines its burst die.

Hit -1 = Micro 1d4

Hit -2 = Small 1d6

Hit -3 = Medium 1d8

Hit -4 = Large 1d10

Hit -5 = Heavy 1d12

Magic Mouth

1st level Uncommon Illusion.

Hit -1. Aspects: Touch sensitive pre-recorded message.

This is cast on an item or space where anyone touching it will cause a disembodied voice to speak a pre-recorded message. It cannot be loud enough to damage the listener. The greater the success the longer the spell will last into the future, typically meaning years if not centuries. However, the more times it is played the weaker it will get until nothing remains.

Paralyze

2nd level Rare Psionic / Divine.

Hit -2. Aspects: Paralyzes from neck down. Short Range, Def Spi or Mus, Dur Conc.

This paralyzes a creature, rendering them immobile from the neck down until they can either defeat the spell with a Spirit or Muscle check (made once per round), or until the caster decides to let them go. Paralyzed creatures will still be able to talk and breath. It only works on creatures which have a brain that can be temporarily severed from controlling the rest of ones body. Undead and slime-like creatures will not be effected.

Polymorph

5th level Rare Wizardry.

Hit -5. Aspects: See Desc. Time 1, Short Range, Def Spi.

Polymorph turns a character or creature into some other creature. They literally become that creature and will remain in that form until they can defeat the strength of the spell with a **Spirit** check. Spirit being the one facet of their original self, aside from their personality, that remains unchanged. The check can be made **once per day**.

Generally speaking, the new form cannot be more powerful than ones original form (pigs are a favorite). The greater the difference between the two (such as turning a dragon into pig) the harder the spell should be to cast.

When used on oneself a caster will not have nearly as hard a time turning into something smaller or simpler than oneself but will have a hard time turning into something larger or more complex. With this use of polymorph one can immediately change back to one's original form, although it will consume the action of a round.

Massmorph. This is a variant of polymorph that takes an additional **Hit -2** but strikes a **Small Dome** area, seeking to polymorph everyone caught inside it into the same kind of creature like a bunch of pigs (it always seems to be pigs). For an additional Hit -2 the caster can expand this area to cover a **Medium Dome**.

Protection from Good/Evil

1st level Common Divine / Wizardry.

Hit -1. Aspects: Alignment barrier, beat with Spi to pass. Short Range, Small Dome, SEP, Dur Enc.

This erects a invisible field around the caster. Anything of an opposite alignment trying to break, attack or even look at the barrier must first beat its strength with a **Spirit** check.

The field can be fixed to a spot or move with its caster providing the caster is inside of it. It can also be expanded, taking a Hit -1 for each extra step of radius.

Thaumaturgic Circle. When **2d6** rounds are spent drawing out a thaumaturgic circle on the ground the protection can be made to emanate up from it. This creates a stronger barrier that lasts for **1 hour per success**. Anything trying to break through it now needs to beat **double** its strength with their spirit. If the circle is destroyed the spell will be lost, but the circle itself is protected by the spell.

Purify Food & Water

1st level Common Divine.

Hit -1. Aspects: Time 1.

This makes rotted food or impure water edible again. The greater the strength the more food can be cured and the better it will taste.

The reverse of this spell is *Putrefy Food & Water*. It causes the immediate decay of any consumables it is cast over.

Quest

6th level Rare Divine / Nature / Psionic.

Hit -6. Aspects: See Desc. Time 1, Close Range, Def Spi.

This sends a character or creature on a mission of the caster's desire. It must be something the creature understands, sounds possible (not suicidal), and be something that can be accomplished within a year's time.

Once per month the quested character can attempt to defeat the quest with a Spirit check. Not liking the caster or the mission will make the check easier. Once the quest is complete or defeated the character will remember all that has happened but have no idea why they did what they did.

Read Languages

1st level Common Divine / Wizardry.

Hit -1. Aspects: Read a language you do not know. Def Enc.

This allows its caster to read a language they do not know. The check will be made harder by the complexity of the language or just how rare or antiquated it might be.

Remove Curse

3rd level Common Divine.

Hit -3. Aspects: Beat strength of curse to remove it. Time 3, Touch.

If it can beat the strength of a curse, this spell will remove it. See *Curse* for more on how it works. Cursed magic items come with a strength equal to 4d6.

Remove Fear

1st level Common Divine / Psionic.

Hit -1. Aspects: Calms fears if it can defeat strength. Medium Pour.

This will remove the effects of fear providing it can defeat the strength of whatever is causing it, such as the success of a cleric's *Turn Unbelievers* which tends to send creatures running and screaming.

Scry

5th level Uncommon Wizardry / Divine / Psionic.

Hit -5. Aspects: See Desc. Dur Conc.

With the help of a crystal ball, looking glass or flaming pot of oil. A caster can see what someone is doing at that point in time no matter where they are in the world. Doing this requires a token item taken from the character being watched. With two successes the caster can speak to the characters being scryed as a dispossessed voice (similar to Magic Mouth). With three or more successes the caster can teleport to that place if they have the power to do so.

If a character knows they are being scryed there is little they can do to stop it aside from using a power like **Astral Screen**. This sets up a field around the characters which the caster of Scry needs to beat the strength of to see through. Otherwise the caster gets nothing but static.

Sleep

1st level Uncommon Divine / Psionic.

Hit -1. Aspects: See Desc. Medium Cloud. Def: Spi.

This will put to sleep anyone who cannot defeat the spell with a Spirit check. Duration depends on its success. Roll the 1d6 once and use it for everyone effected.

6: Forever.

5: 1d6 centuries.

4: 1d6 years.

3: 1d6 months.

2: 1d6 days.

1: 1d6 hours.

½: 1d6 minutes.

While it may appear like sleep, this sleep is not natural. It is more like a sort of stasis. While asleep the creature will not age or starve. Even when they sleep for centuries it will only seem as if a few minutes have passed when they wake up. The world surrounding them, however, will have probably changed quite dramatically.

Shocking Grasp

1st level Uncommon Conjunction / Psionic / Nature.

Hit -1. Aspects: See Desc. Touch, Fast, Def Spi.

The joy buzzer of the magic-casting world, anyone touched by the caster of this spell must defeat it with a spirit check or be stunned by it. The amount of stun depends on the spell's success.

3: Knocked Unconscious for 1 round per success.

2: Knocked Down.

1: Stunned.

½: Startled but not stunned.

Smite

3rd level Rare Divine / Force. Range: Short.

Hit -3. DMG 1d8b. Aspects: Invisible attack. Def SAC.

You glare at a creature and an invisible force wallops them. This spell can be changed to do a less-lethal 1d10i for damage.

Soul Jar

5th level Very Rare Wizardry / Psionic / Nature.

Hit -5. Aspects: Time 3, Super Range, SEP, Def Spi.

Soul Jar lets its caster capture the soul of a creature in a jar or vessel of some sort and take that body over while the caster's own body drops into a trance. While inside the other body the caster loses touch with their original character and all of its abilities (including powers!) and basically becomes that creature. Their actual body will be stuck in a trance and completely oblivious to all that is going on around it.

The spell lasts until the caster decides to dismiss it. If the soul jar is shattered the trapped soul will be set free to either retake its old body (which it does quite easily, sending the caster back where they belong) or taking over the caster's now empty body in the same way that they had once been hi-jacked. The caster can only reverse this by dismissing the spell.

Eventually the whole affair will seem quite dreamy with each character remembering only what happened to their wandering spirits. This is why clay jars are the preferred vessel for soul

jars. It traps the spirit in a place they cannot see out of or explain while they are there. Otherwise, all of their physical senses still work even though they now lack the physical substance to make them work.

Soul Jar can be cast from any distance within sight of its target, but more often than not a token item is used to cast the spell from afar. How afar? Nobody knows but it can range from the house next door to half way around the world.

Sphere of Force

3rd level Rare Force.

Hit -3. Aspects: Beat Double Strength to break. Small Dome, Dur Conc.

This spell forms a soap bubble as strong as steel around its caster. Gamewise, anything going through it - *in either direction* - will need to beat **double the strength** of the spell to do so. The sphere will shatter and be lost when this happens.

While the protection the sphere supplies is immense, caution is warranted. Something like a fireball cast from inside its safe confines will turn the sphere into a blast furnace if it does not break through its barrier. Although Sphere of Force has no time requirement, you cannot dismiss it and recast it all in the same action.

The sphere covers a small domed area that can be expanded, suffering a Hit -1 for each extra step of radius. Anything that cannot fit inside the dome will either be pushed out of it when the spell is cast or the spell will simply fail.

Staves to Snakes

2nd level Rare Divine / Nature.

Hit -2. Aspects: 1 Python PS (AC 13, HP 8, Climb 3, Hit 13, Attacks: 1 Bite 1d4m, Constriction 1d6b). Short Range, SEP, Dur Enc.

This spell turns a wooden staff into a very large python. This snake will do pretty anything the caster commands of it. Once the spell is over or the creature is defeated it will turn back into the staff.

Each success can cause one staff to turn into a snake. Obviously, you need an extra staff for each snake but that does not mean that the staff needs to belong to the caster. This is a fun spell to cast when hemmed in by spear toting guards. A half success turns the staff into a garter snake that immediately slithers away.

Suggest

1st level Uncommon Divine / Psionic.

Hit -1. Aspects: Ecstatic reaction to one command within reason. Def Spi.

These are not the druids you are looking for. Anyone who cannot defeat the suggestion with a Spirit check will believe what is said hook, line and sinker. If it is a command they will

follow it with an Ecstatic reaction, meaning they will do it enthusiastically just as long as it does not place them in harms way.

Once they have followed the suggestion or a day has passed the suggestion will wear off. They will remember what they did but have no idea why they did it, or decided to do it so enthusiastically.

Telekinesis

3rd level Rare Force / Psionic.

Hit -3. **DMG** 1d6m. **Aspects:** Move 100 lbs PS, throw stuff for damage. Short, Dur Conc, Def Agi.

Each success can lift 100 lbs and move it in any direction. The lighter the item is the faster it can be moved. If you try to grab someone they may be able to defeat it with an Agility save. Doing so means they grabbed onto something which is keeping them from being moved. When used to throw objects or slam opponents against solid objects, a flat 1d6 is used for damage. Damage type depends on what is being thrown or what the character is being thrown against. It defaults to mixed.

Thunderwave

2nd level Uncommon Conjunction.

Hit -2. **DMG** 2d12i. **Aspects:** Time 1, Large Blast or Wall.

This spell lets loose with a massive wall of sound, a peal of thunder strong enough to do damage and be heard for miles around. It comes in two shapes. The first is a wall moving forward from the caster. The second is a blast that puts the caster at its center. Obviously the caster will not take any damage from the blast but those surrounding the character will.

Thunder Torus. Thunderwave can be modified to spare those standing one or two steps adjacent to the character, creating a thunder doughnut of sorts. The only catch is that the protected area must be a solid ring. It will not expand the blast of the thunder wave.

Wall of Fire

4th level Rare Conjunction.

Hit -4. **DMG** 2d6b. **Aspects:** Time 1, Short Range, Fire, SEP, Dur Enc.

The caster causes a large wall of fire to erupt where needed. The greater the strength the larger the wall that can be created. Anyone trying to charge through it will take damage multiplied by the success of the cast.

These flames are real and will set on fire any wood it touches for more than a few rounds. Otherwise the fire will disappear once the spell is dismissed.

Wall of Ice

4th level Rare Conjunction.

Hit -4. Aspects: BP = Strength x 4. Time 3, Short Range, Dur Enc.

This causes a large wall of ice to suddenly erect itself where needed. Gamewise the wall has a break point equal to the strength of the spell times four. Breaking through it requires hitting it with a single blow doing that amount of damage.

Heat will make quick work of the wall and melt away any damage taken from its break point. Once the wall of ice reaches its end it will break apart on its own and collapse into quickly melting chunks.

The water that makes up the wall comes from the surrounding air so casting in a warm or dry climate will make it harder to do if not impossible.

Web

2nd level Uncommon Conjunction.

Hit -2. Aspects: Beat 2x strength with Muscle to break free. Short Range, Def Agi.

This shoots a mass of webbing from the caster's hand, enough to cover a hallway or tangle up a single creature. In either case the strands carry **double** the strength of the spell. Anyone trying to break free of it or through it needs to beat that strength with a Muscle check. When cast to entangle a character, that character should be given the chance to defend against being hit with an **Agility** save.

Magical webbing will deteriorate, losing 1 strength point per hour. Anyone with a sharp weapon can cut through it, removing 1 strength point with every **5 points of damage** done.

Dry strands that are only sticky on the tips can be created to make an impromptu rope. You get up to 25' per success.

Wish

1st level Common Wizardry / Divine.

Hit -1. Aspects: See Desc.

Wish is often known as the *Original Spell*, the spell from which all other magical spells sprung. Of course, if wish was predictable and effective there would be no need for other magic spells.

At base, a wish can cause anything to happen just as long as it is not bringing something into existence or taking something out of existence or drastically changing anything. These are simple wishes. You could wish to set a candle alight, loosen a belt or unravel the stitching on a sack laden with gold. From there the sky is the limit but the more you ask for the harder the wish becomes.

How hard is left up to the DM with one caveat. Try to replicate another spell and the wish will add a **-2** to its difficulty. This means that wishing for something like the spell Zephyr will cause the wish to take a Hit -6 instead of Zephyr's normal Hit -4.

What comes of a wish is also dependent on the whim of the DM. Even when trying to cast some other spell it will not quite work as expected, possibly with a twist it as wishes are wont to do. When a divine caster uses wish they are simply praying for something to happen. It is not

taken lightly by the gods (they would rather have one travel through the proper channels of other divine spells), but they will be more likely to answer the wish in a more straightforward manner. With spell-casters, it is almost as if the world does not want to grant wishes and trickery abounds.

Zephyr

4th level Rare Conjunction / Nature.

Hit -4. Aspects: Summons a gust of wind. Dur Conc, 10 minutes max.

This causes a strong gust of wind to blow through an area and is often used to remove banks of fog or poisonous clouds. The greater the success the stronger the wind. Zephyr can be used anywhere there is air, but is easiest to cast above ground, specifically on the wide open plains or open sea. A zephyr can be strong enough to fill the slack sails of a ship, but the gust only last as long as its caster concentrates on making it last up to **10 minutes max.** This makes it quite a hard way for a wizard to take a ship on a long seafaring journey.

Traits

Positive

Name	Freq
Beautiful	R
Bodacious	R
Bold	U
Brave	C
Charismatic	U
Cheerful	C
Chivalrous	R
Confident	U
Courageous	R
Courteous	U
Cute	R
Daring	R
Determined	C
Elegant	R
Enthusiastic	A
Erudite	R
Fearless	U
Flamboyant	U
Forgiving	U
Forthright	R
Friendly	C
Fun-Loving	C
Gallant	R
Gregarious	C
Gutsy	R
Handsome	R
Helpful	U
Heroic	R
Honest	U
Imaginative	R
Kind	U
Modest	U
Optimistic	U
Persistent	C
Refined	R
Resolute	U
Resourceful	C
Reverent	C

Single-Minded	C
Spunky	R
Stoic	U
Stout	U
Trustworthy	U
Unshakeable	A
Upright	C
Valiant	

Neutral

Name	Freq
Arrogant	U
Bawdy	U
Bellicose	U
Busy-body	U
Callous	U
Cautious	R
Chaotic	U
Cocky	R
Crafty	U
Curious	C
Demanding	A
Eccentric	U
Excitable	U
Explosive	U
Ferocious	U
Grim	U
Gruff	U
Independent	U
Lawful	C
Level-Headed	A
Militant	U
Other-Worldly	R
Pugnacious	U
Relentless	R
Reserved	U
Ruthless	U
Secretive	A
Serious	U
Shameless	U
Shy	U
Sly	U
Suspicious	C

Talkative	C
Terrifying	A
Trusting	C
Uncomplicated	C
Vain	A
Vengeful	U
Vindictive	U
Virtuous	U

Negative

Name	Freq
Abrasive	U
Attention-Starved	R
Belligerent	C
Bizarre	R
Braggart	C
Brutal	R
Childish	R
Clumsy	U
Conniving	R
Cowardly	R
Cruel	U
Dangerous	U
Devious	U
Dirty	C
Dishonest	U
Fool-Hardy	R
Greedy	C
Gullible	C
Haughty	R
Immature	A
Instigator	A
Irascible	U
Lazy	U
Mad Dog Mean	U
Malicious	R
Meek	R
Menacing	U
Mirthless	U
Nasty	C
Neurotic	R
Obsessive	U
Ornery	C

Pompous	R
Possessive	U
Reckless	U
Reclusive	R
Rude	C
Scheming	U
Shifty	U
Sinister	R
Sneaky	U
Stubborn	U
Territorial	U
Tricky	R
Twisted	R
Ugly	U
Uptight	U
Vainglorious	A
Vicious	U
Violent	U
Worrisome	U

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Got tips, hints, advice, feedback? Now is the time to let us know about it! Tell us what you think by writing Jerry at biglizard@chameleondream.com.

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