

University of Central Oklahoma
Edmond, Oklahoma
College of Graduate Studies & Research

144

A THESIS
SUBMITTED TO THE GRADUATE FACULTY
in partial fulfillment of the requirements
for the degree of
MASTER OF ARTS IN ENGLISH

By
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Edmond, Oklahoma
2009

UNIVERSITY OF CENTRAL OKLAHOMA
DEPARTMENT OF ENGLISH

Report on Final Examination
For
The Masters of Arts Degree in English

April 21, 2009

(Date of Examination)

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ABSTRACT

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PAGES: 192

ABSTRACT: *144* is a Fantasy Role-Playing Game (RPG) set in the world of *Traespairnas*. This world is filled with exotic peoples, mystical locations, and fearsome monsters. As a table-top RPG, the game is designed to be played with a group of friends with one person acting as the group's Lore Master.

Players will create their own heroes to take part in limitless adventures in this new world. Ten playable Races are available at the outset with several sub-sects diversifying choices even further. Many of the Races have strong mythological ties or present classic fantasy Races with a unique twist. While this volume does not present the entire population of the world, it gives a beginning look into the prominent Races along with their societal structures and cultural nuances.

When creating a character, players will be able choose from three base Classes: Warrior, Specialist, and Mage. From this starting point, characters are strengthened by hundreds of Spells and Abilities. The specific nature of a character's build is completely up to the player. They may spend Ability Points as they choose in order to make their character a distinctive and powerful hero.

The game uses as its groundwork the Open Game License. Taking the basic core of using polyhedral dice as a mechanic, the game is grown into something altogether new and unique. Players will be able to immerse themselves in the world of the *144* as they

adventure through political intrigue, fearsome dungeons, dark catacombs, epic battles, and one deadly encounter after another. Personality, motivation, and background are all up to the player as they use this book to create their ideal Warrior, most intriguing Specialist, or most powerful Mage.

This work lays the foundation for many future works and has room for expansion within itself. Future editions will delve further into monstrous threat and the adjudicating of rules. As a separate work, *144* acts as a first glimpse into this Role-Playing Game and a bridge by which players can enter a new world.

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FORWARD

If this is your first experience with a Role-Playing Game, you may be wondering what exactly a Role-Playing Game is. Commonly referred to as RPGs, Role-Playing Games are social games that bring players together through a common story or campaign. The game is played using dice, character sheets, and, often, miniatures to represent each character.

In *144*, the Lore Master controls the pace of the game and acts as the storyteller and rules adjudicator. They will supply the plot hooks, interactions, and threats for the game. In essence, they are the game. They represent the world in which your character lives. If you were to use a video game as an analogy, the Lore Master would be the game programmer who provides the levels, minions, and boss fights.

If the Lore Master is the game programmer, then the dice are your controllers. Using the dice in conjunction with your character's statistics determines whether or not your character can jump over a hole, find a hidden key, or strike an opponent in combat.

Once you and your friends have gathered, your Lore Master will lead the way to adventure. Some groups prefer a Hack and Slash style game where combat makes up the majority of the campaign and leaves little room for social interaction. Other groups might prefer an in-depth storyline with rich details, charismatic Non-Player Characters (NPCs), and dramatic plot twists. While the Lore Master will be the determining factor in the game style, it is usually best if your group decides what type of game they want to play before the campaign even gets started.

Let's assume you have decided on a Lore Master, and that he has prepared a campaign for your group. Your group will

gather around a table ready to begin. If you are using miniatures, your Lore Master will set up the room on the square grid and allow you to place your miniatures on the board, possibly adding his own to represent monster or NPCs. With your dice at the ready and your character sheet in hand your game session might go a little something like this:

Lore Master: You find yourselves in a crowded tavern just after sunset. Noisy patrons boast about their day, take part in games of chance, and order liberally from the bar. Sawdust covers the floor leading up to the central bar. Behind the bar stands an old *Yarsac* with dark hair and a sagging gut.

Spencer: I walk up the bar and order a drink.

Lore Master: The bartender hands you an ale and holds out his hand. "Two copper." What are the rest of you doing?

Taylor: I'll find an empty table.

Robbie: I'll get a drink too then head to the table.

Emily: Me too.

Lore Master: Okay. You find a table in the corner. A few patrons watch you warily as you move through the room. Make an Awareness Skill Check.

Taylor: (Rolls). I got a 22.

Robbie: (Rolls). 8.

Emily: (Rolls). 15.

Spencer: (Rolls). 2.

Lore Master: While three of you busy yourselves with your drinks, Taylor notices an *Undlander* sitting across the room. The *Undlander* is grinning at your group and spinning a dagger on his table.

Taylor: I tell the group, “Guys, don’t mean to alarm, but I think we’re being watched.”

Combat works the same way. In the following example the group has been adventuring for days, deep in dank catacombs.

Lore Master: The door opens with a creak. (Draws the room on the square grid). The room is filled with an acrid stench that is almost tangible. A mist boils from a sarcophagus in the middle of the room. A toppled statue lies behind it, broken pieces littering the ground. Also of note are a large tapestry depicting a coastal scene, possibly near *Nas Sonath*, and a scorch mark on the floor near the statue’s base.

Robbie: I open the sarcophagus!

Taylor: Wait!

Lore Master: The sarcophagus unlatches at your first touch and hisses open. A shadowy figure dripping black ichor emerges from within. Roll Initiative.

(Once everyone has rolled their Initiative, the battle order is decided and the Lore Master places miniatures on the board).

Lore Master: Emily is first.

Emily: Do I recognize the creature?

Lore Master: Roll a Religion or Arcanis check.

Emily: (Rolls). I got a 24 Religion.

Lore Master: The creature is a *Despoiler*. It was likely created through a violent death, usually involving poison. It is a mindless undead that exists to bring ruin to anything living. It has a poisonous touch and can emit a sickening spray from its mouth.

Emily: So, I guess talking this out isn’t really an option. I cast Ball of Fire!

In this instance, combat would continue until the creature was slain or the party was defeated. Each player would decide their actions on their turn and the Lore Master would continue to control the creature and the environment.

When the battle is over, the game continues as normal allowing the characters to explore the rest of the room or leave for a safer haven.

The different options available to characters and the specific rules for interaction are further detailed later in this book. Detail and interaction length is up to the Lore Master. Combat is designed to flow quickly, although the amount of time a player takes for their own turn can either speed up the play or slow it down. The Lore Master has final say on outcomes in a given situation and should feel free to encourage players to make timely decision to keep an active pace for the game.

PREFACE

For those of you unfamiliar with the world of *Traespairnas* – which, I would assume, is just about everyone at this point – welcome. This world has swirled in my head for the past 8 years and has finally found its true home.

A Brief History of the Conception

This world was first created for a home-made game dealing with action figures and projectiles. From there it grew into a campaign setting for other popular Role-Playing Games. Playing in the world allowed me to create a depth that I longed to explore. This I did with two screenplays, the first half of a novel, maps, character biographies, and notebooks full of scribbles on races, regions, and religions.

Nearly two years ago, I was given the opportunity to bring my world back towards its roots by creating a Role-Playing Game for my thesis. I was immediately excited and daunted by the huge task. Through careful direction and guidance, I have created something workable and unique with plenty of room for growth.

The Growing Process

During the summer of 2008, I began working on what would become the document you now hold in your hands. The faucet was opened to a full rush as I dreamed and planned all of the wonderful details I would fit into the work. However, I quickly learned that time and format could not possibly hold all that information. I was encouraged by Dr. Wayne Stein to stop adding chapters, ideas, and entries and to perfect what I had. In essence, I needed to make sure the cup I was serving was full and flavorful before I worried about dumping the pitcher.

So began a difficult process of streamlining and building. Some content was mandatory, other was less so. Some still needed balancing and mental testing, and had to be shelved for now. It is with great excitement that I tell you that this work still has much room for growth. Nevertheless, I feel it acts as a solid foundation for bringing people into the game and into the world of the *144*.

A Role-Playing Game?

Upon creating a world complete with varied races, distinct places, and a growing language, I was filled with stories to tell. In fact, there were too many stories to tell properly. I had a world with potential that needed to be used. A screenplay here and a novel there could never fully explore the cultures and history as dutifully as I wished.

The ability to create new characters on a whim and insert them directly into adventure is the linchpin of the gaming world. In a role-playing game, players can live out fantasies, slay foul beasts, and be the heroes of their own tales. For those of you new to the genre, the Role-Playing industry is lorded over by the D20 System and its progenitor. Hundreds upon hundreds of other works fight for attention, but the spotlight rarely shifts far from the originator.

How then, does one game stand out when fantasy is seen in so many areas of pop culture in our current age? My answer is three-fold. First and foremost is depth. By the time this game is fully completed, not just partially completed as it is now, players will be able to know city layouts, clan lineage, and complete histories for many of the world's cultures. Tolkien has been a great inspiration with his *Silmarillion* and how much he cares for his own world. *High Peltin* is a language

created solely for this world as a historical language similar to our world's Latin. The formation of the language has taken a back seat as the game took dominance, but it stands at a solid 1000 entries of carefully created words all based etymologically on the very characters that are used to write the language.

The second strength of this world is its originality. No orcs, elves, or trolls roam *Traespairnas*. Each of the 18 sentient races in the world (10 of which are currently playable) has a strong basis in either history or mythology while bringing new elements all their own to the table.

The third draw of this game is its namesake: the *144*. Each generation finds creatures gifted beyond the abilities of mere mortals. "The Gifted," as they are called by many in the world, can be a powerful force for good or evil. The gift is rare, making players' characters into something greater than a normal adventure hero. Unfortunately, the current work does not have the statistical information for playing as one of the Gifted, which is saddest in that I feel it to be the game's strongest draw. The creation of one hundred and forty-four unique abilities and the balancing and statistical application of those abilities is a year's work on its own.

Play-testing

Once I had a workable draft, I began to test the mold with the help of friends. Two groups of four players each have been traveling through the world of *Traespairnas* on a grand adventure. One group plays into an epic war, while another delves into mystery. The insight gained from the sessions would often be missed without careful note-taking because of the enrapturing nature of gaming.

The first group is composed of experienced gamers gathered to test the playability and balance of the game. This group is already familiar with the world and with its histories, having used it for several previous campaign settings in other games. The biggest challenge, we have found, is leaving behind the old ways and adapting to a new system.

The second is a group to which I gave a challenge. It is the same challenge I have issued many times before. "Just try it." I have yet to introduce someone to role-playing games that has not enjoyed them, and this group is no different. They have fought with difficult schedules to bring the game together for weekly meetings. Their purpose is to discover the difficulty of the learning curve and the ease of use. Books such as this one can become quite "jargon-y" at times, and the relatable nature of the text is imperative if the game is to bring any new players to the world.

Open Game License

This game began as a D10 (10 sided dice) adventure setting. In its early stages levels were capped at 10 and there was very little room for character growth. After much struggling with various systems ranging from the previously mentioned D10 to variations of Dice Pool systems, I decided to use the Open Game License (OGL) as a first building block. Part of this motivation was legalistic. The OGL is open for use in new games and modification is allowed and encouraged. The only catch is that it must be mentioned in the work, modified passages must be notated, and the parent company cannot be mentioned without permission.

As such, I have used a carrot marker (^) to notate sections and entries in the text that are modified from the OGL. The OGL makes its greatest appearance in

the Basic Rules section (Chapter 9). However, all text is original and all races, guilds, organizations, locations, people, groups, histories, cultures, languages, and any unique information presented for the first time in this document is copyright of Dallas E. Caldwell for use with *144 Gaming* and other texts. A complete version of the OGL licensing information can be found at the end of this book.

Future Editions

The most obvious addition to a future edition is the basis for the *144* title. The *Naluni* will play a major role in either a second handbook or an expanded version of this one. Eventually, all one hundred and forty-four *Nalunas* Abilities will be created and balanced for character use. Additionally, the source of those powers will be created in greater detail, providing each individual *Naluni* with its own motivations and history for each power.

Another necessary addition is a source of combatable monsters. This currently exists only in list form and requires much in the lines of balance and adaptation of the OGL system. The artwork will also be updated to create a more robust text. This will include some street level maps, area maps, character sketches, and Spell, Ability, and Skill images. I have provided some of the artwork in a limited fashion, primarily as placeholders. Additionally, Joshua Stearns has provided sketches. His artwork is credited as such in the text.

Lastly, there is always room for more growth. Such is the nature of the Role-Playing Game. Characters are always learning new things, and, as such, new things must be available for them to learn. New Spells, Abilities, Guilds, POIs, and playable Races will likely be included in future editions.

For the purposes of this creation, intended editions and additions to the work are referred to as *144: Mystics and Monsters*.

As an aside, I would like to pay my thanks to several individuals who have been instrumental in making this working text possible. First, to my play-testers: Dr. Jim Baird, Amber Bolding, Austin Bolding, Jennifer Caldwell, Jonathan Fritz, Bryan Leftwich, Robbie Leftwich, Chase Ray, Jacob Riesenweber, and Spencer Stevens. I would also like to thank those of the English Department at the University of Central Oklahoma for allowing this thesis to exist: Dr. Amy Carrell, Ms. Linda McDonald, Dr. Allen Rice, and Dr. Wayne Stein.

There are others I would thank for their influence in the creation of this world and for acting as sounding boards as I toiled through its birth: James and Taylor Baird have pushed more, perhaps, more than any others. Thank you for motivating me and moving me and thank you for believing in what I have created. Everyone involved has allowed me to dream not only in this text's creation, but also toward wide horizons.

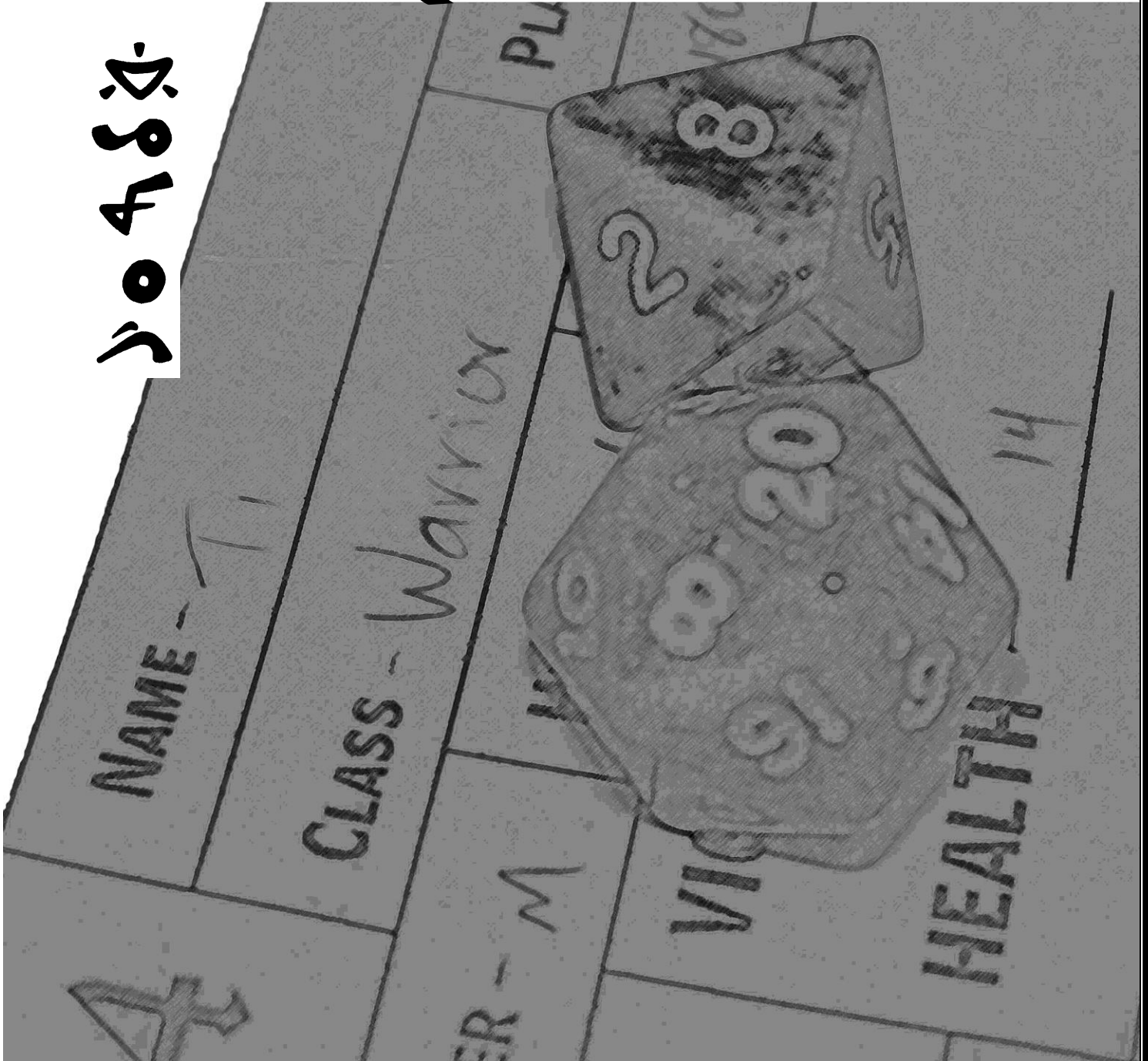
For now, I hope you enjoy your first look into *Traespairnas*, the world of the *144*!

Dallas E. Caldwell

CHAPTER I

INTRODUCTION

20488



I am Matthew the Blue, Traveler and Scholar. I feel I must introduce myself first lest you forget. It's like my grandfather used to say, "If you're going to get your hands dirty doing all the work, you might as well get a name from it."

Not that my kind is so foolish as the Undlanders as to think that names can be earned and so vain as the Sontauch to believe that names should only be given to those found worthy. Quite the contrary, in fact, our names are not so unique as to distinguish us at all.

I am the forty-third in a long line of Matthews and am only distinguished from my great, great, great... well enough greats as to call them fantastic, grandfathers by the color of the sky I was born under. All my grandfathers back seven generations are still alive, of course, as we Cairtols tend to live long full lives and long to fill our lives by continuing the species, so to speak.

The addition of Traveler and Scholar was of my own devising. As to think any other Cairtol would heap such a hefty title on one such as me, let alone seek such a title for themselves. We Cairtols, or perhaps I should say most Cairtols since I cannot include myself in the grouping, generally care very little for scholarly pursuits. The truth of it is that we write very little down and very few know how to read at all.

Our kind does, however, have a rich oral tradition which the eldest of us says dates back some three hundred generations. As to whether or not there is any truth to this claim, I cannot attest. Cairtols have always been very boastful on the matter of having the strongest history in all of Traespairnas despite never actually recording it.

Therein lies my job. Long ago on my tenth birthday, I stood before the rest of my family-clan for my coming of age to

announce my choice of a life-partner with which to re-seed the earth. Much to everyone's surprise, and perhaps even my own, I announced that I would not be taking a mate. This, of course, is unheard of among my kind, but I can explain the why's and whatfor's in a moment. I also announced my goal to chronicle the history of Traespairnas for the betterment of civilization. Again, an unheard of undertaking.

Perhaps, before I get ahead of myself in explaining my own histories, I should use my chosen path to help you along with yours. I have traveled high and low chronicling lore, legend, history, and tradition. This I will happily share with you provided you are willing to listen, or rather to read. Also, you will have to forgive me if I revert back to the structures, or lack thereof, from the oral traditions of my kind for the tale. Adherence to rule and grammar tend to annoy me and feel much less like real speech and more like Peltin schooling lessons.

As such, here is the tale of our world, of its people, and of its histories. Welcome to the world of Traespairnas, the world of the 144.

- Matthew the Blue

INTRODUCTION

144: The Game

144 is a Role Playing Game where you play the champion. Epic deeds and heroic feats are everyday occurrences when adventuring in Traespairnas.

Your character can be a strong Warrior, a Specialist, or a scholarly Mage. There are even those lucky few gifted by the Naluni with powers beyond those of mortal men.

Rules of the Game

144 is played with your imagination and with polyhedral dice (d4s, d6s, d8s, d10s, d12s, and d20s). Your Lore Master will create the story or use a *Traespairnas* pre-made campaign.

The first and foremost rule of the game is that what the Lore Master says is law. It is up to him or her to decide on rulings, discrepancies, questions, or confusion that might occur during game play. However, remember that the game is supposed to be fun for everyone, and sometimes it's okay to bend the rules so that everyone has a good time.

The basic mechanic of the game is composed of rolling twenty-sided dice (d20). Skill checks, Attack rolls, and Ability checks are all decided by rolling a d20 and applying your character's bonus to the roll.

What You Need to Play

144 is a social game and, as such, you will need one to four friends to play the game with you. Once you have your friends together all you will need are the *144: Core Rule Book*, *144: Mystics & Monsters*, a few character sheets, and a healthy supply of dice.

It is also suggested that you obtain miniatures to represent your characters. The combat descriptions account for the use of miniatures on a one (1) inch square or hexagonal grid, but any item fitting the one (1) inch scale can be used.

What You Can Do

Just about anything! The only limitation to what you can do in the world of *144* is found in your imagination. You can adventure, build, buy, sell, hunt, or train. The character you create can slay monsters, practice the art of magic, or hob knob at the local tavern.

The Lore Master will set the pace of the game and control the overall story, but it's up to you how you act and react within the world. If it fits the scene your Lore Master has created, you may want to have your character jump a fence, hide in an alley, sneak through a cave, pickpocket a passerby, or attack a ruffian.

Adventuring

Feel free to crave adventure and excitement as you enter the world of *144*. You and your friends' characters are the heroes of this tale. Your adventure might take you to the barren wastes of *Onalon*, leave you stranded in *Myrioth Jungles*, or find you imprisoned in the catacombs beneath *Odes'Kahn*.

The shape and scope of the adventure is designed by your Lore Master and each "campaign" lasts as long as your group is having fun. This might mean one night of combat and exposition or a series of gaming sessions which all culminate in a grand finale against an evil lord!

No campaign is ever the exact same as any other. Your Lore Master can add to tales or create her own, and your characters bring their own unique flavor to each and every story.

Skills[^]

Skills represent your character's abilities in specific areas of training. Skill checks are made by rolling a d20 and applying any bonus or deduction your character may possess for the given Skill. The target number for each Skill check is decided by the Lore Master.

For example: Amber is playing a rogue-like Specialist named Alana. She is trying to sneak into a sleeping nobleman's bedroom and break into his safe without being detected. For this she will need to

[^] Uses information based on the Open Game License.

use his Stealth Skills and his Thievery Skills. She has a +5 to Stealth and rolls against the sleeping noble's -5 Awareness Skill (the Lore Master has decided to lower the noble's normal +5 because he is sleeping soundly). She rolls and achieves a 14 compared to the nobleman's 11. The noble does not hear her enter and continues to sleep soundly.

Alana then tiptoes into the room and begins working on the safe. Because of the complexity of the lock the Lore Master has decided that it will take a check of nineteen (19) to open the vault. Amber rolls a d20 and adds 4 because although she has a +6 to the Thievery Skill the Lore Master has decided to take two away because she is trying to work silently. Amber rolls and gets a total of fifteen (15). She must then roll again, spending more time, until she scores high enough to open the safe. If she finally does succeed without the noble waking up, then Alana effectively opens the safe and can sneak back out of the room.

Combat

Combat (Chapter 9: Basic Rules) is a central part of every *144* campaign. Whether you are attacking or being attacked, you will undoubtedly need to draw your weapon at some point in the tale.

Combat time is divided into Rounds each lasting five (5) seconds. In this amount of time, a character can spend five (5) Action Points. The use of Action Points will be further discussed in the Chapter 9 in the Combat section. For reference, the basic actions are as follows:

Movement = 2 Action Points

Attack = 3 Action Points

Draw a weapon = 1 Action Point

Grab an available item = 1 Action Point

There are some actions that can only be classified as miscellaneous actions. These actions cost a differing amount of Action Points. Some are determined by the ability being used and others are adjudicated by the Lore Master.

Attacking and Defending

When you attack an opponent, you roll a twenty-sided die (d20) equal to your stat in Melee or Ranged combat. The result is then compared to the target's Defense. If the roll matches or exceeds the target number, you hit! The attacker then deals damage according to their wielded weapon.[^]

The damage dealt is then subtracted from your opponent's Vigor. The Vigor score represents a character's ability to keep fighting through the rigors of combat. If a character's Vigor score reaches zero (0), he or she is Winded and takes a -2 penalty to all Attack rolls, Skill checks, and ability checks. After a character's Vigor score is zero (0), they are left with only their Health score to keep them fighting. If their Health score reaches zero (0) or lower, he or she dies.

For example: Austin is playing a *Faldred* Warrior named Sanoth. He wants to attack a wolf with his battle axe. He has a +3 to his melee attack and rolls a d20. He rolls a fifteen (15) and adds the +3 bonus resulting in a score of eighteen (18). The Lore Master compares this result with the Wolf's 14 Defense. Sanoth has successfully hit the Wolf and deals battle axe damage accordingly.

Social Interaction

Social interaction in *144* gives you a chance to really bring your character to life. Whether you wish to play a smarmy dilettante, a courteous soldier, a serene shaman, or a secretive rogue, how your character behaves with other players or non-player characters (NPCs) controlled by the Lore Master speaks to his or her true nature. Some social interaction is accomplished through the use of skills such as Persuasion and Deception, while many are simply acted out between players and the Lore Master.

Character Creation

The most important pieces of this tale are you and your friends' characters. They provoke the action, uncover the mysteries, and destroy the villains. It falls to you, then, to create a character that is both fun for you to play and that works well within a group dynamic. Your character is more than statistics and profiles, although they do play a large role in the creation. This chapter provides an overview of the basic rules and numbers that go into creating a character. Once you have your character's statistics determined, be sure to look through the section on Creating a Hero (Chapter 2) to help build a better rounded creation.

Attributes

Your characters Attributes determine their base statistics for Strength, Agility, Fortitude, Mental, Social, and Luck. Nearly every Skill or Ability draws from these base Attributes.

Attributes are determined by rolling four six-sided dice (4d6), dropping the lowest result, and totaling the remaining three dice. Once this is done six times,

you may choose where you allocate your rolls.

Race

Pick your Race (Chapter 3). Races can add an interesting flavor to your character, create depth, or open up opportunities. Some give bonuses to certain Skills or Abilities, and some are inherently stronger or faster than other races.

Class

There are three main Classes (Chapter 4) available to play in *144*: Warrior, Mage, and Specialist. Warriors have a good selection of combat oriented Abilities. Mages can devote themselves to divine magics. Specialists can dabble in a little of both, and have certain other Abilities only available to their class.

Ability Points

Characters begin play with 25 Ability Points they may use to buy Skills and Abilities. Additional Ability Points are gained as a character adventures. They are awarded in a similar manner as Experience Points, but can be spent at any point your character finds time to rest and train new Abilities.

Skills

Your available Skills (Chapter 5) are determined by your Class. You may purchase Skill Points by using your Ability Points. One Ability Points buys your character the Skill Study ability which provides 3 Skill points plus one per Mental bonus. These Skill points may be spent to increase your character's available Skills.

Ability Trees

Like Skills, the Abilities available to a character are determined by their Class. Abilities are set up in the form of trees where one must have the first Ability

before ascending the Tree to the next. Each Ability has an Ability Point cost.

Equipment

Your character will need to be equipped with clothing, gear, weapons, and armor before heading out on an adventure. Equipment is readily available in most towns, but rarely comes for free. Characters begin play at first level with 20 Silver Pieces (20 sp). Currency is counted in Copper, Silver (worth 100 Copper each), and Gold (worth 100 Silver each). Precious stones and other rarer items may also be used as currency in some locales.

Alternatively, your Lore Master may elect to start a campaign in which characters begin play with an equipment

package. This package usually includes items necessary for play that are tailored to your specific character. This can save a lot of time when starting a new game. Chapter 8 on Equipment has some sample Starting Packages which may be edited to fit your character's needs.

The Character Sheet

The Character Record Sheet is a convenient place to keep all of your character's statistics together for easy access. The sheet (found at the end of this book) can be copied and used multiple times.

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CHAPTER II CREATING A HERO

In all of Traespairnas, I have only ever encountered two beings exactly the same, and even then it was due to extraordinary circumstances and deific involvement. So much to say that every being I have ever known in this great world is truly a unique creation. It is a marvelous testament to creation that life can be so varied and yet still have a common thread. I guess that's why I have so much trouble applying the term average to any creature of a given race.

- Matthew the Blue

DESCRIPTION

When you create a character to be an adventurer in the world of the 144, you create a distinctive creation with a unique history, composition, and outlook. While all farmers from *Flarcant* may have a greater appreciation for the earth and things that grow, that doesn't mean they all do. Your character might be a *Bo'uhr* who has left his people's warring ways to seek out a life of greater meaning. In the end, it is a combination of *Background*, *Looks*, *Personality*, *Moral Inclination*, and *Fate* that make your characters who they are.

Background

It is important to decide from where your character comes. This is done not only by selecting a home or point of origin, but also a personal history. While there is no limit on your imagination in coming up with a personal history, presented here are a few ideas that might help you in your character creation. When creating a new background not listed here, work with your Lore Master to decide what benefits are fair and appropriate for the choice.

Carpenter

You have long been comfortable holding a hammer and nails. You have a deep understanding of how things are put together, where support is needed, and how to take things apart.

Benefits: You gain a +1 bonus to Architecture checks.

Chef

Your culinary skills have long been touted as your greatest trait. Whether cooking for a royal family or from a private venue, your knowledge of ingredients and spices is unparalleled.

Benefits: You gain a +1 bonus to Nature checks.

Entertainer

Whether it is music, dance, or art, you have always had a gift for capturing the heart with your charismatic ways. Perhaps, you were part of a family of traveling musicians or an orphan who made a living in a circus show.

Benefits: You gain a +1 bonus to Perform checks.

Farmer

Your hands may be hard and weathered from years in the field or your skin may be dark and dry from days spent under the blaring suns. You are just as comfortable behind a plow or wielding a hoe as you are behind a barricade or wielding a sword.

Benefits: You gain a +1 bonus to Nature checks.

Guard

A step from guardsman to adventurer seemed like a natural direction for you. After spending years looking after someone else's welfare, it is now time you sought your own.

Benefits: You gain a +1 bonus to Awareness checks.

Hunter

Hunting is not just sport to you. It is a lifestyle and a livelihood. You have long lived off of the bounty of nature using your skills as a hunter to provide for yourself or your family.

Benefits: You gain a +1 bonus to Survival Skill checks.

Inn Keeper

After years of looking after adventurers and cleaning up their messes, you have finally decided to have an adventure of your own. You are quite confident that the tales you've heard will pale in comparison to the ones you are about to take part in.

Benefits: You gain a +1 bonus to Local checks.

Military

You were once a piece of a larger whole. Whether you were a lowly recruit or a General, you have spent many of your days in battle or staving off the threat of battle. Maybe you deserted an army you felt had lost its way or perhaps you just decided to move on with your life and seek a new sort of adventure. Either way, the discipline and military mindset have influenced a large part of your growth as a person.

Benefits: You gain a +1 bonus to Warfare checks.

Outlaw

More often than not you have found yourself on the wrong side of the law. This could have been because of your own uncivil ways or because the law enforcement in your home town was less than scrupulous. Either way, you have spent much of your life dodging the long arm of the law and have learned to survive outside its reach.

Benefits: You gain a +1 bonus to Stealth checks.

Politician

Some might describe you as a hunter of another nature. You are skilled with your tongue and have a winning way with people. This innate or developed ability helped you to secure popularity in your home town. Whether or not you were honest about it is a wholly different matter.

Benefits: You gain either a +1 bonus to Persuasion checks or a +1 bonus to Deception checks.

Servant

Whether freed or fled, you are now able to live a life separate from the life of service you once knew. You have long dreamed of escaping your second tier citizen livelihood for dreams of something grander.

Benefits: You gain a +1 bonus to Local checks.

Teacher

You have heard it said that those who can't do teach. But you know that it could not be further from the truth. You have spent years sharing your knowledge with others and have decided to put that knowledge to use.

Benefits: You gain a +1 bonus to any one Skill to be chosen from Arcanis, Architecture, Geography, History, Nature, Religion, Science, or Warfare. This category must be chosen upon character creation.

Urchin

You have spent the majority of your life on the streets. You grew up alone and perhaps never even knew your family, but this has only made you stronger. While you may have been hardened by the streets, you are most at home in the shadows just beneath the notice of others.

Benefits: You gain a +1 bonus to Stealth checks.

Looks

While the large part of your looks will be determined by your race, unique attributes make each individual. . . well, individual. All the little factors that make you who you are the same factors that keep you from being who you aren't.

Height

Do you tower over your fellow man or do you struggle to peer over their shoulders? The average height for each species can be found in Chapter 3. You can use this guideline as a building block for your character.

Weight

Are you thin and athletic, thick and brawny, or squat and round? While your weight has no actual impact on your Attributes, it is usually good to keep them in mind when designing your character.

Hair

If you are one of the races of *Traespairnas* lucky enough to be gifted with hair, you might as well take pride in its presentation. While *Cairtols* generally have reddish hair that quickly turns grey as they enter adulthood, their hair can truly range through all shades of colors. *Peltins* often have reds, browns, blacks, and blondes in their locks. The *Dorokti* have every shade of grey, white, brown, and black imaginable, and I have even known a few who could be described as gold or silver. The *Undlanders* take great pride in their hair colors and styles often using roots and leaves to dye their tresses all shades of the rainbow. I have even been in contact with a group of people whose hair is worn in certain styles to reflect their societal positions and to carry the mark of their families.

Eyes

While eye color is an often distinguishing trait, the angle and position of the eyes can also make for a very distinctive look. There are several sociologists who theorize that the primary reason all creatures find *Coranthen*s so becoming lies primarily in their eyes.

Distinguishing Features

While it may seem odd to have a separate category for distinguishing features when talking about the distinctions of each feature, one must not forget all of the idiosyncrasies and uniqueness that is somewhat un-classifiable. For some races, the appearance of horns might distinguish them from their fellow being. For others, it could be stripes, fangs, or tails. In Chapter 3, you will find more information regarding the appearance of each race.

Personality

Personality is a point of pride for many people. It is personality that determines much of how we survive situations and or at least how we react and behave during and after trials. You might wish to create a character that is plucky and amiable and always seeks a bright resolution to any predicament. Or you might prefer a hero that keeps to herself, brooding and struggling, perhaps with some dark secret constantly hidden.

While personality has no actual influence on any statistic, it is often one of the most indicative factors of how your character will interact with others, how they view battle and adventure, and why they are on a quest in the first place. As with Background, there is no true limit on your Personality and often it may not be summed up in a single word. Here a just a few ideas to get you started.

Brazen

You are bold and courageous. This may manifest itself only in battle as you banter with your foes. For others, it may show in their social relationships causing them to be, at times, overly social or forthcoming. A Brazen character rarely shies away from meeting new people or fighting the most powerful of enemies.

Edgy

You are constantly on edge. You have little trust for people or things you don't know or understand. In combat, you are quick and always on the look-out for surprise attacks. An Edgy character is often stand-offish, but might be overly friendly to compensate for their social mistrust.

Hardened

You have seen everything. There's nothing that can surprise you anymore. You rarely have fits of passion or react to fear in the way others might. A Hardened character is often quiet and hard to read. He or she often keeps a hand on a weapon and stands in quiet defiance against any threat.

Passionate

A strong fire drives you towards anything you choose to pursue. This may show itself in religious devotion, an obsession with a unique hobby, or in an over-abundance in diligence in a chosen art, martial or other. A Passionate person typically inspires those around them, but can just as easily encourage uneasiness or awkward looks.

Passive

You tend to take life as it comes to you with little exuberance or outward display of passion. This may mean you are simply a private person who feels your feelings

are your own and the world should mind its own business, or it may mean you really just don't care. A Passive character may be a well guarded soul or a person who has suffered a great loss and never wants to feel that loss again.

Quirky

Your idiosyncrasies often baffle those around you. Your quiriness may rear its head in awkward habits, self-motivational speeches, or simply in strange attire. Quirky characters usually pride themselves on being unique souls.

Serene

You are a bastion of calm and peace. Though the world may rage all around, you always keep your cool. Serene characters never raise their voice in anger or fight in an uncontrolled fit of rage.

Timid

You are somewhat shy. This may stem from low self-esteem or from a simple lack of experience. You are rarely the first to introduce yourself in social circles and often only fight when it is the only option available. Timid characters are by no means weaker than any other, but they often have a lower view of themselves than they deserve.

Moral Inclination

Moral Inclination is an indicator of your character's inner values. These may be shared with the world or they may be private. Often a Moral Inclination is determined by religious preference, but may just be a core set of ethics instilled in your character by their parents. In some cases, your character's Moral Inclination will determine what Abilities they have available, how Spells they cast manifest, or whether or not they can join a specific Organization. Some choose to live for a

greater good than themselves, some care only for their own concerns, and others serve a much darker purpose.

Good

You are a good hearted person who realizes there is much more to life than seeking your own desires. You are almost always on the look-out for wrongs to be righted and injustice to correct. This may manifest in a zealous pursuit or a quiet humility in the service of others. Just because you are good does not mean you constantly risk your life for others, but your concerns usually take a rear wheel to what is right, lawful, or good.

Unaligned

You live your life as it comes to you weighing each situation against itself. There is no greater moral code governing your actions or some ideal propelling your thoughts. Nor are you compelled by darkness. You do what is best for you and your own. You may hold loyalty as the utmost in importance, or perhaps the ability to do a job without mistakes. To you, it doesn't necessarily matter that what you do is good or bad, you just want to be happy and to be good at what you do.

Evil

Your heart is malevolently bent towards darkness. Whether it be the subjugation of others, an endless desire to possess what is not yours, or an unending bloodlust, you find that things others consider to be wrong fit you just right. Your heart may be locked in service to a greater dark power for hope of reward or you may just find that life is more enjoyable when you are filling it with worldly gains no matter the cost.

ATTRIBUTES

There are six basic attributes that determine a character's overall capability. These base attributes are the building blocks for all of your other statistics. This section provides a closer look at what each Attribute represents and influences in the creation of a character.

Attributes are determined by rolling four six-sided dice (4d6) six (6) times. With each roll of 4d6 you will total the value of the three highest dice and drop the lowest. Once you have done this all six (6) times you may apply these results to your individual Attributes as you see fit.

For example: Rich is making a new character. He rolls four six-sided dice and drops the lowest. He does this five more times and has the following results: 15, 11, 12, 16, 10, 10. Since Rich wants to play a strong and tough Warrior he might arrange his scores as follows: Strength – 16, Agility – 11, Fortitude – 15, Mental – 10, Social – 10, Luck – 12. After he has applied his scores to his character's attributes, he adjusts the attributes as needed based on his chosen race.

Strength[^]

Strength (STR) is a measure of your character's raw power and physical potency. A character with a high Strength stat is often a brawny or stout creature with powerful limbs and a broad chest. The statistics determined by the Strength Attribute are as follows:

- Carrying Capacity (see Chapter 8).
- Melee Attack and Damage rolls.
- Certain types of Armor and Weapons require a minimum Strength score to use.

- Some Abilities require a minimum Strength score to be learned.
- Certain Skills.

Agility[^]

Agility (AGI) is a mixture of dexterity and speed. It is a representation of your character's flexibility and physical adaptability. A character with a high Agility stat could be light and thin or sinewy and graceful. The statistics determined by the Agility Attribute are as follows:

- Speed. Speed is determined by adding your character's racial Speed to their Agility bonus.
- Ranged Attack rolls.
- Some abilities require a minimum Agility score to be learned.
- Defense.
- Certain Skills.

Fortitude[^]

Your character's Fortitude (FOR) represents his or her bodily health and wellness. It also indicates their toughness and resilience. A character with a high Fortitude stat is most likely in peak physical condition and rarely suffers from any normal sickness. The statistics determined by the Fortitude Attribute are as follows:

- Health and Vigor.
- Some Abilities require a minimum Fortitude score to be learned.
- Certain Skills.

Mental[^]

The Mental (MNT) Attribute encompasses both your character's knowledge and understanding. Characters with high Mental stats typically enjoy puzzles and

books and tend to use their mind to win out in situations where their physical limitations might otherwise limit them. The statistics determined by the Mental Attribute are as follows:

- Magic Abilities and Spell Casting.
- Resistance.
- Some Abilities require a minimum Mental score to be learned.
- Skills points and Certain Skills.
- Languages known. Characters begin play knowing any languages their starting race provides plus one extra language per bonus their Mental Attribute provides.

Social[^]

The Social (SOC) attribute marks your character's way with words, general likability, or force of personality. A character with a high Social stat is often well liked, has a way with words, and enjoys being the center of attention. The statistics determined by the Social Attribute are as follows:

- Magic Abilities and Spell Casting.
- Some Abilities require a minimum Social score to be learned.
- Certain Skills.

Luck

While no individual statistic draws its roots from this Attribute, Luck (LUC) can have an influence on any given check. A character with a high Luck stat might always seem to have a guardian looking out for him or her, or have an extraordinary knack with card-disks, or even be able to pull out victories against over whelming odds. Your Lore Master might decide that a lucky trinket or series of events in your favor allows you to add your Luck score as a temporary bonus to a

certain roll. Or if you're looking for something a little more reliable, the Luck Ability tree gives you Luck score as a bonus to many different checks.

Attribute Bonuses[^]

Each Attribute has with it an inherent bonus. It is this bonus that is applied to Skill checks, Attack rolls, and some level dependent benefits. The bonus for each Attribute increases at every even number beginning with 12. Likewise, 8 and below decrease the bonus at every even number. Refer to Table 2.1 for the Attribute and Attribute bonus correlations.

Point-Buy[^]

If your Lore Master chooses for your group to determine Attributes by the Point-Buy method, you may spend 25 points at character creation. Table 2.2 gives the cost of each point in any chosen Attribute. Each Attribute begins at 8 and you may use your points in whatever manner you choose. After spending all available points, apply your racial Attribute modifiers.

Table 2.1 – Attribute Bonuses[^]

Attribute	Attribute Bonus
0* to 1	-5
2 to 3	-4
4 to 5	-3
6 to 7	-2
8 to 9	-1
10 to 11	+0
12 to 13	+1
14 to 15	+2
16 to 17	+3
18 to 19	+4
20 to 21	+5
22 to 23	+6
24 to 25	+7
26 to 27	+8
28 to 29	+9
30 to 31	+10
40 to 41	+15
50 to 51	+20

Table 2.2 – Point-Buy Attribute Costs[^]

Attribute	Point Cost Each
9 to 14	1
15 to 16	2
17 to 18	3
19 to 20	4

CHAPTER III

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RACES

Art by Joshua Stearns

My travels would have been quite boring were it not for the diversity our world supplies. Traespairnas is home to many varied creatures, a host of which are sentient and wonderful. I could write entire books on each of the races – in fact, for many I have – but there are several races which I would consider to be predominant. Their cultures provide a very interesting insight into the overall makeup of Traespairnas.

Perhaps someday we will discuss the nature of the Mialun – a race I have only recently discovered in existence as they are a very reclusive people – or maybe I could tell you of the Sontauch, the Narculd, or the Ibor. Perhaps I could even write of the origin of the races, a highly debated topic which very few cultures agree on. For now, I will just write to you of the majesty of our creation, the strength of bonds created in life, and the power these mortal coils are capable of holding.

- Matthew the Blue

RACES

Choosing a Race

When you choose a race, you are creating a foundation for your character. Your character may not follow all the conventions of his or her culture, but the degree of conformity to societal norms says a great deal about his or her disposition. Races can provide a certain look or feel to your character and determine how other characters react to them in the game.

Appearance

Your character's physical appearance, while related to their Social and Fortitude attributes, has no mechanical bearing on the game. He or she might possess certain distinguishing marks, be exceptionally tall for the race, or be a completely average

member of the race allowing him or her to better blend in with their cultural surroundings. This section gives a basic idea of the look of each race.

Society

This section provides an introduction to the chosen race's society. It gives an idea of how they are viewed by other races, a glimpse into motivations, and a look into the structure of their culture. This can help a player build a character around certain ideas such as family, political affiliations, or history.

Lands

This section gives a brief introduction to the area in which a chosen race dwells. This plays a role in character creation in working with your Lore Master to determine in what locale the campaign will take place. If the campaign is set near your selected race, your character may feel a desire to involve his or her party out of a need to protect his or her territory or family. If the campaign is set far away from your character's homeland, he or she may be a wanderer or an explorer or have been forcibly taken from his or her home.

Religion

This section gives an introduction to the dominant religion of a chosen race. While this is by no means comprehensive, it can provide a glimpse into the role religion plays in forming the overall culture. Whether or not your character has any loyalty to the example religion is completely up to you.

Example Names

By giving a few examples of both male and female names, this section introduces a chosen race's naming style.

Rite of Passage

Not all races of *Traespairnas* have a formal Rite of Passage, but this section gives examples for those that do and an idea of how one enters adulthood in cultures that do not. The Rite of Passage might play a major role in the creation of your character. Did he or she fail the rite or does it still loom on the horizon as an unconquered challenge? Perhaps he or she excelled marvelously and left home to seek other, greater challenges around the world.

Traditions

This section provides examples of cultural traditions and historical remembrances. Like the Rite of Passage this section could factor in to the back story of your character through his or her observance of the tradition or unwillingness to keep said tradition.

Celebrations

This section provides information on the Celebrations of the chosen race. While this might be used in the creation of a back story for your character, it can be most helpful for a Lore Master for use in adding cultural elements to a campaign.

Racial Features

This section has the most direct influence on the creation of your character as it provides the game play advantages and disadvantages of each race as they apply directly to a character's statistics. The bonuses and penalties given here are gained upon the creation of the character and cannot be changed or regained later in the game.

Languages

Many races of *Traespairnas* have their own spoken languages. Each of the races presented here is given with default known languages. Extra languages can be learned by taking the Language Ability or by beginning the game with a bonus to a character's Mental Attribute. One additional language may be learned per for each point of bonus a character has.

The Languages may be chosen from the following list:

- *Bo'uhr*
- *Corash*
- *Cratin*
- *Dairbash*
- *Dorokti*
- *Elless*
- *High Peltin* (Must have a Mental Score of at least 14 to learn)
- *Melaci*
- *Peltin*
- *Taylith*
- *Tradespeak*
- *Waysmahl*



Art by Joshua Stearns

CAIRTOL

Cairtols are an eclectic group of wanderers and gypsies. They have an affinity for song and story, and value entertaining greatly over physical prowess. They favor spirited people and bright locations, and they love nothing more than a good riddle or trick.

Appearance

Standing knee high to a *Peltin*, these diminutive creatures make up for their lack of physical presence and strength with great dexterity and surprising speed. Male *Cairtols* begin growing beards at the age of

seven, and continue them without trim into their final years – sometimes upwards of 200 years.

Society

Cairtols make their living through trading and entertaining. As wandering gypsies, they come into contact with many of the species that call *Maduria* and *Nas Sonath* home. Very few species hold them in high regard, despite the fact that their oral traditions and histories date back further than any of the writings of the *Faldreds*. Likewise, they hold little respect for the “big-folk” finding them to be much too serious and boring.

The social structure of a *Cairtol* clan is defined only by the families within it. There is no organization or attempt at real government. Instead, the eldest member of the group – usually numbering between 6 and 20 *Cairtols* – is given the responsibility of making decisions that affect the whole group. This rarely goes against any one individual, and in the rare cases when one feels he is being overlooked a new clan is formed and the two groups go their separate ways.

Lands – Nas Sonath

Cairtols are a nomadic people constantly on the move. The majority of their clans inhabit the fields of *Nas Sonath*, using the nearby *Madurian* cities for necessary trade.

Religion – Church of Leindul

Despite surface appearances, *Cairtols* are a very devout and faithful people. Their oral traditions predate the *Great Division War*, and they pass the stories on to each clan and each generation so that the grace of *Leindul* will be fully understood and appreciated.

Example Names

Male Names: Nicky the Orange, Eric the Grey, Joel the Green. Female Names: Sandy the Red, Lauren the Black, Mia the Yellow.

Rite of Passage – Mastery

Adulthood comes for a *Cairtol* after he or she masters an art. This can be oratory, a musical instrument, written word, or visual arts. Upon “mastering” the first chosen art, a *Cairtol* will quickly seek a second. Some of the eldest *Cairtols* are known for their ability to masterfully play any instrument, tell wonderful tales, and paint a beautiful sunset all in one evening.

Traditions

As mentioned previously, the passing on of oral histories is the greatest tradition of the *Cairtols*. Since the life and writings of *Matthew the Blue*, more and more of these traditions have been collected and recorded. This does not dampen the devotion to the oral tale, however.

Celebrations

Cairtols have many celebrations. This is due, in part, to their long history and their desire to celebrate all the holidays of their ancestors. Because of this, *Cairtol* clans meet regularly for grand festivals of music and tale.

Racial Features – *Cairtols* have the following racial features:

- Gain a +2 to Agility and Social and take a -2 to Strength and Fortitude.
- Gain the Lore Ability.
- Gain a +1 to Persuasion checks when Trading or Haggling.
- Speed: 4.
- Languages: *Tradespeak* and *Peltin*.

- Small. *Cairtol* characters take up one square like most characters, but use a small miniature. They gain a +1 bonus to Defense for their size. Additionally, they may only use small weapons and armor.



Art by Joshua Stearns

CORANTHEN

To most, *Coranthen*s are haughty and self-important. Appearance and grace and highly revered in *Coranthen* society. They look down upon physical deformity, harsh voices, and uncouthness. Shouting is strictly forbidden in *Coranthen* society and believed to be barbaric. The young are sifted through at birth to remove any

defects from their culture. Those not meeting the high standards are left on the hillside for the wolves.

Appearance

*Coranthen*s are the embodiment of beauty. They resemble the ultimate in *Peltin* perfection, but deny any ancestry tying them to their hideous cousins. They dress in silks and light linens, underscoring their lithe, athletic bodies and supple grace. *Coranthen* men are strong and toned, working rigorously to meet their ladies' demands.

Society

*Coranthen*s respect the *Dairbun* architects for their ability to create beauty out of simple stone, but have little relations with them beyond that. They tend towards isolationism, at least for the elite of the society. Those who do not meet the beauty level of the aristocracy are used as emissaries for trade and alliance with the nearby species. They are in constant conflict with the *Bo'uhr*, who bring endless raids to the edge of their lands.

Coranthen society revolves completely around the Queen and her desires. Men are the belongings of the women, and can hold no higher station in society than warrior or attendant. *Coranthen* women are the lords and nobles of the society, although during times of pregnancy they are segregated to confines of their home and expected to remain there until their former form is re-achieved.

Lands – Coranthead

The *Coranthen*s once had a large empire east of the *Rhamewash Forest* near *Kinos Klayfurren*. Now their people reside solely on the northern continent in the regions of *Coranthead*.

Religion – God-Queen

Coranthen society is built around their queen, who is revered as a goddess. Beauty and grace are praised above all else, while gluttony, filth, and unkemptness are seen as vile sins.

Example Names

Male Names: Kyrtian the Grand, Olandreas the Fair, Marius the Handsome.
Female Names: Abella the Beautiful, Marianne the Graceful, Melanie the Gentle.

Rite of Passage

*Coranthen*s have no traditional Rite of Passage. The journey into womanhood and the taking of the first consort are the closest things to an initiation into adulthood that their culture upholds.

Traditions

Traditions rarely last longer than the reign of the current queen. Changes in leadership usually bring with them changes in societal standards, styles, and traditions.

Celebrations – Courtly Fair

The annual Courtly Fair – sometimes called the Court's Affair by outsiders – celebrates beauty and sexuality. The warriors and male consorts are paraded before the queen and noble women and each chooses a male to be her partner for the coming year – the Queen usually choosing several for herself.

Racial Features – *Coranthen*s have the following racial features:

- Gain a +2 to Social and take a -2 to Mental.
- Gain a +1 to Damage when using a Mastercraft Weapon.
- Gain a +2 to Persuasion.
- Speed: 5.
- Languages: *Elless* and *Peltin*.



Art by Joshua Stearns

CRATIN

Cratins are gruff and strong willed. They believe in power and science only. In *Cratin* society, whoever understands science has power, and whoever has power has right. They are industrious and self-serving, gladly using the efforts of others for their own promotion.

Appearance

A *Cratin* has the body of a strong human coupled with the head of a bull. Their feet are powerful hooves and a light fur covers their entire body.

Society

The technology of the *Cratin* race is sought all over *Traespairnas*, and they take great pride in extorting exorbitant prices for their handiwork. The most notable relationship is that held with the *Melaci*.

Cratins make sport of breaking the noble *Melaci* of the pride and self-respect, stripping them of their wings and their dignity. *Cratins* are strict and disciplined, but also very selfish. Respect for authority rarely goes beyond that which is necessary for self-advancement.

Lands – Cratia

Cratins claim control over all of *Cratia*, though in reality they only use and maintain the lands to the north. The southern reaches of *Cratia* are a bitter, frozen wasteland. Their major cities are massive trade ports and they have established several *Madurian* settlements with exceptionally high taxes.

Religion – Atheist

Cratins know the tales of *Exandercrast* and *Leindul*, and while they believe the creatures existed they do not revere them as gods. Science is the utmost to *Cratins*, and they believe that by understanding science one can achieve all that is necessary for “godhood.”

Example Names

Male Names: Borok Ironhide, Tevis Thickhorn, Reevayt Broadback. Female Names: Loorah Cleverhoof, Vivan Lowbrow, Trooda Darkeye.

Rite of Passage

As soon as a *Cratin* is able to scheme on his own, he is an adult in his own mind – it matters not what others say.

Traditions

Cratins have a rich apprentice/master history. More often than not an apprentice lives with their master, learning everything of their trade, and then establishes their own trade in an attempt to put their former master out of business. This is seen as a

respectable endeavor in *Cratin* eyes, and the masters would be disappointed if their students did not try to supplant them.

Celebrations – Festival of Magic

The Festival of Magic is a yearly mockery of superstition, religion, and magical practices. Fireworks and Thunderballs light up the night sky, displaying *Cratin* superiority over superstition by science.

Racial Features – *Cratins* have the following racial features:

- Gain a +2 to Mental and Strength and take a -2 to Agility and Social.
- Gain the Mechanis Ability.
- The *Cratin* Boomer, *Cratin* Longbarrel, and *Cratin* Spinner are not treated as Unique weapons.
- Gain a +1 to Resistance.
- *Cratin* characters cannot be Mages.
- Speed: 5.
- Languages: *Cratin* and *Tradespeak*.



Art by Joshua Stearns

DAIRBUN

Dairbun are gruff and earnest. They believe in honest hard work, and they spend much of their lives perfecting their chosen craft. They are very loyal, both to causes and alliances, and never back out of a contract or verbal agreement.

Appearance

Dairbun are short and stout creatures resembling a compact *Peltin*. They stand around four feet in height and weigh as much as a grown *Peltin*.

Society

The majority of *Dairbun* relations come through their craft. They have designed and built cities for the *Coranthen*s and the *Madurians*, and have done commissioned work for nearly every civilization on *Traespairnas*.

Honor and respect for the elders of *Dairbun* society is placed before self-promotion and advancement. *Dairbun* are humble and gentle-natured, yet fierce in the defense of their allies' or elders' honor.

Lands – Jungle of Myrioth

The *Dairbun* call the great *Myrmian* trees in the *Jungle of Myrioth* home. The largest of these trees stand a quarter mile wide at the base and tower three miles into the sky. Deep in the trunks of the trees, the *Dairbun* have carved out their homes, connecting their networks through the intertwined branches. The roots are used as cellars and occasionally saunas. Hidden within the great trees, the *Dairbun* are safe from the giant predators that stalk the jungles.

Religion – Astrological Church of the Craftmaster Leindul

The *Dairbun* have observation towers high in the jungle's treetops where they can study the stars. Astrology and Astronomy play huge roles in the life of a *Dairbun*. *Dairbun* astrologers hold the highest respect in the society – even higher than the respect given to master craftsmen because the astrologers can interpret the craftwork of *Leindul* – the Great Craftsman.

Example Names

Male Names: Mohva Tallhammer, Braht Silverteeth, Karrah Strongchisel. Female Names: Maera Greenthumb, Uhlsa Longfellow, Greeta Wallwalker.

Rite of Passage – Mastercraft

Dairbun spend the first thirty to forty years of their lives practicing a craft or trade. Upon completion of their final project, which is judged by the town's elders, the *Dairbun* is granted his crafting apron and welcomed into adulthood.

Traditions

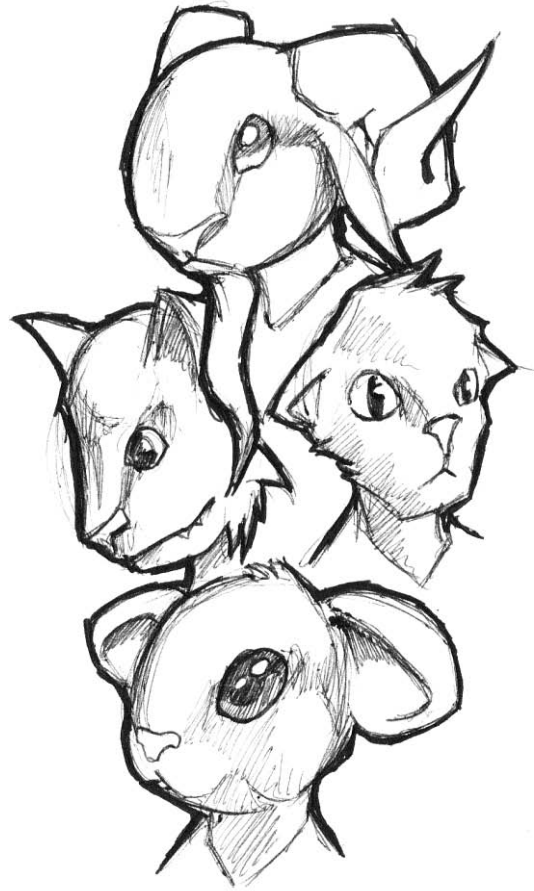
Crafting and building are so much a part of *Dairbun* life that it seems to transcend mere tradition. A *Dairbun's* life is not complete until he or she creates something worthy of *Leindul*, and in this pursuit all their work becomes a praise to the God of Hope.

Celebrations – Carnival of Creation

Twice each year the *Dairbun* gather in the greatest of the *Myrmian* trees for a Carnival of Creation. *Dairbun* crafters bring their creations for show and exhibition. Prizes are given in several different categories including innovation, form, and necessity.

Racial Features – *Dairbun* have the following racial features:

- Gain a +2 to Fortitude and take a -2 to Social.
- Gain 3 extra Ability points at 1st level.
- Gain a +1 to Architecture Skill checks.
- Gain a +1 bonus to Resistance.
- Speed: 3.
- Languages: *Dairbash* and *Tradespeak*.



Art by Joshua Stearns

DOROKTI

Appearance

Dorokti, also known as the Fallen, are vicious looking creatures resembling a mix between a *Peltin* and non-sentient mammal. Most are tall and strong drawing much from their mammalian ancestry. To some, they are considered beasts, because at first meeting the only resemblance to humanity is the fact that they are bipedal and straight backed. Their faces are much more similar to their animal cousins than to that of their *Peltin* neighbors.

Example Names

Male Names: Rel, Korock, Mikah, Camer.
Female Names: Ehnlee, Jjeera, Naila.

Racial Features – *Dorokti* have the following racial features:

- Gain a +2 to Agility and take a -2 to Mental.
- Gain the Track Ability.
- Speed: 5
- Languages: *Dorokti*.

Groups –

Germakti

The *Germakti* tribe is known for devotion to nature and their harmony with the wilderness around them. They live peacefully along the ocean line where they can revel in the beauty of the seaward sky and the grassy plains behind them.

Society

The *Germakti* are equally amiable to all creatures, though they have little interaction with most civilizations. They prefer the solitude of the clear skies far away from cities or industry.

Peace and inner focus are the primary keys to a *Germakti's* life. While freedom is of great value to them, they also understand the need for order.

Lands – Kinoss Klayfurren

The *Germakti* inhabit the eastern coastline of *Kinoss Klayfurren*, slightly north of the waterway to *Thalry*. They live as one with the nature around them, wasting nothing and wanting nothing.

Religion – Children of Leindul

The *Germakti* believe that oneness with nature is the will of *Leindul*. They praise him through their lifestyle of peace and humility.

Rite of Passage

The *Germakti* have no formal Rite of Passage, believing that all are deserving of equal respect and honor.

Traditions

For each *Germakti* child born, a tree is planted near the coastline of *Kinoss Klayfurren*. This tree is known as the child's Life Tree, and acts as a home for meditation and reflection throughout the *Germakti's* life.

Celebrations – The Great Hunt

Germakti have long participated in the Great Hunt with the *Jjeahkti*, *Ihvakti*, and *Ginakti*.

Racial Features – *Germakti* have the following racial features in addition to the normal *Dorokti* Racial Features:

- Gain the Aura Ability.

Ginakti

The *Ginakti* are the progenitors of the entire *Dorokti* species. They possess the nobility of the *Germakti*, the pride of the *Jjeakti*, the freedom of the *Ihvakti*, and the ferocity of the *Tesakti*. Among all the attributes, they consistently strive to find balance in their souls.

Society

As the largest tribe of *Dorokti*, the *Ginakti* are also the most in contact with other races. They trade freely with those civilizations willing to do so, and fight fiercely against any who threaten them. They rarely seek war but will defend their people like great rocks defending the shore against the endless ocean.

Nobility and pride are at the heart of the *Ginakti*. They trust their Warrior King to lead them through famine, war, and prosperity.

Lands – Kinosh Klayfurren

The *Ginakti* occupy the most southern reaches of *Kinosh Klayfurren*. Their encampments graze the borders of the *Madurian* empires.

Religion, Rite of Passage, Traditions, Celebrations – The religious practices, traditions, and rites of passage of the *Ginakti* are similar to those of the *Jjeakti* tribe.

Racial Features – *Ginakti* have the following racial features in addition to the normal *Dorokti* racial features:

- Gain three (3) extra Ability points at 1st level.

Ihvakti

Ihvakti are the most free spirited of the *Dorokti* clans. They love to compete, be it racing, wrestling, or brawling. An *Ihvakti's* life is spent challenging himself to grow in strength, stamina, and wisdom.

Society

Of all the *Dorokti*, tribes the *Ihvakti* have the most cordial relations with other species. They regularly interact with the *Cairtol* gypsies, providing them with furs and skins. They rarely venture into cities, but have been known to set up trade arrangements with the *Madurians*.

Ihvakti love freedom. Their clans are loosely organized and most everything is shared amongst all members. Respect is given to the oldest members of the tribe, but there is no true leadership established.

Lands – Nas Sonath

The *Ihvakti* roam the area west of the *Rhamewash Forest* to the northern parts of *Nas Sonath*. Rarely settling for more than a few weeks at a time, they follow the

herds of antelope and bison that call the plains home.

Religion – Redeemed of Leindul

The *Ihvakti's* worship stands in stark contrast to their free lifestyle. They pray three times daily facing the south and offer sacrifices of all they hunt through loud worship gatherings. *Ihvakti* life is filled with devotion and thanks for the hope and redemption *Leindul* offers.

Rite of Passage – Life's Journey

Each *Ihvakti* son goes on a Life's Journey with his father. This journey teaches him to survive off the land and live in harmony with it. The journey lasts nearly one month and takes them to the northern sea to gaze upon the beauty of *Leindul's* creation.

Traditions

The *Ihvakti* warriors have not made new weapons in at least fourteen generations. Instead, they carry the heirloom weapons of their ancestors, taking great pains to make sure they are well kept and lethal at all times.

Celebrations – The Great Hunt

The *Ihvakti* have long participated in the Great Hunt with the *Jjeakti*, *Germakti*, and *Ginakti*.

Racial Features – *Ihvakti* have the following racial features in addition to the normal *Dorokti* racial features:

- Gain the use of an Heirloom weapon that is treated as a Mastercraft weapon of its type. This weapon must be from the One-Handed weapons list or a Longspear or Javelin.
- Languages: *Tradespeak*.

Jjeakti

The *Jjeakti* clan, also known as the Clan of Fire, is composed of fierce warriors and disciplined hunters. They take their arts of hunting, skinning, and trapping very seriously, which is understandable since it is their livelihood. They are very noble and proud, and will defend their families above all else.

Society

The *Jjeakti* deal little with outsiders, and distrust most *Madurians*. Perhaps the most tormented and hunted of the *Dorokti* clans due to their close proximity to large *Madurian* cities, the *Jjeakti* move their camps often to avoid any unnecessary interaction.

The *Jjeakti* follow their clan lords closely and rely on their wisdom to guide them to good hunting grounds and to keep them safe from outsiders.

Lands – Kinos Klayfurren

The *Jjeakti* are a nomadic people that roam the plains of northern *Kinos Klayfurren*. Their movements stretch as far west as the *Rhamewash Forest*, but tend to remain in the openness of the *Klayfurren* plains.

Religion – Children of Leindul

The Spirit Shaman is the religious leader and path to the gods for the *Jjeakti* tribe. This shaman is always female and provides the role of oracle, healer, and sage for the clan. It is the shaman's responsibility to teach the tribe the Hope of *Leindul*.

Rite of Passage – First Hunt

Jjeakti young are trained to be hunters and gamesmen. They are adept with the spear and light shield. A *Jjeakti* child is considered an adult when he or she brings in his first solo kill large enough to feed more than just his or her family. Upon completion of this hunt, the newly

christened adult is given his or her hunt marks, usually taking the form of facial or shoulder tattoos.

Traditions

The selecting of a Spirit Shaman is done through a process called Sky Calling. The current Spirit Shaman spends a night in meditation on the plains and the rest of the tribe gathers around her for the rising of the sun(s). The Spirit Shaman meets the sunrise by holding her staff into the air, letting the Fire Crystal at its end bend the sunlight into a narrow beam. This beam selects she who is to be the next Spirit Shaman. Despite the gathering of the entire tribe, the beam of light has never selected a male to be the Spirit Shaman.

Celebrations – The Great Hunt

Once per year, the *Jjeakti* tribe joins with the *Ginakti*, the *Ihvakti*, and the *Germakti* tribes for the Great Hunt. The greatest hunters from each of the tribes join together for a three day hunt of the giant *Tenkoth Beasts* that roam the plains of *Kinos Klayfurren*.

Once the beast is slain, the remaining members of each tribe move their encampments around the felled creature and celebrate the triumph. The next week is spent feasting on the prized meat, which will easily feed all four tribes for the celebration period. There is music, sport, and dancing throughout the week of festivities with each clan honoring the other through gifts and sacrifices.

Racial Features – *Jjeahkti* have the following racial features in addition to the normal *Dorokti* racial features:

- Gain the Hunting Ability.
- Languages: *Tradespeak*.

Tesakti

The *Tesakti* tribe is the group that gives all *Dorokti* their bad name. The *Tesakti* are looters and raiders, preferring to ambush travelers over hunting for their livelihood. They are a harsh and bitter people, and find any sign of weakness to be inexcusable.

Society

The *Tesakti* have very little respect for other species, and even believe other *Dorokti* clans to be beneath them.

Tesakti love to fight for no other reason than to feel pain and spill blood. They believe in their own superiority over all others and will gladly prove this with the end of a knife.

Lands – Rhamewash Forest

The *Tesakti* make their home in the darkness of the *Rhamewash Forest*, using it as a base for their strikes against the nearby trade routes. They rarely venture very deep into the forest, for every group that does so disappears never to be heard from again.

Religion – Auto-Deist

The *Tesakti* do not believe in gods beyond what a man makes of himself. They believe in immortality through triumph and tenacity alone. This strength earns them a right to live again as an even more powerful being, and ultimately as a Naluni – which are believed to be the strongest of creation.

Rite of Passage

Passage for the *Tesakti* is bought with blood. The scars on a warrior's body mark his rank and station in their semblance of a society.

Racial Features – *Tesakti* have the following racial features in addition to the normal *Dorokti* racial features:

- Gain a +1 to Stealth Skill checks.
- Gain the Dirty Fighting Ability.



Art by Joshua Stearns

FALDRED

To many, the *Faldreds* are slow and boring. Their lives are devoted to the pursuit of knowledge. They are a methodical people, preferring to rationalize their way through each possible scenario before acting one out.

Appearance

Faldreds are large and lumbering with a looming brow. They have broad, stooped shoulders, and a thick build. Their skin is mottled and usually of an ashen or marbled hue.

Society

Faldreds enjoy the company of most any other species, believing that every person has something worthwhile to teach – even if that person doesn't know it. They have founded libraries and schools in many *Madurian* cities, but usually do not choose to live out their lives in other lands, preferring to return to the *Hollow*

Mountains after their study tour is completed.

Faldreds crave organization and discipline, and constantly seek the path of least resistance to the end that does the most good for all parties.

Lands – Nas Sonath

The *Hollow Mountains* are home to the major *Faldred* cities. These interweaving networks of caves connect them with the *Undlanders* below and to the surface of *Nas Sonath*.

Religion – High Church of Leindul

Faldreds are very devout and methodical, taking the same approach to religion as they do to other intellectual pursuits. They hold fiercely to the written laws passed down to them from their forefathers. Many long debates have been held between *Faldreds* and *Cairtols* elders regarding their respective approaches to religion, usually ending in anger and division despite the similar source of faith.

Example Names

Male Names: Flint, Esat, Tovin, Rakansa.
Female Names: Sharon, Tessen, Marion.

Rite of Passage – Dissertation

A study tour marks each *Faldred* male's step into adulthood. The topic of the tour can be any subject the individual desires, provided that they can find enough information on the subject to write a defining work on the topic.

Faldred women, however, are expected to stay at home. In truth, while the males spend all their time studying and writing, the females are the ones bringing up the new generation, taking care of everyone's needs, and running the society – despite what a *Faldred* male might tell you.

Traditions

Faldred children learn to read from the study tour book written by their fathers. This further emphasizes the importance of the Dissertation in *Faldred* life. It also means that a *Faldred* male who has not completed a study tour and the resulting book cannot take a wife.

Celebrations

Faldreds have few celebrations of their own, finding the festivities to be a waste of time. They do, however, enjoy participating in the celebration of other cultures while on their study tours, finding them to be educational and rewarding.

Racial Features – *Faldreds* have the following racial features:

- Gain a +2 to Mental and Fortitude and take a -4 to Agility.
- Choose Skill one from Arcanis, Architecture, Geography, History, Nature, Religion, Science, or Warfare. This Skill is always treated as a Class Skill. Additionally you gain +1 to all Knowledge checks for the chosen area.
- Carrying Capacity is doubled.
- Gain the Spell Study ability.
- Gain +1 Resistance.
- Speed: 4.
- Languages: *Corash* and *Peltin*.



Art by Joshua Stearns

MELACI

By nature and upbringing the *Melaci* are very isolationist. They hold honor and achievement in high regard, and look down on cowardice and sloth.

Appearance

Built almost exactly like a typical *Peltin*, a *Melaci* is distinguished solely by his or her powerful feathered wings. The color of the wings designates from birth the social caste to which the *Melaci* belongs.

Society

The *Melaci* have little respect for the *Peltins* of *Maduria*, believing them to be honor-less and lazy. They are at constant war with the *Cratins*, who revel in breaking the spirits of the proud *Melaci* by turning them into slaves. Beyond those, their interaction with other species is limited at best.

For the *Melaci*, duty and respect encircle all parts of life. Self-respect and respect for your superiors is paramount among their kind. Those *Melaci* born with

pure black wings are birthed into positions of leadership and aristocracy. Those with white wings make up the lower dredges of the peasant class – basically slaves – working on a black-winged lord’s land for their livelihood. The irony of the aristocracy’s hatred for the *Cratin* slavers is not lost on the peasant class of the *Melaci*.

Lands – Mela Islands

In the southern-most reaches of *Traespairnas* a series of towering islands rise like columns from the sea. Atop these great land pillars, the *Melaci* live in undisturbed solitude among the clouds.

Religion – Atheist

Faith in the gods is seen as weakness to the *Melaci*. Their history holds a begrudging respect for these “gods” but very little praise. Perhaps the reason for their callousness towards deism is their role in each of the great wars that have divided *Traespairnas*. The *Melaci* were present at the *Great Division War* when *Leindul* was defeated by *Exandercrast*, and again when the armies of men fell to the dark god of fear at the battle of *Eena Grolah*. Because of this, the *Melaci* respect the power of the *Naluni*, but believe them to be no more than powerful creatures with no rivals that cause the weaker “mortals” to revere them as gods.

Example Names

Male Names: Lacien of the Shining Feather, Alyrve of the Setting Sun, Lorryn the Skyward. Female Names: Elloehn of the Golden Bow, Davea of the Dark Mist, Tielle of the Shimmering Flame.

Rite of Passage – Egg of the Nerak

As a test of will power, strength, and self-discipline, each *Melaci* above the level of peasant goes on a quest to retrieve the egg of a *Nerak* Bird. These birds nest in the

northern reaches of *Cratia*, and are closely guarded and highly prized by the *Cratins*. The irony of this quest is that – unbeknownst to each respectively – the *Melaci* only seek these eggs as a test to outwit the *Cratins*, and the *Cratins* only guard and keep the eggs because the *Melaci* prize them so.

Traditions

The final test of a noble to be made leader of a nation is known as The Great Dive. The noble is taken to the highest cliff edge of *Aerasis*, given a sky-shield – a rounded shield attached to the boots of an airborne *Melaci* – and pushed over the edge. The would-be leader must fall to the icy waters below, uncurling his wings just before impact as the shield touches the waters, and return to the top of the cliff with the waters still held in the shield. This feat requires impeccable timing, resolve, and strength. Many nobles have drowned in the frigid waters with broken wings or been humiliated by unfurling their wings too soon and returning to the cliff with an empty shield.

Celebrations – Legion of the Sky Festival

Each year a new class of warriors is admitted into the ranks of the *Melaci* army. This initiation is celebrated with a series of festivals and tournaments.

Racial Features – *Melaci* have the following racial features:

- Take a -2 to Social.
- Take a -1 to Defense.
- Gain the Skill Study Ability.
- Take a -1 to Acrobatics Skill checks.
- Speed: 5.
- Fly Speed: 5 (Flying uses Strength rather than Agility to determine total Speed).
- Languages: *Melaci* and *Peltin*



Art by Joshua Stearns

PELTIN

Peltins – or “humans” as they are called in some tongues – are a varied people. No one personality type can describe the human species as a whole. For the most part, they are generally self-serving and self-promoting, though the loyalties of friendship and family constantly blur this line. More than any other species, the *Peltins* are primarily concerned with happiness or the pursuit thereof, even to the detriment of other peoples.

However, it is not the least bit uncommon to find honor and respect among *Peltins*. Some devote their lives to serving a greater good, be it faith, science, or scholarly pursuit.

Appearance – The physical nature of a *Peltins* ranges almost as much as their inner nature. Being the most dominant species on the planet, it is by the *Peltin* that all other species are judged... drawing the term humanoid to describe other like races. They stand between five and six feet tall and range in weight from very thin to very round.

Example Names – Male Names: Polas Kas Dorion, Seth Moraven, Rorish Vaughn. Female Names: Lorrynelle Evenbrooks, Jana Larkens, Andrenelle of Thalry.

Groups –

Bo’uhr

Society

The *Bo’uhrs* are a fiercely independent, nomadic tribe of people. While they have no home city, they viciously defend what they consider to be their territory. They are in continual conflict with the *Coranthen* cities on their borders and with the nearby human port city.

While not inherently evil, the *Bo’uhrs* are a completely self-serving race. Despite their more “barbaric” civilization, they have a very strict moral code and obey their chieftain to their last breath. They are continually bound by their idea of honor, and believe fighting to be the greatest path to the afterlife.

Lands – Odoror

As a nomadic people, the *Bo’uhrs* roam the regions north of the *Jungle of Hymar* and

east of the nation of *Coranthead*. As their clan grows so does the territory over which they claim dominion.

Religion – Pantheistic Barbarism

The hammer and axe are considered the holy instruments of the gods to the *Bo'uhr* people. From youth, every *Bo'uhr* is trained to use a hammer or an axe for combat and work. Duty, hard work, and an honorable death are what make a *Bo'uhr* worthy of dining in the halls of the gods.

Rite of Passage – “*Toembra ak Ay'ayti*”

Both male and female *Bo'uhrs* must master the use of both hammer and axe. At the age of 14 a *Bo'uhr* child is sent into the *Jungles of Hymar* with just the clothes on his back, a hammer, and an axe to begin the trials known as *Toembra ak Ay'ayti*, which roughly translates “Strength for Life.” They must find food, build a shelter, and survive a month in the harsh wilderness of the *Hymar* region. When they return, usually with battle trophies and honorable scars, they are welcomed into the clan as an equal.

Customs/Traditions

The *Bo'uhrs* are firm believers that battle is the will of the gods. Disputes are settled by axe, hammer, or fist. Because of this they have no true judicial system and rarely have a leader that lasts more than five years before another supplants them.

Celebrations

After a child completes the *Toembra ak Ay'ayti* the clan honors him or her with an evening of music and dancing known as *Ay'ayti Weelay* or the Sharing of Strength. The largest celebrations come after times of conquest. Feasts always follow battle, even those battles lost. They feast to

celebrate the living and to honor those who died in battle.

Racial Features – *Bo'uhrs* have the following racial features:

- Gain Weapon Focus with either Hammer or Axe.
- Gain a +1 to Survival.
- Gain the Skill Study Ability.
- Speed: 5.
- Languages: *Bo'uhr*.

Kennik

Society

The *Kenniks* have very little relations with other species. They fear the *Taylith* (the only other sentient species of *Thalry*) and remain hidden from them in the hidden valleys nestled within the mountains.

With their limited interaction with other species, the *Kenniks* are very withdrawn and rely heavily on each other for the society's needs. They freely support each other and give generously to those in need.

Lands – Thalry

The *Kenniks* live in the recesses of the high mountains of *Thalry* known as the *Black Hills*. They make their homes in the valleys hidden deep within mountain range. They are adept mountaineers and hunters, and are a completely self-supporting society. Very little is known of their origins, but it is believed that they are descended from a group of *Madurian* explorers that discovered the land of *Erusat* long ago.

Religion –

Kenniks cling fiercely to their faith in *Leindul*. Theirs is a humble life of praise and thanksgiving for the constant grace and protection given them by the god of

hope. They regularly give thanks to *Leindul* through sacrifices of lambs and fruits burnt on an altar built into the mountainside.

Rite of Passage – None

Kenniks have no clear Rite of Passage. Members of their society give as they are able to, when they are able to do so. The children handle the smaller tasks of gathering woods and herding sheep and move up to more difficult tasks as they grow in strength and wisdom.

Traditions – Lineage Blanket

Each family of the *Kenniks* has its own Lineage Blanket. Each blanket is passed down from ancestor to ancestor and added to by each generation. The patchwork blankets are made of thick sheep's wool and are laden with designs and stories about each generation.

Celebrations – Harvest Feast

The most notable celebration of the *Kennik* people is the Harvest Feast. Every year, when the rock fruits blossom and the sweet vines produce their nectar, all the *Kennik* people gather for a great feast to celebrate life. This celebration is a time of music, dancing, games, and festival. The feast usually ends with a great sacrifice to *Leindul* filled with the best fruits and fattest lambs.

Racial Features – *Kenniks* have the following racial features:

- Survival is always treated as a class Skill for *Kenniks*. In addition, they gain a +1 bonus to all Survival checks.
- Gain the Skill Study Ability.
- Gain 4 extra Ability points at first level.
- Speed: 5.
- Languages: *Peltin*.

Madurian

Society

Madurians are the average stock of *Peltins*, and as such have the most dealings with other species. Their lands touch the most varied nations, and they are responsible for most of the human cities and ports throughout the rest of the world. They have initiated trade with the *Cairtols* and *Cratins*, entered alliances with the *Melaci*, and sought the knowledge of the *Faldreds*.

Madurians, as a people, are a paradoxical balancing of freedom and order. While many favor freedom and self promotion, others seek order and the common good. Out of a handful of *Madurian*, it would be likely that no common life views could be found.

Lands – Maduria

The main *Madurian* cities are on the continent of *Maduria*, mostly nestled in the south. Over the past century, they have migrated north, establishing the great city of *Odes'Kahn*, and have pushed out across the seas, seeking to extend their influence to all the reaches of *Traespairnas*.

Religion – Agnostic

The faiths of the *Madurians* vary almost as much as the lifestyles. In recent years – with the integration of other peoples and beliefs – more and more have turned toward agnosticism.

Rite of Passage – Apprenticeship

Many *Madurians* cling to the Apprenticeship position as a Rite of Passage. With the establishment of schooling in some areas, some have turned to an educational goal as a symbol of adulthood.

Traditions

Most *Madurian* traditions are unique to each family. One family might vacation to a favorite locale once each year, while another might move a herd of cattle across the plains for better grazing each season. Most hold onto the tradition of *Maris* days, or a weekly day of rest, but in the cities the tradition is primarily upheld to take a day off from work rather than for spiritual reasons.

Celebrations – Day of Rebirth

One of the most commonly celebrated days for *Madurians* and their descendents is *Jjahseera* Day or Day of the Rebirth. This holiday marks the end of the winter season and celebrates the coming of spring. Several groups hold yearly harvest balls and city founding annuals.

Racial Features – *Madurians* have the following racial features:

- Gain the Skill Study Ability. Additionally, anytime a *Madurian* gains the Skill Study Ability they gain one (1) extra Skill point that the ability would normally grant.
- Gain 5 extra Ability points at 1st level.
- Speed: 5.
- Languages: *Peltin*.



Art by Joshua Stearns

UNDLANDER

Undlanders – also known as *Underpeltins* – have a flair for individuality and uniqueness. This is reflected in their lifestyle and appearance. Piercings, dyed hair, and tattoos are very common among *Undlanders*. This aversion to conformity is one of the reasons the *Undlanders* are one of the only species on *Traespairnas* with no standing army.

Appearance

Standing nearly as tall as a *Peltin*, the only physical difference between *Undlanders* and their surface-dwelling cousins is their eyes. *Undlander* eyes have no iris. This comes from years of living underground without any natural light. This allows them to see easily in the darkness of the caves, but makes natural sunlight blinding. *Undlanders* take pride in their physical

stature, taking great pains to remain spry and lithe even into late adulthood.

Society

The majority of an *Undlander's* contact with other species comes during their Name Quest. They have a general distaste for slothful or uniform individuals, preferring the company of the more eclectic people each society has to offer. Very few other species venture into the caves of the *Undlanders*, though *Faldreds* have been known to come into contact with them on many occasions. *Undlanders* typically find *Faldreds* boring, and the *Faldreds* find *Undlanders* to be unpredictable and annoying.

The majority of *Undlanders* have tendencies towards freedom and self-preservation. Their government systems are very lax and most have ambiguous feelings toward right and wrong.

Lands – Underlands of Nas Sonath

The *Undlanders* call the large series of cave networks beneath *Nas Sonath* home. These caverns stretch from the northern coast to the *Hollow Mountains*, and from the western coast to the *Rhamewash Forest*. Many cities lie deep beneath the surface including the fabled lost city of *Harrowheart*.

Religion – Agnostic

The average *Undlander* tends to be very agnostic in their beliefs. Most look forward to their race's version of paradise in the halls of *Harrowheart*, a legendary land deep in the heart of *Traespairnas*.

Example Names

Male Names: Kiff, Terrid Hoardraid, Elt Dawnrunner, Forin Martson. Female Names: Neesa, Livel, Reena.

Rite of Passage – Name Quest

At the age of 13, all *Undlander* males embark on a quest to earn their name. These quests range from exploration to hunting to crafting. After two years, the *Undlander* returns to his home with proof of the success of his quest. He is then given a last name to add onto his birth name. Those who fail to earn a name in their quest are attributed to their fathers and given no separate identity from them (e.g. Aricson, Taikson). Occasionally, strong willed females will partake in this Name Quest as well, though the majority simply takes the surname of their spouse upon marriage.

Traditions

Family is the most important tradition to the *Undlanders*. Most life spouses are found at age sixteen upon completing a Name Quest, which further emphasizes the importance of this quest. Those who do not earn names, typically, do not marry. . . as the *Undlander* women will choose the best names for their unions. It is not uncommon for families to contain 7-10 children. Those who do not marry continue to live with their original families until their parents pass away.

Celebrations – The Festival of Night

Once per year all the normal lights of the *Undlander* cities are snuffed out and tiny light crystals are affixed all along the cave ceilings. The resulting display is arguably as beautiful as any night sky on the surface. This fake starlight remains as the only light in the caves for a week of celebrations. Very few visitors attend these celebrations since the light crystals' glow is very dim, but the *Undlanders* revel in the darkness, spending a week free of work, cares, and concerns. Coincidentally, most *Undlander* children are born

approximately nine months after the week of festivities.

Racial Features – *Undlanders* have the following racial features:

- Gain Darkvision.
- Gain the Sense Ability.

Undlanders can sense that which cannot be seen by the eye. Any invisible creature or object is treated as visible to *Undlanders*. However, this does not grant the effects of Magic Sight.

- Gain the Skill Study Ability.
- Speed: 5.
- Languages: *Corash* and *Peltin*.



Art by Joshua Stearns

YARSAC

Yarsacs are gruff, rude, and self-important. They care little for anything besides their own welfare. They enjoy strong libations, loud parties, and anything free. Most carry all their belongings on their back as they travel from town to town and never end up calling one place home.

Appearance

Yarsacs are a large and sweaty people. They walk on four hooves and have an equine lower torso. Their upper half is like that of a *Peltin*, but tends to resemble only the hairiest of their cousins. *Yarsacs* have a naturally powerful build, but most do little to maintain their form, preferring ales and cheese to a healthful diet.

Society

Most *Yarsacs* are looked upon as slothful and rude by other peoples. They are found in almost every major *Madurian* city, usually in alleyways or bars. *Peltins* are predominately the only other race *Yarsacs* tolerate, being bigoted and racist on the whole. Many act as hired scouts and nature guides, having a natural affinity for adventure.

Yarsacs are free-spirited to a fault, allowing no one to tell them what to do or give them orders. They are completely self-motivated and have no loyalties to anyone beyond themselves, not even to family. Family itself is a rare occurrence between *Yarsacs*. Luckily, enough children are born each year outside of confining relationships to continue the race.

Lands – Maduria

Yarsacs call most all of northern *Maduria* home. Most have an uncanny ability to survive in any surrounding be it urban or rural. They prefer cities for the active lifestyle, but can happily survive hill, field, and forest just as easily.

Religion – Agnostic

Very few *Yarsacs* have any concern for faith or religion. Some would say that this is because of their short-sighted nature, but it is more likely that their race has just become world weary from over exposure to many different faiths.

Example Names

Male Names: Daboon, Reddul, Kor.
Female Names: Dender, Loyal, Leigh.

Rite of Passage

Because *Yarsacs* have no formal society of their own there is no recognizable Rite of Passage for their kind. Some will adopt the customs of the town in which they live, but most have little care for such meaningless dribble.

Traditions

Like the Rite of Passage, Traditions are noticeably absent from *Yarsac* society.

Celebrations

Yarsacs will celebrate at any given opportunity. They enjoy nothing more than a loud gala or festival. Some make a sport of traveling from town to town participating in each city's celebrations before moving on to the next.

Racial Features – *Yarsacs* have the following racial features:

- Gain a +2 to Fortitude and take a -2 to Social.
- Gain a +2 to Climb Skill checks in mountainous terrain, but cannot climb trees or ladders.
- Gain a +1 to Survival Skill checks.
- Gain the Run Ability even if they do not meet all of the Requirements.
- Speed: 8.
- Languages: *Peltin* and *Tradespeak*.
- Large. *Yarsacs* take up four squares on a one-inch square grid, but do not have extra reach beyond the normal 5 feet. Additionally, they take a -1 penalty to Defense because of their size.



CHAPTER IV

CLASSES

I once knew a young man searching for a path in life. He was convinced that he only had two options. The first idea he abhorred: a life of normalcy. He dreaded the idea of becoming a working mule and felt that people who fell into this lifestyle never did it by choice. His second idea was something far grander: a life of adventure. He wanted to travel, challenge himself, and find out what living really meant. For this reason, he spent his time hopping from town to town.

Last I heard, he was working off a debt near Hymar after getting in over his head with a local Mage. I doubt, though, that the Mage will be able to hold him long. Some people are just born with a drive towards fulfillment and what some might consider “greater things.”

- Matthew the Blue

CLASSES

In 144, you have the opportunity to do just that. Your options are limitless as you begin your own personal path to greatness. Your first step is to choose an angle from which to approach that path. Your character can play either a Warrior [W] who specializes in combative prowess, a Mage [M] with one hand plunged deeply into the heart of the arcane, or a Specialist [S] who does a little bit of everything.

Experience and Ability Points

Experience Points

As your characters adventure, they will gain Experience and Ability Points. Experience points represent your character’s overall growth as an adventurer. They are awarded as you defeat enemies, complete quests, or overcome adverse situations. If you are using an official 144 pre-made campaign, then the Experience Point awards will be

outlined for you. Otherwise these points can be awarded by the Lore Master for appropriate accomplishments. Creatures found in the *Mystics and Monsters* book are listed with an Experience Point award as well. When your characters obtain enough Experience Points to reach a new Class level, they gain all of the benefits granted by that level as soon as they have the opportunity to rest.

Table 4.1 – Levels by Experience Points[^]

Class Level	EXP. Required
1	0
2	1000
3	3000
4	6000
5	10000
6	15000
7	21000
8	28000
9	36000
10	45000
11	55000
12	66000
13	78000
14	91000
15	105000
16	120000
17	136000
18	153000
19	171000
20	190000

Ability Points

Along with Experience Points, your character will also gain Ability Points. These points may be used at any point a character has the opportunity to rest. Like Experience Points, Ability Points are gained by conquest. Unlike Experience Points, they are not gained through the completion of tasks or through successful social interaction unless the Lore Master makes a special provision for such an award. Creatures in the *Mystics and Monsters* book are listed with an Ability Point award. If a set amount is unavailable, the Lore Master will either award one-tenth of the Experience Points gained for the conquest in additional Ability Points or grant an amount deemed appropriate.

Class Bonuses

Each Class grants characters certain stat boosts upon gaining a new level. Tables 4.2, 4.4, and 4.6 provide the character level bonuses for each Class respectively. The bonuses granted by the Class level stack with all other bonuses the character might have unless otherwise noted.

Attack Bonus[^]

The Attack Bonus granted by a character's Class is added to all of his or her Melee or Ranged attacks and Grapple checks.

For example: Brahnt is a level 5 Warrior with a Strength Attribute of 14. Since he has no items or extra Abilities that add to his attack, he has a total bonus of +7 to his Melee attack roll.

Magic Bonus

The Magic Bonus is like the Attack Bonus except that it adds to the Magic Attack of a character.

For example: Divrahna is a level 8 Mage with a Mental Attribute of

16. Without adding any bonuses he might have from Abilities or items, he has a total bonus of +11 to his Magic Attack.

Resistance Bonus

The Resistance Bonus granted by a character's Class stacks with all other Resistance bonuses unless otherwise noted. To determine a character's total Resistance score, add ten plus Mental bonus plus Class Resistance bonus (10 + MNT + Class). This is effectively your defensive stat against most magic attacks. Some abilities and items will increase this number further.

For example: Reginald is a level 2 Specialist with a Mental Attribute of 13. Since he has no Abilities or items that add to this score, his total Resistance bonus is 12.

Defense Bonus

Like the Resistance Bonus, a character's Defense Bonus stacks with all other Defense bonuses unless otherwise noted. To determine a character's total Defense score, add ten plus Agility bonus plus Class Defense bonus (10 + AGI + Class). Characters may have shields or weapons that add to their defense through a Block bonus, and some others may have Spells or abilities that increase their Defense even further.



WARRIOR

In battle, a Warrior's main job is to hold the line. They are a defensive wall and an offensive force to be reckoned with. The most important Attributes for a Warrior are Strength and Fortitude. Strength determines your character's power and skill with a melee weapon. Fortitude determines how tough they are and how many hits they can take and keep on fighting. For some Warriors, Agility may

play an important role. Most Warriors will opt to use the Block ability over Defense, but for those who choose Defense a high Agility will provide them with a much needed boost. It is also useful for Warriors who specialize in Ranged combat.

Skills^

Warriors have access to the following Skills: Acrobatics, Athletics, Awareness, Deception, Handle Animal, Nature, Persuasion and Warfare. All other Skills are considered to be outside the character's Class and cost twice the normal Ability Point cost to increase.

Vigor Bonus

Warriors gain 8 + Fortitude Bonus to their Vigor at each new level.

Ability Points

At first level, Warriors gain 25 starting Ability Points. These points may be spent on any Class Abilities or on Abilities from outside the character's Class, but these Abilities cost twice the normal amount.

Weapon Proficiencies^

Warriors are proficient with all non-Unique weapons.

Extra

At first level, Warriors gain the Light Armor Ability without spending the associated Ability Points.

Table 4.2 – Warrior Level Progression

	Attack Bonus	Magic Attack Bonus	Defense Bonus	Resistance Bonus
1st	+1	+0	+1	+1
2nd	+2	+1	+1	+1
3rd	+3	+1	+2	+2
4th	+4	+2	+2	+2
5th	+5	+2	+2	+2
6th	+6	+3	+3	+3
7th	+7	+3	+3	+3
8th	+8	+4	+4	+4
9th	+9	+4	+4	+4
10th	+10	+5	+4	+4
11th	+11	+5	+5	+5
12th	+12	+6	+5	+5
13th	+13	+6	+6	+6
14th	+14	+7	+6	+6
15th	+15	+7	+6	+6
16th	+16	+8	+7	+7
17th	+17	+8	+7	+7
18th	+18	+9	+8	+8
19th	+19	+9	+8	+8
20th	+20	+10	+8	+8

Ability Tree

Table 4.2 provides a listing of available Warrior Class Abilities. For descriptions of Abilities, refer to Chapter 6.

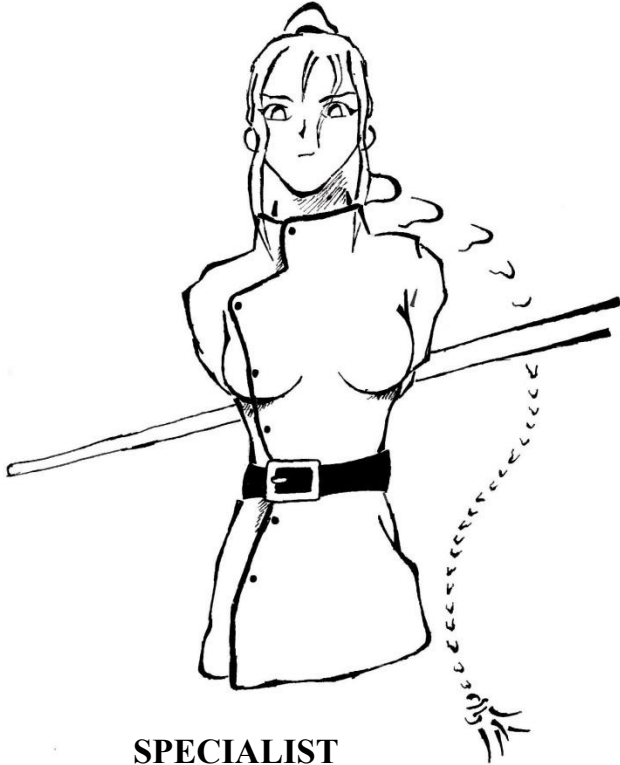
Table 4.3 – Warrior Class Abilities

Ambidexterity	
Archery	
Point Blank Shot	
Power Shot	
Precise Shot	
Armor Specialization	
Encumbered Movement	
Sacrifice the Body	
Camping	
Contact	
Call in a Favor	
Disarm	
Demoralizing Disarm	
Disarming Grab	
Endure Elements	
Evasion	
Dodge	
Quick Reflexes	
Foraging	
Leadership	
Battle Tactics	
	Defensive Hedge
	Organize Assault
Cohort	
Inspiration	
Taunt	
	Valor
Light Armor	
Heavy Armor	

Mobility	
Charge	Irresistible Force
	Knockdown
	Murkat Pounce
Run	
Sprint	Break the Line
	Into the Breach
Terrain Negotiation	
	Pass without Trace
Mounted Combat	
Powerful Charge	
	Death from Above
	Saddle Strafe
Power Attack	
Cleave	Great Cleave
Driving Attack	
Power Crush	Armor Impair
	Bone Crush
	Dizzy Strike
Sunder	Armor Smash
	Shield Break
	Sundering Cleave
Rage	
Blind Fury	
Bloodlust	
	Blood Rage
Tireless Rage	
Saddleborn	

Table 4.3 – Continued

Shield Defense	
Shield Bash	
Shield Ward	
	Arrow Catch
	Defensive Hedge
	Side Guard
Skill Focus	
Trip	
Aggressive Trip	
Trip Attack	
Two-Weapon Fighting	
Two as One	
Two-Weapon Defense	
	Uncanny Defense
Whirlwind	
Unarmed	
Deflect Weapon	
Flurry	
Grapple	
	Acrobatic Wrestling
	Defensive Throw
	Practiced Wrestling
Iron Hands	
Weapon Focus	
Swift Strike	
Weapon Specialization	
	Extension of Self
	Weapon Trick



SPECIALIST

For some players, a Specialist is a dabbler in all, master of none. For others, they are skilled expert with strengths beyond others' dreams. A Specialist character can provide nearly any role in an adventuring party. Most often they facilitate the exclusive role of thief or shaman. Their broad selection of Skills and Abilities, however, allows them to hold their own amongst the Warriors and cast Spells just like a Mage.

Depending on what type of Specialist you create, he or she will rely on certain Attributes. A Spell casting Specialist will benefit from a high Social score which applies to their Magic Attack and a good Agility score for Defense. If you intend to play a focused warrior, you may want to have higher Strength and

Fortitude Attributes. Or if Ranged combat is your goal, Agility and Fortitude will be your primary Attributes. Luck can have a greater impact on the Specialist Class than it can on any other Class thanks to their access to the Luck Ability Tree.

Skills

Specialists have access to the following Skills: Acrobatics, Arcanis, Athletics, Awareness, Deception, Handle Animal, Nature, Perform, Persuasion, Stealth, and Thievery. All other Skills are considered to be outside the character's Class and cost twice the normal Ability Point cost to increase.

Vigor Bonus

Specialists gain 5 + Fortitude Bonus to their Vigor at each new level.

Ability Points

At first level, Specialists gain 25 starting Ability Points. These points may be spent on any Class Abilities or on Abilities from outside the character's Class, but these Abilities cost twice the normal amount.

Weapon Proficiencies

Specialists are proficient with One-Handed Melee Weapons, Crossbows, Heavy Crossbows, Shortbows, Longbows, and any thrown weapons.

Extra

At first level, Specialists may choose between the Light Armor Ability or the Casting Ability without spending the associated Ability Points. This choice must be made upon character creation and cannot be changed later in the course of the game.

Table 4.4 – Specialist Level Progression

	Attack Bonus	Magic Attack Bonus	Defense Bonus	Resistance Bonus
1st	+0	+0	+2	+1
2nd	+1	+1	+3	+1
3rd	+2	+2	+3	+2
4th	+3	+3	+4	+2
5th	+3	+3	+4	+3
6th	+4	+4	+5	+3
7th	+5	+5	+5	+4
8th	+6	+6	+6	+4
9th	+6	+6	+6	+5
10th	+7	+7	+7	+5
11th	+8	+8	+7	+6
12th	+9	+9	+8	+6
13th	+9	+9	+8	+7
14th	+10	+10	+9	+7
15th	+11	+11	+9	+8
16th	+12	+12	+10	+8
17th	+12	+12	+10	+9
18th	+13	+13	+11	+9
19th	+14	+14	+11	+10
20th	+15	+15	+12	+10

Ability Tree

Table 4.5 provides a listing of available Specialist Class Abilities. For descriptions of Abilities, refer to Chapter 6.

Table 4.5 – Specialist Class Abilities

Ambidexterity
Animal Empathy
Animal Companion
Fierce Companion
Legendary Beast
Loyal Companion
Archery
Point Blank Shot
Power Shot
Precise Shot
Long Shot
Many Shot
Running Shot
Rapid Shot
Fan Shot
Covering Fire
Camping

Casting
Animal Spirit
Aura
Cantrips
Curse
Defensive Casting
Divination
Elemental
Earth
Plant
Water
Wind
Enchantment
Extend Spell
Focus Casting
Heal
Holy
Movement
Spell
Study
Chemistry
Alchemy
Energents
Intoxicants
Medicines
Regeneress
Contact
Call in a Favor
Fence
Illicit Exchange
Black Market
Dirty Fighting
Back Stab
Leverage
Blind
Hamstring
Immobilize
Low Blow

Table 4.5 – Continued

Disarm				Track	
	Disarming Grab				Hunting
Endure Elements				Trapfinding	
Evasion					First in Line
	Dodge				Steady Hands
	Quick Reflexes				Tactile Technician
		Duck and Cover			Trap Salvage
Foraging				Trip	
Leadership					Aggressive Trip
	Inspiration				Trip
Light Armor					Attack
Lucky				Two-Weapon Fighting	
	Better Lucky than Good				Two-Weapon Defense
		Folly's Fortune			Uncanny Defense
	Lucky Dodge			Unarmed	
		Can't See Them			Deflect Weapon
		Look			Flurry
		Out			Iron
	Pack Rat				Hands
	Trickshot			Weapon Focus	
Mobility					
	Run				
	Sprint				
		Bounding Attack			
	Terrain Negotiation				
		Pass without Trace			
Saddleborn					
Shield Defense					
Skill Focus					
Sneak Attack					
	Awareness				
		Vanish Into Violence			
	Flanking				
	Precise Strike				
		Bleeding Wound			
		Death Blow			



Art by Joshua Stearns

MAGE

Mages are masters of the arcane energies that permeate the world of *Traespairnas*. Some gain their abilities through study and rigor while others seem to have a natural connection with this divine source of power.

The most important Attribute for Mages is their Mental score. This adds to the power of their Spells by giving them a bonus to their Magic Attack. It also increases their Resistance. Agility is also important for Mages as it buffs up their Defense and helps them stay out of harm's way on the battlefield.

Skills

Mages have access to the following Skills: Arcanis, Architecture, Awareness, Deception, Geography, History, Nature, Perform, Persuasion, Religion, and Science. All other Skills are considered to be outside the character's Class and cost twice the normal Ability Point cost to increase.

Vigor Bonus

Mages gain 3 + Fortitude points to their Vigor at each new level.

Ability Points

At first level, Mages gain 25 starting Ability Points. These points may be spent on any class Abilities or on Abilities from outside the character's Class, but these Abilities cost twice the normal amount.

Weapon Proficiencies

Mages are proficient with the following weapons: Crossbow, Dagger, Sap, Shortbow, Shortspear, Short Sword, Sickle, and Sling.

Extra

At first level, Mages gain the Casting Ability without spending the associated Ability Points.

Table 4.6 – Mage Level Progression

	Attack Bonus	Magic Attack Bonus	Defense Bonus	Resistance Bonus
1st	+0	+1	+1	+2
2nd	+1	+2	+1	+3
3rd	+1	+3	+2	+3
4th	+2	+4	+2	+4
5th	+2	+5	+3	+4
6th	+3	+6	+3	+5
7th	+3	+7	+4	+5
8th	+4	+8	+4	+6
9th	+4	+9	+5	+6
10th	+5	+10	+5	+7
11th	+5	+11	+6	+7
12th	+6	+12	+6	+8
13th	+6	+13	+7	+8
14th	+7	+14	+7	+9
15th	+7	+15	+8	+9
16th	+8	+16	+8	+10
17th	+8	+17	+9	+10
18th	+9	+18	+9	+11
19th	+9	+19	+10	+11
20th	+10	+20	+10	+12

Ability Tree

Table 4.7 provides a listing of available Mage Class Abilities. For descriptions of Abilities, refer to Chapter 6.

Table 4.7 – Mage Class Abilities

Ambidexterity
Animal Empathy
Animal Companion
Archery
Casting
Cantrips
Curse
Defensive Casting
Deivination
Elemental
Acid
Earth
Electric
Fire
Ice
Plant
Water
Wind
Empower Spell
Spell Power
Enchantment
Extend Spell
Focus Casting
Heal
Holy
Illusion
Movement
Necromancy
Spell Study
Widen Spell

Chemistry
Alchemy
Energents
Intoxicants
Medicines
Regeneress
Contact
Call in a Favor
Evasion
Dodge
Quick Reflexes
Mobility
Run
Sprint
Saddleborn
Shield Defense
Skill Focus



CHAPTER V

SKILLS

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SKILLS

For many creatures, skillful hands are an area of great pride. For others, they spend their time in scholarly pursuits or in developing talents of the tongue in arenas of diplomacy. Skills are trainable talents that a character can spend Ability Points to increase. Most Skills have several sub-skills that increase along with the main Skill. In other words, some Skills are used to accomplish more than one task.

Class and Cross-Class Skills[^]

Each Class (Chapter 4) has a list of Skills that are generally available to characters of that class for training. Skills that are not included in that list are considered “Cross-Class” and cost twice the number of Skill Points to increase the number of ranks a character has. In this chapter, Skills are designated as Warrior (W), Mage (M), or Specialist (S) to make transcription easier. Additionally, it is suggested that players designate Class Skills as such on their character sheets by filling in the provided circles.

Ability Point Cost, Skill Point Cost and Maximum Ranks

Ability Points can be used to buy Skill Points. One (1) Ability Point buys your character the Skill Study ability. This ability grants three (3) Skill Points plus one per Mental bonus. Players may distribute these Skill Points as they choose between their available Skills. Skill Points spent in this manner increase your character’s Ranks in the chosen Skill. The Maximum Ranks a character can put into any given Skill is equal to their Class Level plus three (3).

Additionally, as an individual Skill increases in ranks it also increases in cost. Refer to Table 5.1 for the cost at each rank.

Table 5.1 – Skill Cost

Skill Ranks	Cost Per Rank
1 to 10	1
11 to 20	2
21+	3

Skill Checks[^]

To make a Skill check, roll a d20 and add the total bonus your character has for the given Skill. The difficulty of the attempted check determines the target number for the roll. The total bonus of a Skill is calculated by adding the base Attribute bonus to the number of Ranks character has in the Skill. Some characters might also have miscellaneous bonuses from Racial Features or Abilities that increase or penalize this number. This number is then added to the result of a d20 roll each time the character attempts to use that Skill.

For example: Devon’s character, a *Cairtol* Specialist named Jimmy the Green, is attempting to jump across a small chasm. Jimmy has a 7 Strength giving him a minus two (-2) Attribute modifier to the roll. He has, however, put four (4) Ranks into the Skill and has a magic amulet that gives him an additional plus five (5). This gives him a total of plus seven (+7) to his Athletics checks. He rolls a d20 and adds seven (7) and gets a total of 18. The Lore Master determines that this is high enough to clear the chasm and Jimmy lands safely on the other side.

Re-tries

Some Skills allow a character to try multiple times to achieve a success. These are typically any Skills that can be done without distraction or the risk of failure. If a Skill allows a re-try then a character may repeat their Skill check attempts until they achieve a desirable result. This is most often seen in conjunction with Skills that require multiple successes.

For example: James is playing a *Bo'uhr* Warrior named Boon. Boon is attempting to clamber up a steep wall without using a rope. The Lore Master determines the difficulty of the check is 25. Since Boon is standing on solid ground and there is no one around to threaten him, he may attempt the Athletics (Climb) check as many times as needed until he rolls high enough to scale the wall. Of course, by this time his teammates who have taken the stairs will probably be very annoyed.

Failures

While some Skills can be patiently pursued, others are do or do not. These Skills are any that entail negative results when success is not met. Failure can be met in one of two ways. The first type of failure is an utter lack of success, otherwise known as a botch. If a failure-risk Skill is attempted and a one (1) is rolled on the d20, the character automatically fails and suffers the consequences determined by the Lore Master. The second type of failure is totaling far below the target number for the check. If a character attempts a check and achieves a total number that is 5 or more below the required number, he or she fails and suffers the consequences.

Skills that are capable of being botched or “low-rolled” are designated as Fail-Risk in their description.

For example: Eric is playing an *Ihvakti* unarmed Specialist named Lorth. Lorth needs to move across a narrow beam to cross a deep chasm. If he rolls a 1 on his Acrobatics (Balance) check, he runs the risk of falling off of the beam and into the chasm. While he makes his way across the beam, it begins to break. The Lore Master requires him to make an Athletics (Jump) check with a difficulty of 10 to keep from falling. Eric rolls a total check of 4 and Lorth fails to make the jump, falling into the chasm below.

Trained and Untrained Skills

Some Skills may be used without your character having trained them. Awareness, for example, does not require a character to have Ranks in the Skill to make an attempt to hear or see something. Those who have trained the Skill will simply be better at it.

Other Skills require that a character have at least one (1) Rank in order to attempt a check. For instance, in order for a character to attempt to open a lock or disable a trap, he or she must have at least one Rank in the Thievery Skill.

Ability Based Skills

Skills marked with an asterisk (*) require a corresponding Ability for characters to be able to use them effectively.

Knowledge Checks

Knowledge is a sub-skill for many different Skills. As a general rule, all Knowledge sub-skill checks are made in the same manner as any other Skill. The target number for the roll depends on the

nature of the information sought. Refer to Table 5.2 the difficulty of Knowledge checks.

Table 5.2 – Knowledge Checks[^]

Depth of Knowledge	Corresponding Skill Check
Basic Information	10
Simple Studies	15
Broad Information	25
Specific Information	30
Lost Information	45
Unknown Details	50

Acrobatics [W/S]

Whether it be landing gracefully, rolling beneath an opponent, or walking on a narrow beam, the Acrobatics Skill makes it possible. Ranks in Acrobatics are supplemented by a good Agility score. Acrobatics uses Agility as its base Attribute.

Balance – The Balance sub-skill is used in any situation that challenges a character’s steadiness. This could be walking along a narrow ledge, landing on a small platform, or standing up on a moving creature. *Fail-Risk*.

Table 5.3 – Balance Checks[^]

Surface	Acrobatics Skill Check
Slick Flat	15
Slick Sloped	20
6" or Less Width	25
Tight Wire	35
Loose Rope	40

Tumble – The Tumble sub-skill is used in any situation that calls upon a character’s ability to roll out of harm’s way, move quickly through an enclosed

space, or to reduce the damage of falling from great heights.

Table 5.4 – Tumble Checks[^]

Action Taken	Acrobatics Skill Check
Reduce falling by 10 feet	15
Tumble through an opponent's square	20
Drop Prone at 0 Action Point cost (on your turn only)	20

Arcanis [M/S]

Characters with a penchant for casting Spells, twisting arcane energies, or perceiving the mystic elements of reality all draw from a strong affinity for Arcanis. Arcanis uses Mental as its base Attribute.

*Alchemy** – Alchemy is the blending of natural materials to create amazing, almost magical, results. This Skill is used in conjunction with the Alchemy Ability Tree. *Fail-Risk*.

Knowledge – The Arcanis Knowledge sub-skill represents your character’s understanding of arcane energies and magic. This includes the ability to recognize Spells as they are cast, researching and developing new Spells, and figuring out arcane riddles or runes. To recognize a Spell that is being cast, the target is equal to the Caster’s level plus 10.

Athletics [W/S]

Runners, swimmers, and athletes of all nature draw on the multi-faceted aspects of the Athletics Skill. The Athletics Skill represents the physical prowess of a character in relation to their natural power. Athletics uses Strength as its base Attribute.

Climb – Whether it is a ladder, rope, or cliff, if you need to go up it you

will need to use the Climb sub-skill. *Fail-Risk*.

Table 5.5 – Climb Checks[^]

Surface	Athletics Skill Check
Ladder	5
Knotted Rope	10
Rope	15
Pole or Column	25
Uneven Stone Wall	35
Smooth Wall	45

Jump – If you need to get over something and don't have time to climb, jumping may be your only choice. Have a gap to clear with no bridge in sight? A great leap can easily take you from one side to the other. Just make sure you get a running start, as jumping tends to be more difficult without one. The check for your attempted Jump is equal to the distance jumped. This assumes you are attempting the Jump after a running start. If jumping from a stand-still, this check increases by 10. *Fail-Risk*.

Swim – If ever given the option to sink or swim, discretion usually leans toward swim. Swimming is often the bane of many armored characters as their added weight quickly drags them to the depths of the deepest brine. Wearing Heavy Armor or carrying anything greater than a Light Load increases the difficulty of your Swim sub-skill check by 5. A Heavy Load increases the check by 10. *Fail-Risk*.

Table 5.6 – Swim Checks[^]

Swimming In	Athletics Skill Check
Calm Water	10
High Tide	15
Undertide	25
Hurricane/Storm	35
Whirlpool	50

Awareness [W/M/S]

Your character's overall ability to notice the world around them can be rolled up into the Awareness Skill. This includes not only what they can hear and see, but also what they perceive beyond what eyes and ears can normally tell. Awareness uses Mental as its base Attribute.

Listen – With the Listen sub-skill you can try to pinpoint that which cannot be seen, overhear a whispered conversation, or strain to hear distant cries for help. Your Listen attempt is made as an opposed roll to your target's Stealth Skill check.

Search – One of the most reliable senses has always been sight. Unless one dabbles in illusion, the eyes can often be trusted above anything else. The Search sub-skill can be used to find hidden items, seek out prey, or notice a small glint of light dancing beyond the edge of the trees. Like the Listen sub-skill, this check is made in opposition to a Stealth Skill check.

Sense – When all other senses fail some characters have the innate ability to intuit truth. The Sense sub-skill allows characters to know when they are being lied to, see through some illusions, and recognize friend from foe. Most often the Sense sub-skill is used as a counter to the Deception Skill.

Deception [S]

Liar, cheater, and deceiver. All are words that can be used to describe one who makes good use of the Deception Skill. Some see deception as a chance to outwit their foes or best them in mental combat. Others deceive because they must to get by. Deception uses Social as its base Attribute.

Bluff – Even the smallest white-lie has its roots in the ability to bluff. If you are attempting to mislead in any way, whether it be an outright lie or a slight bending of the truth, your character will call upon his or her Bluff sub-skill to separate fact from fiction. The Bluff sub-skill is opposed by an Awareness (Sense) Skill check.

Disguise – The Disguise sub-skill allows a character to pretend they are someone else. Some use this sub-skill merely to keep a low profile in the local tavern, others emulate entirely different races with extraordinary uses of their abilities. The Disguise sub-skill is opposed by an Awareness (Sense) Skill check.

Geography [S]

The greatest explorers, cartographers, and hunters all call on their ability to remember the physical layout of an area or learn from their wanderings across great portions of Traespairnas. Geography uses Mental as its base Attribute.

Direction – Using suns, stars, and the verdant growths of nature you have a gift for divining directions in the wild. You may use this Skill to attempt to find north in nearly any environment.

Table 5.7 – Direction Checks

Area	Geography Skill Check
Open Plains	10
City or Town	15
Forest or Jungle	25
Cave System near the Surface	35
Deep Below Ground	50

Knowledge – Mountain, valley, hill, and plain hold no mystery for you. A successful use of this sub-skill may allow your character to recognize a particular countryside and the nation it belongs to, find the source of a river, or reach a long forgotten oasis in time to save your party.

Handle Animal [W/S]

For some characters, animals come to fulfill the roles in life usually held by other sentient beings. They can be helpers, friends, surrogate children, or merely beasts of burden. Whether the animal is wild or tame your character will need to make a successful use of the Handle Animal Skill to have any control over its attitudes or actions. Handle Animal uses Social as its base Attribute in the case of the Calm sub-skill, but uses Agility for Ride sub-skill checks.

Calm – To use the Empathy sub-skill a character must have trained the Ability Animal Empathy. Empathy functions in every way as the Persuasion Skill except that it applies to relations with animal only.

Ride – From simple tasks such as mounting up to more difficult feats such as driving a lance through the heart of an opponent while standing up on your horse's back, the Ride sub-skill makes it possible.

History [M/S]

A great deal of wisdom can be gleaned from looking to the past. The use of this Skill allows characters to access knowledge that might help them to identify threats, understand the inner workings of a nation's political structure, or attempt to divine the tactical patterns of a group based on their known past performances. History uses Mental as its base Attribute.

Nature [S]

The Nature Skill is a broad concept that includes a character's ability to survive in harsh areas, recognize threats, and find his or her way through dense overgrowth. Characters that specialize in this Skill tend to have a reverence for the natural world or a curiosity regarding the life around them. Nature uses Mental as its base Attribute.

Forage – The Forage sub-skill can be used to locate food, water, and medicines in the wild.

Knowledge – The Knowledge sub-skills allows you to recognize dangers in the wild, find the weaknesses and strengths of animals, and determine the origin of flora and fauna.

*Track** – The Track sub-skill allows you to follow creatures through different terrain. The terrain itself, the number of creatures being followed, and the Stealth of those creatures determine the difficulty of the check to follow the trail. The difficulty of the Nature Skill check begins at a base of 20. Refer to Table 5.8 for conditional modifiers.

Table 5.8 – Track Check Conditional Modifiers[^]

Conditions	Nature Skill Check
Size of Creature Tracked	-1
Per Additional Creature Leaving Trail	-2
Muddy or Soft Soil	-5
Per Day Passed	+5
Clean, Smooth Surface	+10
Heavy Snowfall or Rain	+20

Perform [S]

Many a traveler makes a coin or two by entertaining in the local taverns of the towns they visit. This Skill can be used as a trade to supplement a character's income or, perhaps, to distract an unknowing opponent while the rest of your party sneaks up behind them. Perform uses Social as its base Attribute.

Dance – Dancing is very popular amongst the *Coranthen's*. While there are many different styles of dance all over *Traespairnas* they are most often all accompanied by music or a gentle beat.

Music – It seems each culture and sect of each individual race has developed their own ears for music. For this reason no two songs are ever truly alike. Some prefer the smooth, sweet sounds of the *Madurian* harp, while others love the strong, guttural acoustics of the *Faldred gyjak* horns. The only thing more varied than the styles of music is the variety of musical instruments. From flutes, to drums, to voices raised, the Music sub-skill allows your character to master the art of song.

Oratory – *Cairtols* are quite renowned for their Oratory talents, but any race can pursue the path of the public speaker. The Oratory sub-skill can be used

in telling an epic tale, reciting a piece of poetry, or giving a rallying speech to a gathered army.

Persuasion [S]

The Persuasion Skill measures your character’s personality as it applies to influencing others. This can be used in an amicable way or in a way that is less than friendly. Persuasion uses Social as its base Attribute. Alternatively, characters may opt to use their Strength Attribute bonus in place of their Social bonus when using the Intimidate sub-skill.

Diplomacy – The Diplomacy sub-skill comprises a character’s way with words, body language, and understanding of cultural interaction. It can be used to sway people to your cause, glean information from an informant, or win the favor of a local bar wench. The difficulty of the check is determined by the initial attitude of the target. When you meet the target check and for every 5 points by which you exceed this number, your target improves one step on Table 5.9.

Intimidate – The Intimidate sub-skill measures how well your character uses his or her presence to influence others. While having the same general affect as the Diplomacy sub-skill, the use of Intimidate some a completely different character trait. It can also be used in conjunction with some Abilities to gain an upper hand in combat.

Table 5.9 – Persuasion Checks[^]

Initial Attitude	Persuasion Skill Check
Loyal	5
Friendly	10
Indifferent	15
Wary	20
Unfriendly	30
Hostile	40

Religion [M/S]

While not typically viewed as a trainable area of expertise, the Religion Skill measures a character’s understanding of religious rites and aptitude for its practices. Religion uses Mental as its base Attribute.

*Ceremony** – The Ceremony sub-skill is used in conjunction with certain Abilities.

Knowledge – The Knowledge sub-skill can be used to recognize religious markings, evaluate the threat level of Undead, or gain insight into the alignment and power of a Naluni.

Science [M/S]

Science has become the religion of many in *Traespairnas* over the past century. Its pursuit allows characters to make fantastic creations by blending elements of the natural world, and its breadth of understanding touches both the arcane and the mundane.

*Alchemy** – The Alchemy sub-skill is used in conjunction with certain Abilities. Characters may use the Skill to create healing salves, bottled explosives, and deadly poisons.

Knowledge – The Knowledge sub-skill can be used to recognize reagents, poisons, and other alchemical creations. It can be applied to natural elements such as

light and sound, and used to understand experimentation and discovery.

*Mechanis** – The *Mechanis* sub-skill is used in understanding steamworks, black powder, and mechanical constructions.

Stealth [S]

For many, Stealth is an imperative Skill. The ability to move without being heard and to stand without being seen has many advantages in a dangerous world. Stealth uses Agility as its base Attribute.

Hide – With shadows as an ally, your character can use the *Hide* sub-skill to escape detection from even the most prying eyes. The *Hide* sub-skill is opposed by an Awareness (*Listen*) Skill check.

Move Silently – The *Move Silently* sub-skill allows your character to slip by foes without making a sound. The *Move Silently* sub-skill is opposed by an Awareness (*Listen*) Skill check. Refer to Table 5.10 for conditional modifiers to your *Move Silently* roll.

Table 5.10 – Move Silently Checks[^]

Conditions	Stealth Skill Modifier
Crowded/Loud Area	+5
Every 10 Squares from Target	+1
Medium Load or Wearing Light Armor	-5
Heavy Load or Wearing Heavy Armor	-10

Thievery [S]

Some less scrupulous characters might make great use of their Thievery Skill. With it, characters may bypass all the locks and traps warding a secured area in order

to reach a desired goal. Thievery uses Agility as its base Attribute.

Disable Trap – The *Disable Trap* sub-skill allows a character to hinder, stop, or completely remove a mechanical or magical trap.

Open Lock – The *Open Lock* sub-skill is used to open doors, chests, drawers, or anything else that might be locked. Using the sub-skill requires the use of Thieves' Tools.

Table 5.11 – Open Lock Checks[^]

Lock Type	Thievery Skill Check
Basic	15
Simple	20
Secure	25
Difficult	30
Advanced	35
Ridiculous	40
Impossible	50

Sleight of Hand – A character looking to try his hand at a quick grab might make use of the *Sleight of Hand* sub-skill. This sub-skill is used any time a character needs to pick a pocket, deftly hide a small item, or switch a hand-held item for one in view. This check is opposed by the target's Awareness Skill check.

Warfare [W/S]

The art of battle and warfare is something in which many creatures take great honor and pride. The Warfare Skill measure a character's grasp of tactics, knowledge of weaponry and armor, and battle planning ability.

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CHAPTER VI

ABILITIES

Nearly every race on or under the surface of Traespairnas has a standing army. Schools all over Maduria teach a basic understanding of the arcane. Commoners and kings alike all exhibit affinity for certain skills or talents. Rarely are beings remembered for being average soldiers or scholars. The ones who stand out from the crowd, the ones who change their world and are remembered beyond their passing are those whose talents go beyond simple proficiency. I have met many such beings in my travels. Each had abilities and training that allowed them to perform extraordinary feats that surpassed anything they could have learned in schooling lessons.

- Matthew the Blue

ABILITIES

Abilities allow your character to specialize beyond the normal granted strengths of each class. While race, gender, and background play a large role in making a unique character in regards to how your character acts, Abilities are what make your character unique in what he or she can do. If you want your character to be great with a bow and arrows, you might want to take Abilities from the Archery tree. Want to play a character that is a commanding presence on a battlefield and bolsters the strength of his or her allies? The Leadership tree might be just the thing for you.

In essence, Abilities allow you to specify exactly how your character is played by defining their strongest points. A character who has focused solely on the Dirty Fighting tree, for example, would likely not waste efforts attempting to fight while mounted in a given combat.

Gaining Abilities

New characters always start the game with a base amount of 25 Ability Points. Some Races grant a bonus to the starting amount, but as a general rule your character will begin play with this many Ability Points. New points are gained along with Experience Points through adventuring. The points can be spent at any instance in which your character has time to rest. You may also choose to save your points. This allows you to purchase higher cost Abilities rather than many lower cost ones.

Class Abilities

Abilities, like Skills, are more readily available to certain Classes over others. Each Class has a list of Ability trees that are generally available for characters in that Class to choose. Abilities not appearing on that Class list are still available, but cost twice the normal amount of Ability Points to purchase. The Abilities presented in this chapter are designated [W] Warrior, [M] Mage, or [S] Specialist depending on their Class availability.

For example: Bryan is playing a *Faldred* Mage named Galthor with points in the Elemental magic tree. Galthor is having trouble staying active in combat because he gets hurt too easily so Bryan has decided he wants him to wear armor. The Light Armor [W/S] Ability is not a Mage Class Ability. Bryan must spend 10 Ability Points for Galthor to gain the Ability to wear Light Armor in combat.

Ability Trees and Requirements

Some Abilities have certain requirements that must be met before a character can gain the Ability. Most often this is an Ability that must be taken before another.

This gives itself to the creation of Ability trees. In order for characters to take an Ability further along on the Ability tree, they must first have any previous Abilities from the same tree. These requirements are also listed in the description of the Ability itself. In some cases, an Ability may have other requirements such as a certain Attribute score or a specific Race.

For example: The Battle Tactics Ability is part of the Leadership Ability tree. In order for characters to purchase the Battle Tactics Ability, they must first purchase the Leadership Ability and have a Social Attribute score of 12 or higher.

The Abilities

Acid [M]

AP Cost: 5

Your knowledge of Elemental magic is focused on the acidic.

Requirements

Casting, Elemental.

Benefit

You gain access to the Acid Spell Tree. You gain 5 points of Damage Reduction against acid based damage.

Acrobatic Wrestling[^] [W]

AP Cost: 15

Your wrestling maneuvers rely less on Strength and more on dexterity. You can move more easily while grappling and use your greater dexterity to your advantage.

Requirements

Unarmed, Grapple.

Benefit

You may use your Agility bonus in addition to your Strength Score for all Grapple checks.

Aggressive Trip [W/S]

AP Cost: 15

You often disregard your own safety when trying to bring down an opponent. You have found that simply tackling a foe is often the best way to get them to fall.

Requirements

Trip.

Benefit

When you initiate a trip, you may choose to fall with your opponent. If you do, you gain a +5 bonus to the attempt.

Alchemy [M/S]

AP Cost: 10

You can blend natural ingredients to create extraordinary results.

Requirements

Chemistry.

Benefit

You can make any of the Rank 5 Alchemical Creations listed in Chapter 8. Provided you have the proper materials and at least one hour of uninterrupted work per Rank of the Creation, these function just like those listed in the Equipment section. (Note: The Alchemy Ability is currently undeveloped).

Ambidexterity[^] [W/M/S]

AP Cost: 3

You have no preference to a specific hand. You can use either hand with equal ease.

Benefit

Either hand can be treated as your primary hand. The penalty for fighting with two weapons is reduced by 4 for your Off Hand. See the Two-Weapon Fighting Table 9.8 in Chapter 9 for further information.

Animal Companion[^] [M/S]**AP Cost: 10**

You gain the loyal support of an Animal Companion. This animal will follow you and assist you to the best of its ability. It can also be taught certain tricks and learn different combative abilities as well.

Requirements

Animal Empathy.

Benefit

You may choose an animal from the following list to be your companion. This animal is like a normal animal of its kind except that it advances in level as you do. You may choose from Baboon, Bobcat, Coelophysis, Rock Bat, Warthog, and Wolf.

Animal Empathy[^] [M/S]**AP Cost: 3**

You are particularly adept at reading the body language and sounds of animals. Not only does this apply to your Animal Companion, but also to those you might encounter in the wild.

Benefit

You may use Social based Skills and Abilities on Animals. In addition, you gain a +2 bonus to these checks. This includes Charm effects and Persuasion.

Animal Spirit [S]**AP Cost: 3**

Your knowledge of the arcane lends itself to the endowing of physical elements from nature into your very being.

Requirements

Casting.

Benefit

You gain access to the Animal Spirit Spell Tree. You immediately gain 5 Vigor.

Archery [W/S]**AP Cost: 5**

You specialize in ranged combat and your item of choice is the bow and arrow. Be it longbow, shortbow, or crossbow, you have considerable skill with the weapon.

Benefit

You gain a +1 bonus to ranged Attack rolls with a Crossbow, Longbow, *Melaci* Longbow, or Shortbow. This bonus does not stack with the bonus granted by Weapon Focus.

Armor Impair [W]**AP Cost: 10**

To you, Armor is nothing more than a breakable, bendable metal. You can bruise your opponents almost as easily through their armor as you could if they weren't wearing it.

Requirements

Power Attack, Weapon Focus: Bludgeoning, Power Crush.

Benefit

If your opponents' armor grants them Damage Reduction, you may ignore it when using a Bludgeoning weapon.

Armor Smash [W]**AP Cost: 25**

You have found that armor is just as breakable as a weapon and will happily relieve your opponent of their protection.

Requirements

Power Attack, Weapon Focus: Bludgeoning, Sunder.

Benefit

You may make a Sunder attempt against your opponent's armor. If you take a -2 to your Attack roll, you may apply half the damage dealt directly to your opponent's armor and half to the wearer of the armor provided your attack is successful.

Armor Specialization[^] [W]**AP Cost: 10**

You have trained to wear armor in combat. The bulk and encumbrance of protective coverings are barely noticeable as you move through a battle field.

Benefit

You gain a +1 bonus to Defense when wearing any type of armor.

Arrow Catch[^] [W]**AP Cost: 10**

You have a knack for blocking incoming projectiles with your Shield.

Requirements

Shield Defense, Shield Ward.

Benefit

You gain a +1 bonus to your Defense against Projectile, Ranged attacks, and ranged Magic attacks for which a Defense is applicable while carrying a shield.

Aura [S]**AP Cost: 3**

Your knowledge of the arcane allows you to project powerful auras to assist your allies or cripple your foes.

Requirements

Casting.

Benefit

You gain access to the Aura Spell Tree. Additionally, you may spend 2 Action Points in any given turn to grant your allies a +1 bonus to their Resistance until your next turn.

Awareness [S]**AP Cost: 15**

Your senses are always attuned and on the look-out for signs of ambush.

Requirements

Sneak Attack.

Benefit

You are no longer considered Unaware before combat or when flanked and therefore cannot be Sneak Attacked under

these conditions. Any other condition that causes you to become Unaware still makes you vulnerable to Sneak Attack.

Back Stab [S]**AP Cost: 5**

You have a knack for finding an opponent's vital areas, especially from behind. You can turn an otherwise light attack into a potentially fatal blow by striking critical areas.

Requirements

Dirty Fighting, Sneak Attack.

Benefit

You gain a +2 bonus to Melee damage while flanking an opponent.

Battle Tactics [W]**AP Cost: 15**

As a Squad Leader or Tactician you are unrivaled. You quickly find the best plan of attack in any encounter.

Requirements

Social 12, Leadership.

Benefit

If you spend 3 Actions on your turn, your allies gain a +1 bonus to Melee and Ranged Attacks, Defense, and Block until the beginning of your next turn.

Better Lucky than Good [S]**AP Cost: 30**

You often succeed with blind Luck where skill and dedication would have normally failed you.

Requirements

Luck 13, Lucky.

Benefit

You may re-roll any result of 1 on Melee or Ranged Attack rolls.

Black Market [S]**AP Cost: 20**

You can sell illegal goods to the right people for a nice profit. You have little problem moving or finding illicit goods on the Black Market.

Requirements

Social 12, Contact, Fence, Illicit Exchange.

Benefit

You can sell illicit goods for twenty-five percent more than normal and you receive a twenty-five percent discount when purchasing illicit goods.

Bleeding Wound [S]**AP Cost: 30**

You have learned that sometimes you only get one chance to gut your foe. You have a knack for making that one chance count by leaving a gaping wound that continues to bleed.

Requirements

Sneak Attack, Precise Strike.

Benefit

You may take a -2 to your Attack. If you do so, your successful leaves a wound that continues to do 1d4 damage per round for 1 round per level.

Blind [S]**AP Cost: 20**

You have learned that a handful of sand, a mouthful of spit, or a vein-full of blood can be very effective in blinding your opponents.

Requirements

Dirty Fighting.

Benefit

You may spend 5 Action Points to perform a Blind. By either gathering spit, dirt, or your own spilt blood, make a Ranged Attack against your opponent. If the attack is successful, the target is blinded until he or she spends at least 6 Action Points to clear their eyes.

Blind Fury[^] [W]**AP Cost: 20**

When you Rage, you have trouble distinguishing friend from foe. Instead, you happily cut down anything in your path with empowered vigor.

Requirements

Rage.

Benefit

Your damage increases by 2 dice (if you were using 1d8 you now use 3d8), but you lose the ability to single out your foes. You must attack whatever creature is nearest to you when you use this ability. Blind Fury lasts as long as your Rage ability normally would.

Bloodlust [W]**AP Cost: 15**

You revel in the spilling of blood. Nothing drives your attacks harder than a successful first bloodletting.

Requirements

Rage.

Benefit

You may enter your Rage at no action cost after you successfully hit with a Melee Attack.

Blood Rage [W]**AP Cost: 30**

When you are injured in combat your Rage immediately takes hold. Your strength and anger are amplified with every blow you receive.

Requirements

Fortitude 12, Rage, Bloodlust.

Benefit

You may immediately enter Rage at no action cost when struck in combat, even on someone else's turn. The extra Vigor gained from your Rage is added before damage is applied from the initiating attack.

Break the Line [W]**AP Cost: 25**

A wall of opponents means little to you. If your goal lies on the other side, there is little that can stand in your way.

Requirements

Mobility, Sprint, Charge.

Benefit

You may Charge through an opponent's square to attack your target. If there are multiple foes, you may subtract 1 from your Attack for each opponent beyond the first whose square you break through. You may not break through more opponents than your Attack bonus -1 nor may you move beyond your normal Charge speed. You must end your turn with an Attack.

Bone Crush [W]**AP Cost: 25**

Your Crushing attacks smash and shatter bones. Few can stand under your assault.

Requirements

Power Attack, Weapon Focus: Bludgeoning, Power Crush.

Benefit

When you use a Power Crush you may designate it as a Bone Crush. To do spend 5 Action Points and declare a limb on your opponent's body. If you deal more than 25 percent of your target's total vigor in damage, the limb is completely disabled.

Bounding Attack[^] [S]**AP Cost: 25**

You can move and attack without hesitation. You need not stop to get off a clean attack.

Requirements

Agility 13, Mobility, Sprint.

Benefit

You may move before and after you attack. Standard movement rules apply to the distance you may move. In essence this allows you to divide the Action Points spend on movement to before and after the

attack while still gaining the same degree of mobility from them.

Call in a Favor [W/M/S]**AP Cost: 15**

You may not have everything you need, but it always seems like you know someone who does. You can call upon your Contacts for assistance with some extra-vocational duties.

Requirements

Social 12, Contact.

Benefit

You may call upon your Contact for extraordinary services such as borrowing large sums or money, gaining access to high security areas, or gaining the services of a Cleric or a Priest. You may make requests of your Contact that go beyond the restrictions of the normal Contact Ability by requesting items that might be costly or dangerous. You may make such a request no more than once per week.

Calling [M/S]**AP Cost: 5**

Your arcane knowledge gives you the gift of constant companionship. You can call on the aid of beings of power to fight on your behalf.

Requirements

Casting.

Benefit

You gain access to the Calling Spell Tree. Additionally, you gain the loyal friendship of your choice of the following creatures in the form of a familiar: Bat, Cat, Crow, Ferret, Procompsognathus, Rabbit, Rat, Snake, or Toad.

This creature is like a normal creature of its kind except that it gains a +1 bonus to its Mental Attribute and any beneficial Spell you cast that has a target of Caster or Creature Touched can be cast to include your familiar provided you choose yourself as the Creature Touched.

The Creature's Vigor increases by 1 plus Fortitude bonus at each new level of its master. Additionally, its Attack bonus increases by 1 every four levels.

Camping [W/S]

AP Cost: 5

You know the best way to set up a camp for security and rest.

Requirements

2 Ranks in Nature.

Benefit

With a little less than an hour of setup, you can have a decent shelter constructed in almost any environment. This shelter allows adventurers to rest as if they were resting in a bed and provides the benefits of Endure Elements while they remain in the camp.

Can't See Them [S]

AP Cost: 30

You can take cover behind objects usually deemed too small, too haphazard, or too insignificant to provide any real protection.

Requirements

Luck 13, Lucky, Lucky Dodge.

Benefit

As long as you cannot see your opponent, you are gifted with a – albeit false – sense of security. You may treat half cover as total concealment as long as you are not targeting your opponent. You also gain a +5 bonus to Hide and Move Silently when carrying any natural object that covers at least half of your body. This object must be something that fits in with the environment (e.g., a bush in the forest, a trash can in the city, or a pig in the country).

Cantrips [M/S]

Cost: 3

Beyond your devotion to a specific type of Magic you also have the ability to cast certain basic Spells.

Requirements

Casting.

Benefit

You gain access to the Cantrips Spell Tree. Additionally, you gain the ability to detect the presence of Magic as a 3 point action. If you spend a full round (5 action points), you can discern the type of Magic present.

Casting [M/S]

AP Cost: 5

You have a talent for magic. This rare gift manifests itself in many different ways, but the basic concept remains the same: you can call upon ambient energies and bend them to your will.

Benefit

You gain access the ability to cast Magic Spells. Additionally, you gain a +1 bonus to Resistance.

Charge^ [W]

AP Cost: 3

You are often the first into the brink of battle. You Charge haphazardly at the enemy and strike them down before they even have a chance to act.

Requirements

Mobility, Sprint.

Benefit

You may move 2 times your normal Speed and attack with a Melee weapon. Your movement must be in a straight line and cannot go through an opponent's square or difficult terrain. When you Charge, you take a -2 to Defense and gain a +2 to your Melee Attack. Using the Charge ability takes 5 Action Points.

Chemistry [M/S]**AP Cost: 3**

You have a refined knowledge of alchemical reagents and can use this knowledge to create potions and salves.

Benefit

You can make any of the Rank 1 Alchemical Creations, Energents, Stimulants, Energents, Regeneress, or Toxins listed in Chapter 8 provided you have the proper materials and at least one hour of uninterrupted work. (Note: Alchemy is currently undeveloped).

Cleave^ [W]**AP Cost: 10**

When you drop an opponent, you never hesitate to engage another.

Requirements

Power Attack, Weapon Focus: Slashing.

Benefit

When you kill or incapacitate an opponent using a Slashing Melee weapon, you may make an additional attack against an adjacent opponent at a -1 penalty.

Close Quarters [W/M/S]**AP Cost: 5**

You are talented and audacious enough to use your ranged abilities while encroaching on your opponent's personal space.

Benefit

You may use ranged attacks and ranged magic attacks while adjacent to your opponents without suffering the associated penalty.

Cohort^ [W]**AP Cost: 25**

Your leadership has so inspired certain individuals that they now act at your behest. In short, you command a loyal following of troops or servants.

Requirements

Social 12, Leadership.

Benefit

You gain the support of a follower whose level is equal to one-third your own or your Social score, whichever is lower. This character can be any Class or playable Race.

Contact [W/M/S]**AP Cost: 10**

Your connections with family and friends have led to forming relations with loyal allies who are willing to assist you in a time of need.

Requirements

Social 12.

Benefit

You gain the ability to receive aid from a Contact. A Contact might be able to assist in finding specific valuables, give entry into limited access areas, or supply your party with uniforms. Contacts may be called upon no more than once per week and will only assist if there is no risk or cost to themselves.

Covering Fire [S]**AP Cost: 30**

You are skilled at suppressing the attacks of your foes. Your continuous ranged attacks lower the accuracy of your opponents' attacks.

Requirements

Archery, Rapid Shot.

Benefit

You may choose to take an additional -1 to your Ranged Attack when you use the Rapid Shot ability. Doing so, imposes a -1 penalty to all opponents' Attacks within a 12 square cone of your character.

Crushing Blow [W]**AP Cost: 50**

You can put all of your strength into a single crushing strike meant to completely disable your foe.

Requirements

Power Attack, Weapon Focus: Bludgeoning, Power Crush, Bone Crush.

Benefit

You may spend 5 Action Points to perform a Crushing Blow. You take a -2 penalty to your Melee Attack with a Bludgeoning weapon. If your non-magically enhanced damage exceeds your targets Resistance, they are immediately slain. Otherwise, apply damage normally. This ability may only be used on characters 2 or more levels lower than your own.

Curse [M/S]**AP Cost: 3**

Your knowledge of the arcane is founded in darkness. You can cause affliction and blight to ravage your enemies.

Requirements

Casting.

Benefit

You gain access to the Curse Spell Tree. Additionally, you gain immunity to your choice of one toxin.

Death Blow [S]**AP Cost: 40**

You often don't have patience for the rigors of combat and prefer to end things quickly.

Requirements

Sneak Attack, Precise Strike, Bleeding Wound.

Benefit

You may spend 5 Action Points to perform a Sneak Attack as a Death Blow. You take a -2 penalty to your Melee Attack with a Slashing weapon. If your non-magically enhanced damage exceeds your targets Resistance, they are immediately slain.

Otherwise apply damage normally. This ability may only be used on characters 2 or more levels lower than your own.

Death from Above [W]**AP Cost: 25**

Attacks from your high position in the saddle do massive amounts of damage to those unlucky enough to be caught in your wake.

Requirements

Mounted Combat, Powerful Charge, Weapon Focus.

Benefit

Your Melee damage while Mounted increases by 1d6. Additionally, if your non-magic damage on a Mounted Melee Attack exceeds your target's Resistance the opponent is knocked prone.

Defensive Casting[^] [M/S]**Cost: 5**

When casting a Spell, you are able to shut out the rest of the world and focus solely on drawing on the energies necessary to complete it. Distractions fall to the wayside when your mind is bent towards matters of the arcane.

Requirements

Casting.

Benefit

You may Cast Defensively without adding to the Action Point cost of casting the Spell. While casting you may opt to make an Arcanis Skill check equal to the Spell Tier plus 15. If successful, you need not make any other Concentration checks during that particular casting even if you take damage before the Spell is completed.

Defensive Hedge [W]**AP Cost: 20**

Your allies and you are particularly skilled at forming a blocking barricade of shields.

Requirements

Social 2, Leadership, Battle Tactics, Shield Defense, Shield Ward.

Benefit

You and your allies gain a +1 bonus to Defense for every adjacent ally carrying a shield. For this ability to be affective each ally carrying a shield must have the Shield Defense ability.

Defensive Throw[^] [W]**AP Cost: 30**

You have mastered the art of stepping off the line of attack in such a way that your opponent's momentum can be used against them.

Requirements

Unarmed, Grapple.

Benefit

You may move your opponents as a Reaction when they fail to successfully strike you with a Melee Weapon. When your opponents attempt and fail to strike you, they must move one square for every 2 points by which they miss your Defense.

If the movement is stopped by a wall or obstacle, the creature moved takes one point of damage per remaining movement. If the movement would cause them to fall off of a cliff or into a hole, they may make an Acrobatics check with a difficulty of 10 plus one per movement remaining to keep from falling.

For example: Derek is playing a Cairtol Warrior named Samual the Green. Samual is attacked by a ruthless marauder. Samual has been backed up to the edge of a cliff. The marauder rolls a 10 against Samual's 20 Defense. Derek can now move the marauder up to two squares in a straight line

in any direction. Derek decides to move him over the edge of the cliff. After using one of the two squares, the marauder must make an Acrobatics check of 11 (10 +1 for the remaining square of movement) or risk falling into the abyss.

Deflect Weapon[^] [W/S]**AP Cost: 35**

Your hands react intuitively to danger and you can use them to block incoming projectiles and blows.

Requirements

Agility 2, Unarmed.

Benefit

As a Reaction, you may opt to take a -5 to your next Attack in order to completely evade an incoming Projectile. You may do this as many times as you desire in one round until your next Attack is reduced to +0.

Demoralizing Disarm [W]**AP Cost: 30**

You Disarm your opponents in such a way that their pride is crushed and they are left rattled by your martial prowess.

Requirements

Disarm, Weapon Focus.

Benefit

Make a standard Disarm attempt. If successful, you may use a Reaction to make a Persuasion (Intimidate) check. Your opponent is dazed for a number of rounds equal to your check's superiority over your opponent's Resistance.

Dirty Fighting [S]**AP Cost: 5**

You may not be the most skilled combatant around, but you won't go down without a fight. You are willing to do whatever it takes to gain the upper hand in any struggle.

Benefit

You gain a +1d6 bonus to damage when using a Dagger or fighting Unarmed.

Disarm^ [W/S]**AP Cost: 5**

You are skilled in the art of Disarming your opponent.

Benefit

You may use your Melee Attack to Disarm your opponent. Both you and your opponent make Melee Attack rolls; your opponent suffers a -2 penalty. If your check is higher they are disarmed. If your check is lower, they may attempt to Disarm you as a Reaction. However, you do not suffer the -2 to your attempt. You may not attempt a Disarm if wielding a Dagger, Ranged Weapon, or are Unarmed.

Disarming Grab [W/S]**AP Cost: 20**

By catching your opponent's wrist, you can cause him to drop or surrender his weapon. Twisting their arm in an unnatural way, you force their muscles to slacken and release hold of their wielded items.

Requirements

Unarmed, Disarm.

Benefit

You may make a Disarm attempt even if you are Unarmed. In addition, your Disarming Grab may be readied by spending 3 action points on your turn to use the ability as a Reaction during your opponent's turn. Doing so interrupts their attack and gives you a +2 bonus to your check.

Divination [M/S]**AP Cost: 3**

Your knowledge of the arcane is a gift from the Naluni. You can use this magic to see things before they come to pass or learn of things unknowable to most.

Requirements

Casting.

Benefit

You gain access to the Divination Spell Tree. Additionally, you gain a +1 miscellaneous bonus to your choice of Arcanis, Architecture, Geography, History, Nature, Religion, Science, or Warfare.

Dizzy Strike [W]**AP Cost: 20**

You have a knack for dazing your opponents by striking their head with great force.

Requirements

Power Attack, Weapon Focus: Bludgeoning, Power Crush.

Benefit

To make a Dizzy Strike, you must use 5 Action Points. If your Melee damage with a Bludgeoning weapon is greater than your target's Resistance, he or she is dazed for 1 round per 10 damage dealt.

Dodge^ [W/M/S]**AP Cost: 3**

You are skilled at evading attacks.

Requirements

Agility 12, Evasion.

Benefit

You may designate a single opponent. You gain a +1 bonus to Defense against this opponent's attacks. You may change the designation only on your turn.

Driving Attack [W]**AP Cost: 20**

You attack with such tenacity that your foes are driven back under your assault.

Requirements

Power Attack.

Benefit

When you attack in Melee, you may attempt a Driving Attack as part of a normal attack or as part of a Charge. Your opponent is driven back 1 square for every 10 points of damage you deal. This motion must be in a straight line away from your current position.

If the movement is stopped by a wall or other obstacle, the target takes 1 point of damage for each remaining square of movement. If the movement would push them over a cliff or ledge, they are entitled to an Acrobatics check equal to 10 plus the number of remaining squares to avoid falling over the edge.

Duck and Cover [S]**AP Cost: 30**

You have learned that the best way not to be hit is not stand where someone is attacking. You make use of your greater Dexterity to stay out of harm's way.

Requirements

Agility 12, Evasion, Dodge, Quick Reflexes.

Benefit

If you are caught by a damaging Spell that targets an area, you may make an Acrobatics check as a Reaction. You may move one square per 5 points of your Acrobatics check toward the edge of the Spell's radius. However, the movement may not exceed your Speed. If this movement takes you out of the Spell's radius, you take no damage and begin your next turn in that square.

Earth [M/S]**AP Cost: 5**

Your knowledge of Elemental magic is based deeply in rock and stone.

Requirements

Casting, Elemental.

Benefit

You gain access to the Earth Spell Tree. You gain a 10 point bonus to your Vigor.

Electric [M]**AP Cost: 5**

Your knowledge of Elemental magic is focused on the shocking.

Requirements

Casting, Elemental.

Benefit

You gain access to the Electric Spell Tree. You gain 5 point of Damage Reduction against electric based damage.

Elemental [S]**AP Cost: 3**

Your knowledge of the arcane is founded upon the elements that compose all of life.

Requirements

Casting.

Benefit

You gain access to the Elemental Spell Tree. Additionally you may spend 20 Action Points to activate an effect similar to the Endure Elements ability on yourself that lasts for 24 hours.

Empower Spell^ [M]**AP Cost: 10**

Your familiarity with a Spell allows you to reinforce it and magnify its power many times over.

Requirements

Casting.

Benefit

You may choose to add a +1d6 damage bonus to all offensive, damage dealing Spells. Casting an Empowered Spell increases the Action Point cost of the Spell

by 2 points for that casting. The extra damage is the same type as the Spell's normal damage. If the Spell deals multiple types of damage, you must choose one type before finishing the Spell.

Enchantment [M/S]

AP Cost: 3

You use your Spells to bend and break the will of your enemies.

Requirements

Casting.

Benefit

You gain access to the Enchantment Spell Tree. Additionally, you gain a +1 miscellaneous bonus to your Persuasion Skill.

Encumbered Movement [W]

AP Cost: 10

The weight of armor does not impose so great an impediment to your movement as it once did. Thanks to your rigorous training in weighted clothing and combat gear you can move quickly with or without armor on the battlefield.

Requirements

Strength 12, Armor Specialization.

Benefit

The penalty to Speed imposed by your armor is reduced by 1.

Endure Elements^ [W/S]

AP Cost: 15

You have spent so much of your time in hot and cold environments that their extreme temperatures no longer faze you.

Requirements

2 Ranks in Nature.

Benefit

You are unaffected by the ill effects of temperatures between 0-32 degrees and 90-120 degrees.

Energents [M/S]

AP Cost: 15

Your knowledge of admixtures has led to development of stimulants and energents that increase the body's natural abilities.

Requirements

Chemistry.

Benefit

You can make any of the Rank 3 Energents listed in Chapter 8. Provided you have the proper materials and at least one hour of uninterrupted work per Rank of the Energent, these function just like those listed in the Equipment section. (Note: Alchemy is currently undeveloped).

Evasion [W/M/S]

AP Cost: 5

Your swiftness and dexterity have saved you on more than one occasion. Who needs toughness when nothing can hit you?

Requirements

Agility 12.

Benefit

You gain a +1 bonus to Defense. This bonus is lost if you exceed your light load capacity or don chest armor.

Extend Spell^ [M/S]

AP Cost: 15

You have the ability to cast Spells so that they linger far longer than the normal span.

Requirements

Casting.

Benefit

You can double the duration of any Spell you cast with a duration longer than Instant. Casting an Extended Spell adds 3 to the Action Point cost for the Spell.

Extension of Self [W]**AP Cost: 5**

To you, your weapon is more than just an object. It is a piece of your body. You know it as well as you do any piece of yourself.

Requirements

Weapon Focus, Weapon Specialization.

Benefit

You gain a +2 bonus to resist being Disarmed. Additionally, you may draw your weapon at a cost of 0 Action Points, but may still only do so on your turn.

Extra Attack[^] [F/M/S]**AP Cost: 3**

Your hands are practiced and move more quickly than most can muster.

Requirements

Class Attack Bonus +5.

Benefit

You may make an extra attack at a -5 penalty. This attack costs only 2 Action Points to use thereby allowing you to make your first attack with your full bonus and the second right afterwards with a penalty.

Fan Shot [S]**AP Cost: 15**

You have developed the ability to fire multiple arrows at multiple targets in rapid succession.

Requirements

Archery, Rapid Shot.

Benefit

You may use your Rapid Shot on multiple targets.

Fence [S]**AP Cost: 10**

You have a knack for moving goods that some people are unwilling to sell. You use your quick tongue and wit to your advantage to find the perfect buyer for almost any item.

Requirements

Social 12, Contact.

Benefit

You may sell goods and gear for ten percent more than you could normally. Additionally, you can always find a buyer, regardless of the cost, scarcity, or legality of the item you wish to sell. This ability is only effective in populated areas such as towns or cities.

Fierce Companion [S]**AP Cost: 25**

Your Animal Companion is a ferocious combatant. Its attacks are particularly strong for an Animal of its kind.

Requirements

Animal Empathy, Animal Companion.

Benefit

You may choose your Animal Companion from an alternative list of creatures. You may choose from Aurochs, Brown Bear, Dieronchus, Gorilla, Smilodon, or War Horse. You may alternatively choose to keep your previous Animal Companion. If you do so, they advance 2 levels.

Fire [M]**AP Cost: 5**

Your knowledge of Elemental magic is focused on that which burns.

Requirements

Casting, Elemental.

Benefit

You gain access to the Fire Spell Tree. You gain 5 point of Damage Reduction against fire based damage.

First in Line [S]**AP Cost: 10**

You tend to lead your party through dangerous areas because of your knack for finding traps. This allows you to move at your own pace and find traps more easily.

Requirements

Trapfinding.

Benefit

As long as you lead the party, you gain a +4 bonus to Awareness Skill checks and a +2 bonus to Initiative.

Flanking Strike [S]**AP Cost: 5**

You are skilled at using your allies' distractions to catch your foes unaware.

Requirements

Sneak Attack

Benefit

You may make use of your Sneak Attack ability while Flanking an opponent, regardless of whether or not they are aware of your presence.

Flurry^ [W/S]**AP Cost: 10**

Your hands move at blinding speeds allowing you to attack foes many times in the blink of an eye.

Requirements

Agility 12, Unarmed.

Benefit

When you use the Flurry Ability, you take a -2 penalty to all Unarmed attacks in that round. The Action Point cost for your Unarmed attack is reduced by 1.

Focus Casting [S/M]**AP Cost: 10**

You have a strong affinity for a single item. You use this charm to power and focus your Spells.

Requirements

Casting.

Benefit

You attune a single item to act as your Focus. This item must be something that can be held, weighs between 1 and 10 pounds, and is worth at least 10 silver. You may attune no more than one item at a time. You gain a +1 bonus to your Magic attacks when using your attuned item.

Folly's Fortune [S]**AP Cost: 25**

You have a knack for rolling from an unfortunate situation and landing on your feet. When things go badly, you have a way of spinning the wheel of fate so that you always land on top.

Requirements

Luck 12, Lucky.

Benefit

You may re-roll any result of 1 on Skill checks and Attribute checks.

Foraging [W/S]**AP Cost: 5**

You have a deep knowledge of nature's offerings. You can find natural medicines, poisons, and sustenance in nearly any environment.

Requirements

2 Ranks in Nature.

Benefit

With a Awareness Skill check, you may find any of the Berries, Herbs, or Roots found in Chapter 8. The difficulty and region for finding these items is found in the item listing. (Note: the Foraging Table and its yields have yet to be completed).

Grapple[^] [W]**AP Cost: 10**

You have a penchant for wrestling. Your Strength and skill are both employed in subjugating your foe through primal struggles.

Requirements

Unarmed.

Benefit

You gain a +1 bonus to the Unarmed attack made to initiate a Grapple. In addition, you gain a +4 bonus to your opposed Grapple check.

Hamstring [S]**AP Cost: 25**

By slashing the back of your opponents' knee, you can effectively cripple them and knock them prone in one action.

Requirements

Dirty Fighting.

Benefit

To make a Hamstring attack, you must use a Slashing weapon and use 5 Action Points to activate the ability. If your non-magic damage exceeds the creatures Resistance score, they are knocked prone in addition to taking damage normally. Alternatively, you may elect to sacrifice damage to reduce your target's Speed. For every 5 points of damage sacrificed, their Speed is reduced by 1 point. The total damage to determine whether or not the target falls prone is compared after damage is sacrificed and Speed is reduced.

Heal [M/S]**AP Cost: 5**

Your knowledge of the arcane is one of peace and rejuvenation.

Requirements

Casting.

Benefit

You gain access to the Heal Spell Tree. Additionally, you gain a +1 permanent bonus to your Health.

Heavy Armor[^] [W]**AP Cost: 10**

You are particularly capable in combat while wearing Heavy Armor.

Requirements

Strength 12, Light Armor.

Benefit

You may wear Heavy Armor without incurring the normal penalties for non-proficiency.

Holy [M/S]**AP Cost: 3**

Your knowledge of the arcane is powered by deific vengeance.

Requirements

Casting, Moral Inclination: Good.

Benefit

You gain access to the Holy Spell Tree. Additionally, you may detect the presence of creatures with an overt Evil Moral Inclination by spending 3 Action Points.

Hunting[^] [S]**AP Cost: 5**

You have spent the majority of your life as the hunter and not the prey. You know how your prey thinks and can accurately predict their actions and reactions to your pursuit.

Requirements

Track.

Benefit

Choose one type of creature from Animal, Humanoid, Monster, or Undead. You gain a +2 bonus to Awareness Skill checks made to Track the chosen creatures. Additionally, you gain a +1 bonus to attack and damage against creature of the chosen type.

Ice [M]**AP Cost: 5**

Your knowledge of Elemental magic is focused on the frigid.

Requirements

Casting, Elemental.

Benefit

You gain access to the Ice Spell Tree. You gain 5 point of Damage Reduction against ice based damage.

Illicit Exchange [S]**AP Cost: 15**

While some goods may not be legally sold on the open market, you can usually find what you are looking for in other ways.

Requirements

Social 2, Contact, Fence.

Benefit

You can purchase illegal or licensed goods without restriction or cost increase.

Illusion [M]**AP Cost: 3**

Your knowledge of the arcane is used to trick and deceive.

Requirements

Casting.

Benefit

You gain access to the Illusion Spell Tree. Additionally, you gain a +1 miscellaneous bonus to your Deception Skill.

Immobilize [S]**AP Cost: 35**

Your blade seems drawn to critical ligaments and tendons. You often leave your opponents lying torn on the ground.

Requirements

Dirty Fighting, Hamstring.

Benefit

When you make a Hamstring check, you may choose to take a -5 penalty to your Melee Attack. If the damage you deal would be successful in knocking your opponent prone, their Speed is also

reduced to 0 regardless of their original Speed score. This ability must be used separately to disable other modes of movement, such as Flying.

Immobilizing Hold [W]**AP Cost: 20**

You can pin your opponents in such a way that movement is impossible. As long as you maintain your hold, they are next to helpless.

Requirements

Unarmed, Grapple, Practiced Wrestling.

Benefit

After you have successfully maintained a Grapple for 1 round, you may attempt to pin your opponent in an Immobilizing Hold. To succeed on the hold, you must surpass your opponent's Grapple check by 5 or more. If successful, your opponent may not take any action except to attempt to free himself from the pin. While pinned, your opponent's Defense is reduced to 0, they are treated as Unaware, and you may keep him from talking if you so choose.

Inspiration [W/S]**AP Cost: 5**

Your leadership brings out the best in those around you. Your allies tend to give beyond their best when you rally them to the cause.

Requirements

Social 13, Leadership.

Benefit

All allies within 4 square of you gain a +1 bonus on Skill Checks. This ability is treated like an aura that is constantly in effect.

Into the Breach [W]**AP Cost: 10**

You are an impassable wall between your foes and your allies.

Requirements

Mobility, Sprint.

Benefit

Once per turn, you may move your Speed as a Reaction to step between a foe and an ally. With this movement, you may move your ally 5 feet if they are willing.

If your opponent just moved with the intent of attacking your ally, they may no longer attack the ally if you chose to move him or her out of your opponent's range. However, they do not lose the Action Points, and may choose to attack you instead.

Intoxicants [M/S]**AP Cost: 20**

By mixing various elements, you can create inhalants and drugs that are detrimental to the body's natural abilities.

Requirements

Chemistry, Energen.

Benefit

You can make any of the Rank 5 Intoxicants or Energen listed in Chapter 8. Provided you have the proper materials and at least one hour of uninterrupted work per Rank of the Intoxicant, these function just like those listed in the Equipment section. (Note: Alchemy is currently undeveloped).

Iron Hands[^] [W/S]**AP Cost: 5**

Your hands are weathered and hard and strike like a mallet.

Requirements

Unarmed.

Benefit

Your Unarmed damage increases by one step. See Table 8.4 for the damage increase.

Irresistible Force [W]**AP Cost: 20**

You are a brute in battle and move your opponents as you see fit. Those caught in your path have two options; they must move or be moved.

Requirements

Mobility, Sprint, Charge.

Benefit

When you Charge, you may elect to sacrifice the non-magic damage from your attack and move your opponent one square per 5 points of damage sacrificed. You may only move your foe in a straight line. If your opponent is pushed back into a wall or other immobile barrier, he takes 1 damage per square of remaining movement.

If the movement would push your opponent over an edge, he may make a Grapple check or an Acrobatics check as a Reaction. The target number for the Acrobatics check is equal to the original amount of non-magic damage that would have been dealt before being sacrificed for movement. If the attempt fails, he falls. If it succeeds, then you have been Grappled and may either continue the movement forcing yourself and your opponent over the edge, or you may stop the movement entirely, in which case neither you nor your opponent fall.

Knockdown[^] [W]**AP Cost: 15**

When you Charge an opponent, you hit them with such force that they have trouble keeping on their feet. More often than not those who choose to resist you wind up on their back.

Requirements

Strength 2, Mobility, Sprint, Charge.

Benefit

When you Charge, you may take a -2 penalty to your Melee Attack to attempt a Knockdown. If your total non-magic

damage exceeds your target's Resistance, they are knocked prone.

Leadership[^] [W/S]

AP Cost: 10

You are a skilled leader on the battlefield. You can bolster your allies or strike fear into the hearts of your foes.

Requirements

Social 2.

Benefit

By using 5 Action Points, you may choose to give your allies a +1 bonus to their attack and damage. All allies within 6 squares are affected by this ability. Alternatively, you can attempt to demoralize your opponents by making a Persuasion (Intimidate) Skill check. You can cause a -1 penalty to the attack and damage of all opponents within 10 squares in addition to the normal affects of Intimidate. This modifier applies to all ranged, melee, and magic attacks.

Legendary Beast [S]

AP Cost: 50

Your Animal Companion is the stuff of legends. Its bloodline is no doubt derived directly from the first of its kind. Its combative abilities and aptitude are far beyond normal Animals of its kind.

Requirements

Animal Empathy, Animal Companion, Fierce Companion.

Benefit

You may choose your Animal Companion from an alternative list of creatures. You may choose from Ancient Deep Snake, Mastodon, Murkat, Reveriet Eagle, Rhinoceros, or Spirit of Nature (Large). You may alternatively choose to keep your previous Animal Companion. If you do so, they advance 4 levels.

Leverage [S]

AP Cost: 15

With your blade planted firmly in your opponent's back, you can "encourage" their movement around the battlefield.

Requirements

Dirty Fighting, Back Stab.

Benefit

When you make a successful attack with a Dagger or Slashing weapon, you may choose to sacrifice damage in order to move your opponent. You may move your opponent 1 square for every 5 point of non-magic damage sacrificed. Extra damage from Sneak Attack is counted as non-magic damage for purposes of this ability. This movement may be in any direction. If the movement is stopped by an obstruction, the attacker must choose to stop the movement or change direction. If the target risks falling off of a cliff or ledge, they must make an Acrobatics check equal to 10 plus the remaining movement to avoid falling over the edge.

Light Armor[^] [W]

AP Cost: 5

You are particularly capable in combat while wearing Light Armor.

Benefit

You may wear Light Armor without incurring the normal penalty for non-proficiency.

Long Shot [S]

AP Cost: 15

Your familiarity with a bow has taught you much about velocity and distance. You can shoot much farther more accurately than most archers.

Requirements

Archery, Precise Shot.

Benefit

You may fire an arrow or bolt any distance within the weapon's maximum range without suffering the normal penalty for extra range increments.

Look Out [S]**AP Cost: 25**

You react to danger at an incredible rate. When most adventurers' instinct is to ready when met with adverse situations, yours is to act. . . usually without thinking. More often than not, though, you would have done the same thing even if you had had time to think.

Requirements

Luck 2, Lucky, Lucky Dodge.

Benefit

You may add your Luck bonus to your Initiative. Additionally, once per day you may use 3 Action Points as a Reaction at the beginning of an encounter.

Low Blow [S]**AP Cost: 15**

You may have heard the rule "keep it above the belt" before, but you never paid attention. You have learned that sometimes the best way to hurt someone is to hit them where you know they will feel it.

Requirements

Dirty Fighting.

Benefit

By using 5 Action Points, you may perform a Low Blow. This attack functions as normal, but has the added affect of stunning your foe. If your total non-magic damage exceeds your opponent's Resistance, they are dazed for one round.

Loyal Companion [S]**AP Cost: 5**

Your Animal Companion is particularly loyal to you and can sense your moods and desires. It no longer requires your direct control to act effectively in battle, and will do its best to protect you from harm even against the most fearsome of foes.

Requirements

Animal Empathy, Animal Companion.

Benefit

Controlling your Companion in combat is reduced to 0 Action Points, but still may only be done on your turn. It will attack any type of Creature without needing the use of a Persuasion check. Additionally, your Companion will do its best to defend you even if you are incapacitated or are unable to give orders.

Lucky [S]**AP Cost: 5**

Someone or something is looking out for you. Some call it luck, others call it providence. Whatever it is, you have more than enough to spare.

Benefit

Once per encounter, you may apply your Luck bonus to any Melee, Ranged, or Magic Attack, Grapple, or Skill check.

Lucky Dodge [S]**AP Cost: 15**

You may not have meant to dodge when you did, but it may have just saved your life. Your erratic combat movements keep your opponents guessing and keep you alive when things get overwhelming.

Requirements

Luck 12, Lucky.

Benefit

You may add your Luck bonus to your Defense.

Many Shot[^] [S]**AP Cost: 20**

A festival trick turned deadly art, you have the ability to fire multiple arrows at once at a single target.

Requirements

Archery, Point Blank Shot, Precise Shot.

Benefit

Performing a Many Shot increases the Action Point cost of your attack by 1. You may fire two arrows as a single attack. This ability only functions when using a Shortbow, Longbow, or *Melaci* Longbow.

Medicines [M/S]**AP Cost: 15**

Your Chemical knowledge lends itself to the creation of curative and restorative agents.

Requirements

Chemistry.

Benefit

You can make any of the Rank 3 Medicines listed in Chapter 8. Provided you have the proper materials and at least one hour of uninterrupted work per Rank of the Medicine, these function just like those listed in the Equipment section. (Note: Alchemy is currently undeveloped).

Mobility [W/M/S]**AP Cost: 3**

You move with speed and grace across a battlefield.

Benefit

You gain a +1 bonus to Speed.

Mounted Combat[^] [W]**AP Cost: 5**

You have trained in battling while mounted. You can fight while riding in the midst of a chaotic battlefield.

Benefit

You may control your mount by spending 1 Action Point. You gain a +1 bonus to Defense while mounted. Your mount may only use its Action Points to move.

Movement [M/S]**AP Cost: 5**

Your knowledge of the arcane is tied to motion and ambulation.

Requirements

Casting.

Benefit

You gain access to the Movement Spell Tree. Additionally, you gain a +1 permanent bonus to your Speed.

Murkat Pounce [W]**AP Cost: 25**

When you Charge, you attack with the fury and speed of a Murkat.

Requirements

Mobility, Sprint, Charge, Weapon Focus.

Benefit

You may make a Charge at no penalty to Defense and you gain an additional +4 bonus to attack and damage. Additionally, the Action Point cost for the Charge is reduced by 1.

Necromancy [M]**AP Cost: 3**

Your knowledge of the arcane is a dark and terrible secret of unearthly evils. You can use this magic to see things before they come to pass or learn of things unknowable to most.

Requirements

Casting, Any Non-Good Moral Inclination.

Benefit

You gain access to the Necromancy Spell Tree. Additionally, you gain a +1 permanent bonus to your Religion Skill.

Organize Assault [W]**AP Cost: 20**

Your party is exceptionally skilled at taking advantage of flanking positions and terrain benefits.

Requirements

Social 14, Leadership, Battle Tactics.

Benefit

The benefits of flanking and higher ground are doubled for you and all allies within 6 squares.

Pack Rat [S]**AP Cost: 5**

You've developed a habit of collecting odd bits and pieces throughout your journeys. Because of this, you always seem to have the exact item the situation calls for somewhere in your bag of tricks.

Requirements

Luck 12, Lucky.

Benefit

You must carry a backpack or a travel sack to make use of this ability. You invariably have access to any mundane, non-unique item smaller than one cubic foot and of value less than or equal to 1 silver piece. This ability is always active, but the items may not be sold.

Pass without Trace[^] [S]**AP Cost: 5**

You are skilled at covering your trail so that it is impossible to follow.

Requirements

Mobility, Terrain Negotiation, 2 Ranks in Nature.

Benefit

By making a Nature check, you may disguise your trail as you travel it. Additionally, you gain a +2 bonus to the Stealth check made to cover your trail.

Piercing Blow [S]**AP Cost: 25**

You attack with deadly precision each time you attempt a Sneak Attack.

Requirements

Sneak Attack, Precise Strike.

Benefit

When you make a Melee Sneak Attack, you may designate it as a Piercing Blow. You must use 5 Action Points and take a -10 penalty to your Melee Attack. If the attack is successful, you deal maximum damage for both your Sneak Attack and your normal weapon damage.

Plant [M/S]**AP Cost: 5**

Your knowledge of Elemental magic is focused on verdant, growing life.

Requirements

Casting, Elemental.

Benefit

You gain access to the Plant Spell Tree. Additionally, you may spend 10 action points to gain a burrow Speed of 5 for 1 minute per level.

Point Blank Shot[^] [W/S]**AP Cost: 5**

You are particularly deadly with a bow at close range.

Requirements

Archery.

Benefit

You gain a +1 bonus to damage with a Bow when you are within 6 squares of your target.

Power Attack[^] [W]**AP Cost: 5**

You are reckless with your attacks, sacrificing accuracy for greater damage.

Benefit

You may reduce your Melee attack bonus by any number up to your Class attack bonus. If the attack is successful, you gain a bonus to damage equal to the amount subtracted from your attack. If you are using a two-handed weapon, the extra damage is multiplied by 1.5 rounded down.

Power Crush [W]**AP Cost: 10**

When you attack with a Crushing weapon, you strike with overwhelming strength.

Requirements

Power Attack, Weapon Focus: Bludgeoning.

Benefit

You may spend 5 Action Points and take a -1 to your Melee Attack with a

Bludgeoning weapon to gain a +1d6 bonus to damage.

Power Shot [W/S]

AP Cost: 10

By stretching your bow to its limits you can fire a more powerful shot than it would normally allow.

Requirements

Archery.

Benefit

You may spend 5 Action Points and take a -1 penalty to your Ranged Attack to gain a +1d6 bonus to damage.

Powerful Charge [W]

AP Cost: 10

You can use your mount to Charge into battle, meeting your foes head-on.

Requirements

Mounted Combat.

Benefit

Your mount may use its Action Points to move or attack. If you choose to have your mount attack, you must make a Handle Animal (Ride) check to remain in the saddle. Additionally, you may use your mount to Charge into combat as if it had the Charge ability.

Practiced Wrestling[^] [W]

AP Cost: 15

Your rigorous training has taught you that some techniques work better on larger foes, while others are designed for smaller. You have no fear of Grappling foes easily twice your size.

Requirements

Unarmed, Grapple.

Benefit

You no longer take a penalty to your Grapple check when wrestling with foes one size category larger than you.

Precise Shot[^] [W/S]

AP Cost: 5

Your skill with a bow has become lethally precise. You can easily pick your target from among many and pick out foes behind cover or engaged in combat.

Requirements

Archery.

Benefit

You no longer take a penalty for firing into Melee combat.

Precise Strike [S]

AP Cost: 15

You rarely miss your target. You are so sure of yourself that a normally impossible blow to a vital organ is an everyday thing to you.

Requirements

Sneak Attack.

Benefit

You may choose to reduce your Sneak Attack damage by 1d6 and add that same amount to your attack roll.

Quick Reflexes[^] [W/M/S]

AP Cost: 5

Your reaction rate is beyond that of ordinary men.

Requirements

Agility 12, Evasion.

Benefit

You gain a +4 bonus to Initiative.

Rage[^] [W]

AP Cost: 10

Your martial prowess is fueled by your anger. You tend to lose yourself in the bloody carnage of combat.

Benefit

You may spend 2 Action Points to go into a Rage. While in a Rage, you gain a +2 bonus to Melee attack and damage and gain temporary Vigor points equal to ten times your Fortitude bonus. You also take a -1 penalty to Defense. Your Rage lasts 1

round per level plus your Fortitude bonus. You may only enter a Rage once per encounter.

Rapid Shot[^] [S]

AP Cost: 10

Your draw and fire time is much faster than the typical archer allowing you to fire more arrows in rapid succession.

Requirements

Archery.

Benefit

You may choose to take a -2 penalty on your Ranged attack with a Shortbow, Longbow, or *Melaci* Longbow. If you do, the Action Point cost for firing a bow is reduced by 1.

Regeneress [M/S]

AP Cost: 15

Your Chemical mixtures have a rejuvenating quality. They can heal wounds and even restore life to the recently deceased.

Requirements

Chemistry, Medicines.

Benefit

You can make any of the Rank 5 Regeneress or Medicines listed in Chapter 8. Provided you have the proper materials and at least one hour of uninterrupted work per Rank of the Regeneress, these function just like those listed in the Equipment section. (Note: Alchemy is currently undeveloped).

Run[^] [W/M/S]

AP Cost: 3

You have trained your body to maintain speeds for long distances. Your lungs and legs are strong enough to carry you much farther than others of your race could possibly run.

Requirements

Mobility.

Benefit

You may move at double your normal Speed for up to ten times your Fortitude score minutes. This Speed bonus may not be used in a combat situation except to flee pursuit.

Running Shot[^] [S]

AP Cost: 20

You need not be immobile to get off a clean shot with a bow.

Requirements

Agility 3, Mobility, Sprint, Archery, Precise Shot.

Benefit

You no longer take a penalty for moving while attacking with a Ranged weapon. Additionally, you may move before and after you attack, but the distance moved may not exceed your normal limitations for movement.

Sacrifice the Body [W]

AP Cost: 15

You are so secure in your armor that it has become like a second skin. You know its weak points and its hard spots. You can allow potentially deadly blows to strike tougher areas of your armor, thereby taking less damage than you otherwise would have.

Requirements

Armor Specialization, Light Armor.

Benefit

You may willingly reduce your Defense by any number up to your Class bonus. Doing so grants you Damage Reduction equal to the number subtracted.

Saddle Strafe [W]**AP Cost: 20**

When you Charge into combat, you can continue through, cutting fissures through the enemy lines.

Requirements

Saddleborn, Mounted Combat, Powerful Charge.

Benefit

Your mount may move before and after you attack. The total distance moved may not exceed your mounts normal allotted movement.

Saddleborn[^] [W/M/S]**AP Cost: 5**

You are as comfortable in the saddle as you are on your own two feet. In fact, it often feels as though you and your mount are one creature.

Benefit

You gain a +3 miscellaneous bonus to Handle Animal checks when interacting with your mount. Additionally, you do not need to make a Handle Animal (Ride) check in order to stay in the saddle when your mount attacks.

Shield Bash[^] [W]**AP Cost: 10**

Your shield arm is strong. You can use your Shield as a Crushing weapon as easily as you can for defense.

Requirements

Shield Defense.

Benefit

You may use your Shield as an off-hand weapon and retain its bonus to your Defense score. Standard off-hand weapon rules apply to attacks made with the shield. See Table 9.8 for more information.

Shield Break [W]**AP Cost: 20**

Shields are nothing but a temporary barrier between you and your foe. You have learned that the best way around a shield is through it.

Requirements

Power Attack, Weapon Focus: Bludgeoning, Sunder.

Benefit

You may make a Sunder attempt against an opponent's shield. Your opponent takes a -2 to their opposed Attack check.

Shield Defense[^] [W/M/S]**AP Cost: 5**

You are skilled at using a Shield in combat.

Benefit

You may use a shield in combat without the standard penalties for non-proficiency. Additionally, you gain a +1 to your Defense when using a shield.

Shield Ward[^] [W]**AP Cost: 30**

You have grown to trust your shield more than anything else in life. You readily use it to guard you from any form of attack.

Requirements

Shield Defense.

Benefit

You may add your Shield bonus to your Resistance.

Side Guard [W]**AP Cost: 20**

You are so skilled with your Shield that you can actively use it to guard yourself and adjacent allies.

Requirements

Shield Defense.

Benefit

Allies gain a +1 bonus to their Defense checks as long as they are adjacent to you and you are actively using a shield.

Skill Study [W/M/S]**AP Cost: 1**

Much of your training has been spent on developing your skills.

Benefit

You gain 3 Skill Points plus your Mental bonus. This Ability may be taken multiple times. Each time you gain additional Skill Points. An increase in your Mental attribute does not retroactively grant you additional Skill Points. However, all future Skill Study abilities will be based on the new attribute.

Sneak Attack[^] [S]**AP Cost: 5**

You prefer to attack from hiding or to ambush your foes, taking advantage of their dropped guard to strike vital areas.

Benefit

To make a Sneak Attack, you must catch your foe Unaware. If conditions are met, you gain a +1d6 bonus to damage with a Dagger or One Handed Slashing weapon.

Spell Power[^] [M]**AP Cost: 20**

Your Spells are so powerful that they can bypass the resistance of some creatures.

Requirements

Casting, Empower Spell, Spell Study.

Benefit

Choose a Magic Tree. You are treated as one level higher for Spells cast from this tree.

Spell Study[^] [M/S]**AP Cost: 5**

Your devotion to a certain type of magic grants you extra skill with Spells of that type.

Requirements

Casting.

Benefit

Choose one Magic Tree. You gain a +1 bonus to your Magic Attack when casting Spells from this Magic Tree.

Sprint [W/M/S]**AP Cost: 3**

You are capable of quick burst of speeds. While they may not last long, they are often more than adequate at getting you out of danger or into a superior tactical position.

Requirements

Mobility.

Benefit

You may move at triple your normal Speed for one round at a time. You may not use the ability in consecutive rounds, but are able to use it multiple times in one combat. You may not attack while using the Sprint action, but you are not restricted to running in a straight line.

Steady Hands [S]**AP Cost: 15**

You are very skilled at disabling traps and never run the risk of one blowing up in your face because of a simple mistake.

Requirements

Trapfinding.

Benefit

You gain a +2 bonus to your Thievery (Disable Trap) Skill checks. Additionally, traps will only trigger on Natural 1 instead of every time you fail by 5 or more.

Sunder[^] [W]**AP Cost: 5**

You are skilled at breaking your opponent's weapon.

Requirements

Power Attack, Weapon Focus: Bludgeoning.

Benefit

If you are wielding a Bludgeoning weapon, you may attempt to Sunder your opponent's weapon by making opposed Melee attack rolls. This opposed Melee attack roll is made without the normal -4 penalty. If your attack exceeds your opponent's attack roll, you have successfully struck their weapon. The damage from your successes is applied directly to your opponent's weapon.

Sundering Cleave[^] [W]**AP Cost: 20**

When you break an opponent's weapon or shield, you don't hesitate to follow through on the strike.

Requirements

Power Attack, Weapon Focus: Bludgeoning, Sunder.

Benefit

If you successfully Sunder an opponent's weapon or shield, you may make an immediate Melee attack with the same weapon used for the Sunder. This Melee attack roll suffers a -2 penalty.

Swift Strike [W]**AP Cost: 10**

Your blows may not be the most precise, but you make up for it in volume of strikes.

Requirements

Weapon Focus

Benefit

You may choose to take a -2 penalty to your Melee attacks. If you do, the Action Point cost of each attack is reduced by 1.

Swine Wedge [W]**AP Cost: 15**

By leading a charge flanked by your allies, your party can cut swathes into enemy lines or drive through a group of fighters to get at a true target.

Requirements

Social 12, Leadership, Organize Assault.

Benefit

By forming a "V" pattern with you at the lead, you and your allies can charge into enemy ranks. Enemies are automatically pushed back to make room for your wedge provided the area they are moved to is clear of obstruction.

You may move into your enemies' ranks as many squares as your wedge is long. All allies participating in the Swine Wedge must sacrifice 1 Action Point to the movement of the wedge during their turn. The wedge's Speed is equal to your Speed score.

Tactile Technician [S]**AP Cost: 5**

Your hands are as good as eyes for finding hidden triggers and switches. You can disable traps more easily by touch than most can with an instruction manual.

Requirements

Trapfinding, Steady Hands.

Benefit

You may add your Agility bonus to your Awareness (Search) check to find traps.

Taunt [W]**AP Cost: 10**

With a cutting word or piercing glare, you inspire deadly fervor in your enemies causing them to seek you out over all others.

Requirements

Leadership.

Benefit

By spending 2 Action Points, you may activate this ability to attempt to affect all

opponents within a range of 2 squares per level. Make a Melee attack roll. Any opponents within range whose Resistance would be hit by this roll may only attack you. They may still use any Spells, Abilities, or Attacks available to them so long as your character is targeted, or, in the case of area Spells, included in the targeted area.

Terrain Negotiation [W/S]

AP Cost: 5

Rocks and brambles make little difference to you. You can make your way over most any terrain without hesitation or determent.

Requirements

Mobility, 2 Ranks in Nature.

Benefit

The Speed penalty for movement over difficult terrain is reduced by 1.

Tireless Rage[^] [W]

AP Cost: 25

You never tire of the joy of combat. When others would stop to rest, you are always ready for more.

Requirements

Rage.

Benefit

Your Rage ability no longer expires after a set number of rounds; instead, you are able to Rage until the end of the encounter.

Track[^] [S]

AP Cost: 3

You are skilled at following the tracks of your quarry. You can find clues of their passing in even the most difficult of terrains.

Requirements

2 Ranks in Nature.

Benefit

You may use a Nature check to follow the tracks of a creature through any environment. Additionally, you gain a +1 miscellaneous bonus to all Nature checks.

Trample[^] [W]

AP Cost: 20

Those foes that choose to stand in the way of you and your mount are quickly brought down by the might of your mount's powerful stride.

Requirements

Saddleborn, Mounted Combat, Powerful Charge, Saddle Strafe.

Benefit

When you use the Saddle Strafe ability, you may choose to Trample your opponent rather than attack. Make a Handle Animal (Ride) check. If this number would hit your target's Defense, they are trampled. The damage for this attack is 6d6. If the result of your check exceeds your target's defense by 5 or more, your opponent is knocked prone.

Trap Salvage [S]

AP Cost: 15

When you encounter traps, you can choose to spend a bit of extra time to collect the major components for later use.

Requirements

Trapfinding, Steady Hands.

Benefit

If you exceed the check required to disable a trap by 5 or more, you may instead salvage the working trap for later use.

Trapfinding[^] [S]

AP Cost: 5

You are skilled at finding traps before they find you. You have even learned enough about them to disable most types of traps.

Benefit

You may use a Awareness (Search) Skill check to find hidden traps. After finding a trap, you may use a Thievery (Disable Trap) Skill check to disable the trap.

Trickshot [S]**AP Cost: 5**

You've never heard of an impossible shot. All it takes is a little elbow grease and you can hit any target. . . with a little Luck.

Requirements

Lucky.

Benefit

You may reduce your target's cover bonus to Defense by your Luck bonus.

Trip^ [W/S]**AP Cost: 5**

You have a skill for removing your opponent's feet from the ground.

Benefit

Make an opposed Melee Attack roll against your opponent. Your opponent suffers a -4 penalty to this attack. If your attack is higher, your foe is knocked prone. However, if your opponent's attack is higher, he has the opportunity to Trip you as a Reaction. You do not suffer the -4 penalty to Trips made as a Reaction in this manner.

Trip Attack [W/S]**AP Cost: 20**

You can follow up your trips with immediate attacks against your now prone opponent.

Requirements

Trip.

Benefit

When you successfully trip an opponent, you may immediately make a Melee attack against them as a Reaction.

Two as One [W]**AP Cost: 30**

When you hit with one of your weapons, you immediately follow the blow with your second weapon driving further into the same wound.

Requirements

Two-Weapon Fighting, Power Attack.

Benefit

The damage of your second successful attack in one round is doubled.

Two-Weapon Defense^ [W/S]**AP Cost: 15**

Your weapons are both offensive and defensive. Who needs a shield when you can block just as easily with the same tool you use to kill?

Requirements

Agility 2, Two-Weapon Fighting.

Benefit

You may use both or either of your weapons to add to your Block bonus instead of only using one.

Two-Weapon Fighting^ [W/S]**AP Cost: 10**

You are practiced in the art of fighting with two weapons at the same time.

Benefit

The penalty for fighting with two weapons is reduced by 2. See Table 9.8 for more information.

Unarmed^ [W/S]**AP Cost: 5**

You don't need a weapon in your hand to be a deadly combatant. Your hands are your weapons.

Benefit

Your Unarmed attack may be used to do lethal damage. Additionally, the damage done by your Unarmed attack increases by one step.

Unbalancing Assault [W]**AP Cost: 15**

You and your allies attack in such a way that your opponents must remain on their heels. With practiced skill, you can land a series of blows that quickly topples your opponents.

Requirements

Social 13, Leadership, Organize Assault.

Benefit

You must declare a target to be the subject of this attack at the beginning of your turn. For this ability to work, you and your allies must successfully deal damage to the same creature in 1 round. If this is achieved, the opponent is knocked prone.

Uncanny Defense [W/S]**AP Cost: 30**

You have learned when to hold strong and when to give in combat. You can constantly keep your foes moving when they choose to attack you.

Requirements

Agility 2, Two-Weapon Fighting, Two-Weapon Defense.

Benefit

When you are attacked in Melee combat, you may make your opponent move 1 square for every 5 points of damage they deal against you. This movement must be in a straight line. Your opponent may choose to give up some damage in order to reduce the number of squares moved.

For example: If you are standing 2 squares from a cliff and your opponent deals 20 points of Melee damage, he may choose to sacrifice 10 damage to keep from plummeting over the edge.

Valor [W]**AP Cost: 20**

Your courage is contagious and bleeds into the very souls of your allies. They gain hope from your stalwart example.

Requirements

Social 12, Leadership, Inspiration.

Benefit

By spending 3 Action Points, all allies within 6 squares gain a temporary bonus to their Vigor equal to 10 times your Social bonus. This bonus is removed at the end of an encounter if it has not already been lost.

Vanish Into Violence [S]**AP Cost: 30**

You love to take advantage of the chaos of combat by melting in and out of shadows, moving around allies, and hiding behind your foes.

Requirements

Sneak Attack.

Benefit

You may make Stealth (Hide) checks in the heat of battle. In order to do so, you must move at least 3 squares away from your target and at least one obstacle must be between you and your opponent. This obstacle can be inanimate, an opponent, or an ally.

Wall of Arms [W]**AP Cost: 20**

You and your allies are well trained in creating a barrier with blades and cudgels that quickly breaks any charging attempt made against it.

Requirements

Social 2, Leadership, Battle Tactics, Defensive Hedge.

Benefit

You and your allies may form a barrier by standing in an adjacent line. Each member of this line must sacrifice 2 Action Points per turn for the wall to be effective. An

opponent engaging any member of the wall in melee immediately provokes a Melee attack from all adjacent allies within reach. These attacks are made as a Reaction.

Water [M/S]

AP Cost: 5

Your knowledge of Elemental magic is focused on the liquid element.

Requirements

Casting, Elemental.

Benefit

You gain access to the Water Spell Tree. You gain 5 point of Damage Reduction against fire based damage.

Weapon Focus[^] [W/S]

AP Cost: 5

Your training with specific weapon has led to its use above all others of its kind.

Requirements

Weapon Proficiency.

Benefit

You may choose from One-Handed Slashing, Two-Handed Slashing, One-Handed Bludgeoning, Two-Handed Bludgeoning, Polearm, Dagger, Bow, Thrown, Unarmed, or Unique. You gain a +1 bonus to Attacks made with all weapons from the chosen category. If you select the category Unique, you must apply it to a specific weapon type. This ability may be taken multiple times. Each time it is taken it must be applied to a different category of weapons.

Weapon Proficiency[^] [W]

AP Cost: 1

You are considered capable or even dangerous with a certain type of weapon.

Benefit

You may choose from One-Handed Slashing, Two-Handed Slashing, One-Handed Bludgeoning, Two-Handed Bludgeoning, Pole-arm, Dagger, Bow, Thrown, or Unique. If you select the

category Unique, you must apply it to a specific weapon type. You may use the chosen weapon type without the associated penalty for non-proficiency.

Weapon Specialization[^] [W]

AP Cost: 5

You have trained extensively with a certain weapon type. Your skill with this type of weapon exceeds that of normal warriors.

Requirements

Weapon Focus.

Benefit

You may choose from One-Handed Slashing, Two-Handed Slashing, One-Handed Bludgeoning, Two-Handed Bludgeoning, Polearm, Dagger, Bow, Thrown, Unarmed, or Unique. If you choose Unique, it must be applied to a single type of weapon such as *Cratin* Spinner or *Dorokti* Battle Cleaver. Your selection must be one for which you have taken the Weapon Focus Ability. You gain a +2 bonus to damage with the selected weapon type.

Weapon Trick [W]

AP Cost: 10

You use your weapon of choice in flashy and sometimes daunting ways. This is sometimes done for show, sometimes for intimidation, always with great skill.

Requirements

Weapon Focus, Weapon Specialization.

Benefit

By using 2 Action Points, you may make either a Perform or a Persuasion (Intimidate) skill check. For either check, your target is your opponent's Resistance. If you make a successful Perform check, all opponents affected take a -1 penalty to Defense and Resistance. If you make a successful Persuasion (Intimidate) check, all opponents affected take a -1 penalty to Attack and Magic.

Whirlwind[^] [W]**AP Cost: 30**

Your spinning attacks hit with dizzying speed. You can attack a surrounding group of foes as easily as you could an individual.

Requirements

Two-Weapon Fighting.

Benefit

You may make a single attack against all adjacent opponents. Each attack is made at a cumulative -1 penalty after the first.

Widen Spell[^] [M]**AP Cost: 15**

You have the ability to increase the width of your area Spells dramatically.

Requirements

Casting.

Benefit

The area of your cone, line, or radius based Spell is doubled. Casting a Widen Spell doubles the Action Point cost for casting the Spell.

Wind [M/S]**AP Cost: 5**

Your knowledge of Elemental magic is focused on the intangible forces of nature.

Requirements

Casting, Elemental.

Benefit

You gain access to the Wind Spell Tree. Additionally, your Speed increases by 1

ꠄꠑꠒꠓꠔꠕꠖꠗꠘꠙꠚꠛꠜꠝꠞꠟꠠꠡꠢꠣꠤꠥꠦꠧ꠨꠩꠪꠫꠬꠭꠮꠯꠰꠱꠲꠳꠴꠵꠶꠷꠸꠹꠺꠻꠼꠽꠾꠿ꡀꡁꡂꡃꡄꡅꡆꡇꡈꡉꡊꡋꡌꡍꡎꡏꡐꡑꡒꡓꡔꡕꡖꡗꡘꡙꡚꡛꡜꡝꡞꡟꡠꡡꡢꡣꡤꡥꡦꡧꡨꡩꡪꡫꡬꡭꡮꡯꡰꡱꡲꡳ꡴꡵꡶꡷꡸꡹꡺꡻꡼꡽꡾꡿ꢀꢁꢂꢃꢄꢅꢆꢇꢈꢉꢊꢋꢌꢍꢎꢏꢐꢑꢒꢓꢔꢕꢖꢗꢘꢙꢚꢛꢜꢝꢞꢟꢠꢡꢢꢣꢤꢥꢦꢧꢨꢩꢪꢫꢬꢭꢮꢯꢰꢱꢲꢳꢴꢵꢶꢷꢸꢹꢺꢻꢼꢽꢾꢿꣀꣁꣂꣃ꣄ꣅ꣆꣇꣈꣉꣊꣋꣌꣍꣎꣏꣐꣑꣒꣓꣔꣕꣖꣗꣘꣙꣚꣛꣜꣝꣞꣟꣠꣡꣢꣣꣤꣥꣦꣧꣨꣩꣪꣫꣬꣭꣮꣯꣰꣱ꣲꣳꣴꣵꣶꣷ꣸꣹꣺ꣻ꣼ꣽꣾꣿ꤀꤁꤂꤃꤄꤅꤆꤇꤈꤉ꤊꤋꤌꤍꤎꤏꤐꤑꤒꤓꤔꤕꤖꤗꤘꤙꤚꤛꤜꤝꤞꤟꤠꤡꤢꤣꤤꤥꤦꤧꤨꤩꤪ꤫꤬꤭꤮꤯ꤰꤱꤲꤳꤴꤵꤶꤷꤸꤹꤺꤻꤼꤽꤾꤿꥀꥁꥂꥃꥄꥅꥆꥇꥈꥉꥊꥋꥌꥍꥎꥏꥐꥑꥒ꥓꥔꥕꥖꥗꥘꥙꥚꥛꥜꥝꥞꥟ꥠꥡꥢꥣꥤꥥꥦꥧꥨꥩꥪꥫꥬꥭꥮꥯꥰꥱꥲꥳꥴꥵꥶꥷꥸꥹꥺꥻꥼ꥽꥾꥿ꦀꦁꦂꦃꦄꦅꦆꦇꦈꦉꦊꦋꦌꦍꦎꦏꦐꦑꦒꦓꦔꦕꦖꦗꦘꦙꦚꦛꦜꦝꦞꦟꦠꦡꦢꦣꦤꦥꦦꦧꦨꦩꦪꦫꦬꦭꦮꦯꦰꦱꦲ꦳ꦴꦵꦶꦷꦸꦹꦺꦻꦼꦽꦾꦿ꧀꧁꧂꧃꧄꧅꧆꧇꧈꧉꧊꧋꧌꧍꧎ꧏ꧐꧑꧒꧓꧔꧕꧖꧗꧘꧙꧚꧛꧜꧝꧞꧟ꧠꧡꧢꧣꧤꧥꧦꧧꧨꧩꧪꧫꧬꧭꧮꧯ꧰꧱꧲꧳꧴꧵꧶꧷꧸꧹ꧺꧻꧼꧽꧾ꧿ꨀꨁꨂꨃꨄꨅꨆꨇꨈꨉꨊꨋꨌꨍꨎꨏꨐꨑꨒꨓꨔꨕꨖꨗꨘꨙꨚꨛꨜꨝꨞꨟꨠꨡꨢꨣꨤꨥꨦꨧꨨꨩꨪꨫꨬꨭꨮꨯꨰꨱꨲꨳꨴꨵꨶ꨷꨸꨹꨺꨻꨼꨽꨾꨿ꩀꩁꩂꩃꩄꩅꩆꩇꩈꩉꩊꩋꩌꩍ꩎꩏꩐꩑꩒꩓꩔꩕꩖꩗꩘꩙꩚꩛꩜꩝꩞꩟ꩠꩡꩢꩣꩤꩥꩦꩧꩨꩩꩪꩫꩬꩭꩮꩯꩰꩱꩲꩳꩴꩵꩶ꩷꩸꩹ꩺꩻꩼꩽꩾꩿꪀꪁꪂꪃꪄꪅꪆꪇꪈꪉꪊꪋꪌꪍꪎꪏꪐꪑꪒꪓꪔꪕꪖꪗꪘꪙꪚꪛꪜꪝꪞꪟꪠꪡꪢꪣꪤꪥꪦꪧꪨꪩꪪꪫꪬꪭꪮꪯꪰꪱꪴꪲꪳꪵꪶꪷꪸꪹꪺꪻꪼꪽꪾ꪿ꫀ꫁ꫂ꫃꫄꫅꫆꫇꫈꫉꫊꫋꫌꫍꫎꫏꫐꫑꫒꫓꫔꫕꫖꫗꫘꫙꫚ꫛꫜꫝ꫞꫟ꫠꫡꫢꫣꫤꫥꫦꫧꫨꫩꫪꫫꫬꫭꫮꫯ꫰꫱ꫲꫳꫴꫵ꫶꫷꫸꫹꫺꫻꫼꫽꫾꫿꬀ꬁꬂꬃꬄꬅꬆ꬇꬈ꬉꬊꬋꬌꬍꬎ꬏꬐ꬑꬒꬓꬔꬕꬖ꬗꬘꬙꬚꬛꬜꬝꬞꬟ꬠꬡꬢꬣꬤꬥꬦ꬧ꬨꬩꬪꬫꬬꬭꬮ꬯ꬰꬱꬲꬳꬴꬵꬶꬷꬸꬹꬺꬻꬼꬽꬾꬿꭀꭁꭂꭃꭄꭅꭆꭇꭈꭉꭊꭋꭌꭍꭎꭏꭐꭑꭒꭓꭔꭕꭖꭗꭘꭙꭚ꭛ꭜꭝꭞꭟꭠꭡꭢꭣꭤꭥꭦꭧꭨꭩ꭪꭫꭬꭭꭮꭯ꭰꭱꭲꭳꭴꭵꭶꭷꭸꭹꭺꭻꭼꭽꭾꭿꮀꮁꮂꮃꮄꮅꮆꮇꮈꮉꮊꮋꮌꮍꮎꮏꮐꮑꮒꮓꮔꮕꮖꮗꮘꮙꮚꮛꮜꮝꮞꮟꮠꮡꮢꮣꮤꮥꮦꮧꮨꮩꮪꮫꮬꮭꮮꮯꮰꮱꮲꮳꮴꮵꮶꮷꮸꮹꮺꮻꮼꮽꮾꮿꯀꯁꯂꯃꯄꯅꯆꯇꯈꯉꯊꯋꯌꯍꯎꯏꯐꯑꯒꯓꯔꯕꯖꯗꯘꯙꯚꯛꯜꯝꯞꯟꯠꯡꯢꯣꯤꯥꯦꯧꯨꯩꯪ꯫꯬꯭꯮꯯꯰꯱꯲꯳꯴꯵꯶꯷꯸꯹꯺꯻꯼꯽꯾꯿가각갂갃간갅갆갇갈갉갊갋갌갍갎갏감갑값갓갔강갖갗갘같갚갛개객갞갟갠갡갢갣갤갥갦갧갨갩갪갫갬갭갮갯갰갱갲갳갴갵갶갷갸갹갺갻갼갽갾갿걀걁걂걃걄걅걆걇걈걉걊걋걌걍걎걏걐걑걒걓걔걕걖걗걘걙걚걛걜걝걞걟걠걡걢걣걤걥걦걧걨걩걪걫걬걭걮걯거걱걲걳건걵걶걷걸걹걺걻걼걽걾걿검겁겂것겄겅겆겇겈겉겊겋게겍겎겏겐겑겒겓겔겕겖겗겘겙겚겛겜겝겞겟겠겡겢겣겤겥겦겧겨격겪겫견겭겮겯결겱겲겳겴겵겶겷겸겹겺겻겼경겾겿곀곁곂곃계곅곆곇곈곉곊곋곌곍곎곏곐곑곒곓곔곕곖곗곘곙곚곛곜곝곞곟고곡곢곣곤곥곦곧골곩곪곫곬곭곮곯곰곱곲곳곴공곶곷곸곹곺곻과곽곾곿관괁괂괃괄괅괆괇괈괉괊괋괌괍괎괏괐광괒괓괔괕괖괗괘괙괚괛괜괝괞괟괠괡괢괣괤괥괦괧괨괩괪괫괬괭괮괯괰괱괲괳괴괵괶괷괸괹괺괻괼괽괾괿굀굁굂굃굄굅굆굇굈굉굊굋굌굍굎굏교굑굒굓굔굕굖굗굘굙굚굛굜굝굞굟굠굡굢굣굤굥굦굧굨굩굪굫구국굮굯군굱굲굳굴굵굶굷굸굹굺굻굼굽굾굿궀궁궂궃궄궅궆궇궈궉궊궋권궍궎궏궐궑궒궓궔궕궖궗궘궙궚궛궜궝궞궟궠궡궢궣궤궥궦궧궨궩궪궫궬궭궮궯궰궱궲궳궴궵궶궷궸궹궺궻궼궽궾궿귀귁귂귃귄귅귆귇귈귉귊귋귌귍귎귏귐귑귒귓귔귕귖귗귘귙귚귛규귝귞귟균귡귢귣귤귥귦귧귨귩귪귫귬귭귮귯귰귱귲귳귴귵귶귷그극귺귻근귽귾귿글긁긂긃긄긅긆긇금급긊긋긌긍긎긏긐긑긒긓긔긕긖긗긘긙긚긛긜긝긞긟긠긡긢긣긤긥긦긧긨긩긪긫긬긭긮긯기긱긲긳긴긵긶긷길긹긺긻긼긽긾긿김깁깂깃깄깅깆깇깈깉깊깋까깍깎깏깐깑깒깓깔깕깖깗깘깙깚깛깜깝깞깟깠깡깢깣깤깥깦깧깨깩깪깫깬깭깮깯깰깱깲깳깴깵깶깷깸깹깺깻깼깽깾깿



CHAPTER VII
SPELLS

Magic is a very special gift that some dedicated souls can tap into with marvelous results. Magic is the very composition of the outer world, the realm of the Naluni. It is all divine in nature, but can be harnessed through study and devotion. However, I have known far too many mortals who have become obsessed with its pursuit, believing it to be a key to their own immortality or even godhood. Such fanaticism always ends badly.

Remind me to tell you sometime the Ballad of Storm Lightningbrand. Suffice to say, his pursuit was fanatical enough for him to rename himself something ridiculous and proclaim that he was the "Emperor of Erusat." Long story short: he was quickly deposed by the freedom-loving inhabitants of Erusat when his own machinations, quite literally, blew up in his face. His given name was Ton Rynolds, by the by.

- Matthew the Blue

SPELLS

This chapter contains descriptions of the Spells available to your character in a normal campaign.

Casting Classes and Magic Attack

Specialists and Mages are the primary casting Classes. Each Class approaches Spell-Casting from a different angle. Specialists use their inner power and force of personality to conjure magical affects. For this reason, they use the Social Attribute as their base statistic for determining their Magic Attack. Mages use their knowledge of the arcane gained through trial and experimentation to control the divine energies associated with magic. For this reason, they use the Mental Attribute as their base statistic for determining their Magic Attack. Warriors

who dabble in Spell-Casting use their Social Attribute as a Specialist would.

Your character's Magic Attack is determined by adding their Class Magic bonus to their base Attribute bonus plus any other modifiers they might have from items or Abilities.

Spell Trees

New Spells are gained in the same manner as new Abilities. Characters must have the corresponding Ability before they can learn any Spells from that tree. New Spells may be learned at any point a character would have time to rest and learn new Abilities.

Action

Some Spells take different amounts of time to cast. The default casting time for a general Spell is 5 Action Points, or 1 round. Each Spell description gives the Action cost for the chosen Spell. Spells with longer durations or more powerful effects tend to have longer casting times. Some Abilities may modify the length of time it takes to cast a given Spell.

Origin

The Spell origin determines its starting point. For Spells with an origin of Caster, the Spell emanates from the caster's hands or body. Spells with an origin of Range may be cast from a distance. The starting point may be any square within the caster's maximum range which is determined by multiplying their level times three (3 x Caster Level). Touch Spells originate from the caster, but must be directly applied to their target. For offensive Spells, this requires the caster to make a Magic Attack against their target's Defense.

Area and Target

Some Spells only affect an individual creature, or target. Others may be cast to include multiple targets. If a Spell's area is greater than 1 square, it has a chance to affect all creatures in its area. This may be further limited by a specification such as "all allies." In such cases, the Spell only affects creatures within the area that are allied with the caster. Spells with a target of "caster" may only affect the caster of the Spell.

Duration and Cool Down

A Spell may have a duration of instant, rounds per level, minutes per level, or permanent. Spells with a duration of instant are over as soon as they begin. These Spells are typically damage dealing or healing in nature and do not have lasting effects. Spells with any duration longer than instant begin counting down from the round in which they are cast. When the duration ends any temporary effects dissipate.

A Spell cannot be re-cast until its Cool Down has expired. A Spell's Cool Down is calculated by adding the Spell's duration to its Action Point cost. If a caster chooses to end the duration of a Spell before it would normally expire, he or she may re-cast the Spell as soon as an amount of time equal to the casting time passes.

For example: Brad is playing a 3rd level Mage named Stedart who has studied the Acid Spell Tree. At the beginning of a combat, Stedart casts Acid Armor. Stedart will be unable to cast Acid Armor again for 4 rounds (3 round duration plus 1 round cast).

Defense and Resistance

Some Spells target a character's Defense while others target Resistance. Most

damaging Spells must hit a character, thereby targeting his or her defense. Spells that have effects on characters beyond typical damage normally target their Resistance. The Magic Attack, in either case, is rolled the same way by adding your character's Class bonus and Attribute bonus to the result of a d20 roll.

Spell Tiers

Spell Tiers represent a higher degree of mastery that is necessary before a character can learn a certain Spell. Characters begin play with the ability to choose from any Tier 1 Spells. As they progress in levels additional tiers will become available to them.

Table 7.1 – Spell Tiers

Caster Level	Highest Spell Tier Available
1 to 3	1
4 to 7	2
8 to 12	3
13 to 16	4
17 to 20	5

Casting Components

All Spells are cast with the inclusion of verbal components and physical gestures. The gestures are typically limited to small hand movements, and require a character to have at least one free hand in order to fulfill the somatic requirements of the Spell. The verbal components typically include a string of arcane words that focus the magic in the caster's mind. For this reason, casters who are unable to move their hands or are unable to speak cannot effectively cast Spells.

Spell Trees

Table 7.2 presents Spells sorted based on the required Ability.

Table 7.2 – Spell Trees

Ability	Spell Name	Tier	AP Cost
<i>Acid</i>			
	Acid Armor	1	15
	Acid Breath	2	20
	Acid Cloud	2	15
	Acid Fog	3	20
	Acid Spray	1	10
	Acid Storm	4	30
	Armor Decay	1	5
	Decaying Touch	1	15
<i>Animal Spirit</i>			
	Spirit of the Bear	2	20
	Spirit of the Gorachna	3	25
	Spirit of the Hare	1	10
	Spirit of the Rat	1	5
	Spirit of the Smilodon	2	20
	Spirit of the Wolf	1	15
	Spirit of the Wyrem	3	30
<i>Aura</i>			
	Aura of Courage	1	15
	Aura of Flame	1	15
	Aura of Focus	1	10
	Aura of Glory	1	5
	Aura of Haste	1	10
	Aura of Inspiration	1	3
	Aura of Light	1	15
	Aura of Pain	2	25
	Aura of Resistance	1	5
	Aura of Terror	2	15
	Aura of Vitality	3	25
<i>Calling</i>			
	Summon Creature	1	10
	Summon Element	2	20
	Summon Guardian	3	40
	Summon Object	1	15
	Summon Spirit	2	20

Ability	Spell Name	Tier	AP Cost
<i>Cantrips</i>			
	Dispel Magic	2	20
	Enhance Weapon	1	3
	Endure Elements	1	3
	Grease	1	5
	Growth	1	10
	Harden	2	5
	Identify	1	5
	Light	1	1
	Light Swarm	1	10
	Open	1	3
	Self Heal	1	3
	Shatter	1	15
	Web	2	10
<i>Curse</i>			
	Armor Decay	1	15
	Bane	1	3
	Blight	1	5
	Blind	1	20
	Blind Spot	1	3
	Break Resistance	1	15
	Exhaustion	1	10
	Horrify	1	5
	Load Stone	1	10
	Lowered Guard	1	3
	Lung Sap	1	5
	Magic Silence	3	35
	Maladroit	1	5
	Mind Blank	4	40
	Sicken	1	10
	Slow	1	3
	Surrender to Chill	1	3
	Surrender to Flame	1	3
	Surrender to Shock	1	3
	Surrender to Steel	2	8
	Surrender to Stone	1	3

Table 7.2 – Continued

Ability	Spell Name	Tier	AP Cost
<i>Curse Cont'd</i>			
	Surrender to Wave	1	3
	Surrender to Wind	1	3
	Surrender to Wood	2	8
<i>Divination</i>			
	Arena of Truth	1	5
	Augury	1	15
	Detect Doors	1	10
	Detect Traps	1	5
	Find Water	1	1
	Floating Eyes	3	20
	Identify	1	5
	Locate Creature	2	15
	Locate Object	2	15
	Mind Probe	2	20
	Scry	2	10
	See Invisibility	2	10
	Telepathy	2	20
	True Seeing	3	20
<i>Earth</i>			
	Avalanche	5	50
	Burrow	2	10
	Earth Coffin	4	35
	Earth Stride	1	5
	Earthquake	4	40
	Fissure	2	20
	Move Earth	1	5
	Mud to Rock	2	15
	Petrify	4	40
	Quicksand	2	25
	Rock Hide	1	5
	Root	2	15
	Sand Blast	2	15
	Shape Rock	2	10
	Shelter	1	10

Ability	Spell Name	Tier	AP Cost
<i>Earth Cont'd</i>			
	Simulacrum	4	45
	Soften Rock	2	20
	Trip	1	3
<i>Electric</i>			
	Electric Shield	1	10
	Jolt	1	3
	Lightning Arc	2	20
	Lightning Bolt	2	10
	Lightning Storm	2	30
	Shocking Hands	1	5
	Thunder Ball	1	10
	Thunder Strike	1	3
<i>Elemental</i>			
	Create Water	1	1
	Endure Elements	1	3
	Resist Energy	2	10
<i>Enchantment</i>			
	Aggression	1	3
	Charm	1	5
	Confusion	2	20
	Dominate	3	30
	Ghost Sound	1	1
	Incite Rage	2	15
	Memory Rub	3	20
	Mesmerize	1	5
	Mind Blank	4	40
	Nightmare	3	20
	Paralyze	3	15
	Rewrite Memory	4	35
	Silence	1	5
	Sleep	1	5
	Sleep Wave	2	20
	Transfix	3	20

Table 7.2 – Continued

Ability	Spell Name	Tier	AP Cost
<i>Fire</i>			
	Ball of Fire	1	10
	Blast of Flame	2	15
	Burn	1	5
	Burning Hands	1	10
	Cinder Cloud	1	15
	Combust	5	40
	Fire Blast	2	15
	Fire Breath	2	20
	Lava Plume	3	30
<i>Heal</i>			
	Battle Heal	2	10
	Heal	1	5
	Regeneration	3	25
	Remove Disease	1	10
	Restoration	3	25
	Self Heal	1	3
	Treat Poison	1	5
<i>Holy</i>			
	Aid	1	3
	Bless	1	3
	Breath of the Sky	1	3
	Conviction	1	10
	Death Denial	1	3
	Divine Power	1	10
	Divine Shield	1	5
	Empower	1	10
	Fortune	1	3
	Light	1	1
	Protection	1	5
	Radiance	2	15
	Remove Curse	1	10
	Repel Undeath	2	15
	Restoration	3	25

Ability	Spell Name	Tier	AP Cost
<i>Ice</i>			
	Arctic Ray	1	3
	Avalanche	5	50
	Chill Touch	1	3
	Corona of Cold	3	30
	Freeze	4	50
	Freezing Sphere	1	10
	Glacial Mass	5	40
	Ice Armor	1	5
	Ice Breath	2	20
	Ice Slick	1	5
	Ice Spikes	1	15
	Root	2	15
	Shelter	1	10
	Simulacrum	4	45
	Sleet Storm	3	30
	Trip	1	3
<i>Illusion</i>			
	Blind	1	20
	Deafen	1	5
	Ghost Sound	1	1
	Horrific Image	4	40
	Invisibility	2	15
	Light	1	1
	Light Swarm	1	10
	Major Image	3	30
	Minor Image	1	10
	Mirror Image	2	10
	Silence	1	5
<i>Movement</i>			
	Ambulation	1	5
	Fly	1	10
	Great Stride	1	3
	Haste	2	15
	Long Step	2	10

Table 7.2 – Cont’d

Ability	Spell Name	Tier	AP Cost
<i>Movement Cont'd</i>			
	Slow	1	3
	Slow Fall	1	3
	Teleport	3	25
<i>Necromancy</i>			
	Animate Dead	3	30
	Drain	2	15
	Enervate	1	5
	Heart Seize	5	50
	Life Leech	3	30
	Touch of Death	5	50
	Weaken	1	5
	Wither	3	25
<i>Plant</i>			
	Animate Plants	3	30
	Bark Hide	1	5
	Blight	1	5
	Entangle	1	15
	Ironwood	2	15
	Oak Spirit	3	30
	Overgrowth	4	30
	Root	2	15
	Secret of the Trees	2	15
	Shelter	1	10
	Simulacrum	4	45
	Thorns	1	5
	Tree Strike	1	10
	Trip	1	3
<i>Water</i>			
	Brine	1	10
	Drown	5	40
	Find Water	1	1
	Geyser	2	15
	Sleet Storm	3	30

Ability	Spell Name	Tier	AP Cost
<i>Water Cont'd</i>			
	Soak	1	1
	Wash Out	4	30
	Water Blast	1	10
	Waterfall	1	5
<i>Wind</i>			
	Breath of the Sky	1	3
	Downdraft	1	5
	Fly	1	10
	Gust	1	10
	Lung Sap	1	5
	Razor Wind	1	3
	Sky Walk	1	5
	Slow Fall	1	3
	Updraft	2	10
	Whirlwind	4	35
	Wind Barrier	1	10
	Wind Shackle	1	5
	Wind Stride	1	5

The Spells

ACID ARMOR

[Acid]

Action: 5

Origin: Touch

Area/Target: Creature Touched

Duration: 1 Round/Level

Resistance: Partial

A thin layer of acidic salve coats your target's outermost garment. This acid does no damage to the bearer but eats away at those attacking them. Anyone successfully striking you with a Melee attack while you have this Spell active takes 1d6 damage. In addition, you may choose to make a Magic attack against your opponent's Resistance. If successful, the attacker's weapon is destroyed and the Spell's duration ends. If they are doing Unarmed damage, activating this ability instead deals an additional 5d6 damage. The Melee attack against the bearer of Acid Armor still deals damage normally.

Tier: 1 AP Cost: 15

ACID BREATH

[Acid]

Action: 5

Origin: Caster

Area/Target: 6 Square Cone

Duration: Instant

Defense: Yes

Resistance: No

You open your mouth issuing forth a froth of acidic spray. All those caught in the area take 4d6 damage.

Tier: 2 AP Cost: 20

ACID CLOUD

[Acid]

Action: 5

Origin: Range

Area/Target: 1 Square Radius

Duration: 1 Round/Level

Defense: No

Resistance: Partial

You conjure a cloud of acidic mist that eats away at everything caught within its haze. Creatures passing through the cloud take 2d6 damage. Additionally, if you succeed on a Magic attack against their Resistance, all items they carry also take 2d6 point base damage. The cloud moves in a straight line away from its point of origin with a Speed of 2.

Tier: 2 AP Cost: 15

ACID FOG

[Acid]

Action: 20

Origin: Range

Area/Target: 10 Square Radius

Duration: 1 Hour/Level

Defense: No

Resistance: Yes

A dense fog settles over the battlefield. This fog is immobile. It otherwise functions as an Acid Cloud Spell.

Tier: 3 AP Cost: 20

ACID SPRAY

[Acid]

Action: 5

Origin: Caster

Area/Target: 4 Square Cone

Duration: Instant

Defense: Yes

Resistance: No

An acerbic mist spurts from your palms. This Spell deals 2d6 damage to those struck by its emissions.

Tier: 1 AP Cost: 10

ACID STORM

[Acid]

Action: 10

Origin: Range

Area/Target: 4 Square Radius

Duration: 1 Round/Level

Defense: No

Resistance: Partial

Flecks of acidic spray swirl through the air, eating away at anything in the Spell's area. This Spell deals 6d6 damage. Additionally, as creatures pass through the area of the Spell, you may make a Magic attack against their Resistance. If successful, they also take 1d6 points of Fortitude damage as their flesh is destroyed.

Tier: 4 **AP Cost:** 30

AGGRESSION

[Enchantment]

Action: 3

Origin: Caster

Area/Target: 4 Square Radius

Duration: Instant

Defense: No

Resistance: Yes

You channel arcane energies to incite your foes to attack only you. Creatures affected by the Spell must attack you for 1 round per Caster Level. Creatures affected by Aggression may use skills, abilities, attacks, and magic Spells like normal, but they may not flee or attack anyone but the caster until the Spell's effect ends.

Tier: 1 **AP Cost:** 3

AID^

[Holy]

Action: 10

Origin: Caster

Area/Target: 4 Square Radius

Duration: 1 Minute/Level

Defense: No

Resistance: Yes (Harmless)

A bright glyph glows momentarily above your outstretched hands. All allies within

the radius gain a +1 magic bonus to Resistance for the duration of the Spell.

Tier: 1 **AP Cost:** 3

ALARM

[Cantrips]

Action: 20

Origin: Touch

Area/Target: 4 Square Radius

Duration: 1 Hour/Level

Resistance: No

Arcane energies fill the air surrounding the object you chose to use as the Spell's anchor. These energies are invisible and intangible, but react instantly to danger. If any creature enters the area that is not allied with the party, the alarm chimes loudly, easily waking sleeping allies from a deep sleep.

Tier: 1 **AP Cost:** 3

AMBULATION^

[Movement]

Action: 5

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: Yes

Your target is filled with an irresistible energy. Creatures affected by the Spell must spend at least 3 Action Points on moving either by their normal, burrow, swim, or fly Speed each round.

Tier: 1 **AP Cost:** 5

ANIMATE DEAD^

[Necromancy]

Action: 30

Origin: Touch

Area/Target: Dead Creature Touched

Duration: Permanent

Resistance: No

You restore a semblance of the life a creature once had to a corpse. The corpse must be intact and able to use any abilities granted. Treat the creature as a Zombie.

This creature is not under your control, but will fight against any perceived threat to its own safety.

Tier: 3 AP Cost: 30

ANIMATE PLANTS

[Plant]

Action: 30

Origin: Touch

Area/Target: Plant Touched

Duration: Permanent

Resistance: No

You give a semblance of life in the form of motor activity to a single plant. The creature is treated as a Taelo Spirit of Nature and acts against any who attempt to cause it harm. This creature is not under the caster's control but will fight against any perceived threat to it or the surrounding plants' safety.

Tier: 3 AP Cost: 30

ARCANE MARK^

[Cantrips]

Action: 3

Origin: Touch

Area/Target: Object Touched

Duration: Permanent

Resistance: No

You burn an invisible rune of your design into an object. The rune is a unique signifier of the caster, but can only be seen by Detect Magic, See Invisibility, or True Seeing.

Tier: 1 AP Cost: 3

ARCTIC RAY

[Ice]

Action: 5

Origin: Range

Area/Target: Creature

Duration: Instant

Defense: Yes

Resistance: No

A freezing blast shoots from your extended palm. This Spell deals 1d6 cold damage.

Tier: 1 AP Cost: 3

ARENA OF TRUTH^

[Divination]

Action: 10

Origin: Caster

Area/Target: 4 Square Radius

Duration: 1 Minute/Level

Defense: No

Resistance: Yes

Lies are incapable of escaping the lips of those who enter the area affected by this Spell. Affected creatures are not forced to speak, but may only speak the truth. Creatures that leave and re-enter the area are re-subjected to the Spell's effect.

Tier: 1 AP Cost: 5

ARMOR DECAY

[Acid, Curse]

Action: 5

Origin: Touch

Area/Target: Armor Touched

Duration: Instant

Resistance: No

Your touch causes armor to rust and decay. This Spell deals 3d6 damage directly to the touched armor's Durability, but does not harm its wearer.

Tier: 1 AP Cost: 5

AUGURY^

[Divination]

Action: 60

Origin: Caster

Area/Target: Caster

Duration: Instant

Resistance: No

You are granted a solitary commune with a Nalunas or Nalunis, depending on your moral inclination. You may ask a single question with and receive a "Yes," "No," or "Maybe" response. The Naluni being asked the question is treated as friendly – but not loyal – for determining the validity of their response.

Tier: 1 AP Cost: 15

AURA OF COURAGE

[Aura]

Action: 10

Origin: Caster

Area/Target: Caster

Duration: 10 Minute/Level

Defense: No

Resistance: No

You instill your allies with limitless courage. You and all allies within 4 squares are granted immunity to fear while this Spell is in effect.

Tier: 1 AP Cost: 15

AURA OF FLAME

[Aura]

Action: 5

Origin: Caster

Area/Target: Caster

Duration: 1 Round/Level

Defense: No

Resistance: No

Your spirit burns brightly and ignites a passion within the hearts of your allies as a spiritual fire encircles their weapons. You and all allies within 4 squares gain +1d6 fire damage to Ranged and Melee damage.

Tier: 1

AP Cost: 15

AURA OF FOCUS

[Aura]

Action: 5

Origin: Caster

Area/Target: Caster

Duration: 1 Minute/Level

Defense: No

Resistance: No

Your will becomes a razor sharp blade bent on the fall of your enemies. You and all allies within 4 Squares gain a +2 magic bonus to Melee, Ranged, and Magic attacks.

Tier: 1

AP Cost: 10

AURA OF GLORY

[Aura]

Action: 5

Origin: Caster

Area/Target: Caster

Duration: 1 Minute/Level

Defense: No

Resistance: No

You shine with the radiance of a star. You and all allies within 4 Squares gain a +1 magic bonus to Defense.

Tier: 1

AP Cost: 5

AURA OF HASTE

[Aura]

Action: 5

Origin: Caster

Area/Target: Caster

Duration: 1 Minute/Level

Defense: No

Resistance: No

Your presence seems to blur slightly as your surroundings slow. You and all allies within 4 squares gain 1 additional Action Point per round.

Tier: 1 AP Cost: 10

AURA OF INSPIRATION

[Aura]

Action: 10

Origin: Caster

Area/Target: Caster

Duration: 1 Minute/Level

Defense: No

Resistance: No

Your presence becomes an encouraging bulwark to your allies. You and all allies within 4 Squares of you gain a +1 magic bonus to all Skill checks.

Tier: 1 AP Cost: 3

AURA OF LIGHT

[Aura]

Action: 10

Origin: Caster

Area/Target: Caster

Duration: 1 Minute/Level

Defense: No

Resistance: No

You shine brightly, illuminating even the darkest of shadows. All darkness within 4 Squares of you is eradicated. Additionally, any creature or object under the effects of invisibility within 4 Squares of you is rendered visible.

Tier: 1 AP Cost: 15

AURA OF PAIN

[Aura]

Action: 5

Origin: Caster

Area/Target: Caster

Duration: 1 Round/Level

Defense: No

Resistance: Yes

Your presence throbs and wracks your opponents in unyielding pain. Creatures coming within 4 squares of the caster take 1d6 damage every round they remain within the area.

Tier: 2 AP Cost: 25

AURA OF RESISTANCE

[Aura]

Action: 5

Origin: Caster

Area/Target: Caster

Duration: 1 Minute/Level

Defense: No

Resistance: No

By sharing your strength of will with your allies you bolster the resolve of all. You and all allies within 4 squares gain a +1 magic bonus to Resistance.

Tier: 1 AP Cost: 5

AURA OF TERROR

[Aura]

Action: 5

Origin: Caster

Area/Target: Caster

Duration: 1 Round/Level

Defense: No

Resistance: Yes

Your presence is a baleful sight. Opponents coming within 2 squares of the caster are subjected to a magic attack. Affected creatures are unable to approach the caster. This is a fear based effect.

Tier: 2 AP Cost: 15

AURA OF VITALITY

[Aura]

Action: 5

Origin: Caster

Area/Target: Caster

Duration: 1 Round/Level

Defense: No

Resistance: No

You become a bastion of life and health. You and all allies within 4 squares heal 1 point of Health damage per round or are restored 1d6 Vigor points per round.

Tier: 3 AP Cost: 25

AVALANCHE

[Earth, Ice]

Action: 10

Origin: Range

Area/Target: 8 Square Radius

Duration: Instant

Defense: Yes

Resistance: Partial

Ice and snow or earth and stone fall on the intended area, crushing and burying your foes. This Spell does 8d6 points base damage to all creatures in its area. Additionally, you may make a magic attack against those creatures who took damage from the Spell. Affected creatures are buried alive. This burial causes an additional 2d6 damage. To escape the

Avalanche, buried creatures must succeed on a Strength check with a difficulty of 15. Creatures with a burrow Speed may use their ability to remove themselves from the mass.

Tier: 5 AP Cost: 50

BALL OF FIRE^

[Fire]

Action: 4

Origin: Caster

Area/Target: 1 Square

Duration: 1 Round/Level

Defense: Yes

Resistance: No

A small sphere of blistering fire emerges from your palms and dances about the battlefield. The Ball has a Speed of 10 and can be moved by spending 1 Action Point. This Spell deals 2d6 damage to any creature it strikes. Upon entering a creature's square to attack, the ball stops moving until the next round when it may be moved again or used to attack the same target.

Tier: 1

AP Cost: 10

BANE^

[Curse]

Action: 5

Origin: Caster

Area/Target: 6 Square Radius

Duration: 1Round/Level

Defense: No

Resistance: Yes

Silver tendrils of coruscating energy fill the area around you lashing out at your opponents. Affected creatures take a -1 penalty to all attacks.

Tier: 1 AP Cost: 3

BARK HIDE^

[Plant]

Action: 10

Origin: Touch

Area/Target: Creature Touched

Duration: 10 Minute/Level

Resistance: No

Your skin hardens and takes on a mottled brown hue as thick pieces of bark cover your body. You gain a 1 Damage Reduction and an additional 10 point bonus to your Vigor.

Tier: 1 AP Cost: 5

BATTLE HEAL

[Heal]

Action: 3

Origin: Range

Area/Target: Creature Touched

Duration: Instant

Resistance: Yes

You channel a quick font of healing energy to revitalize your target. This Spell restores 3d6 to the target's Vigor.

Tier: 2 AP Cost: 10

BLAST OF FLAME

[Fire]

Action: 5

Origin: Caster

Area/Target: 4 Square Radius

Duration: Instant

Defense: Yes

Resistance: No

Clapping your hands in front of you as a great sphere of flame erupts around you. This Spell deals 3d8 points base damage to all creatures caught in its area.

Tier: 2 AP Cost: 15

BLESS^

[Holy]

Action: 5**Origin:** Caster**Area/Target:** 6 Square Radius**Duration:** 1 Round/Level**Defense:** No**Resistance:** No

A font of divine energy flashes between your palms. All allies within the area of the Spell gain a +1 magic bonus to all Melee and Ranged attacks.

Tier: 1 AP Cost: 3**BLIGHT**

[Curse, Plant]

Action: 10**Origin:** Touch**Area/Target:** Plant Touched**Duration:** Permanent**Resistance:** Yes

Your touch immediately and permanently slays one living, non-magical plant. The plant may be no larger than Medium size. The affected plant immediately shrivels into a dry husk.

Tier: 1 AP Cost: 5**BLIND^**

[Curse, Illusion]

Action: 10**Origin:** Range**Area/Target:** Creature**Duration:** Permanent**Defense:** No**Resistance:** Resistance

A dark haze surrounds the head of your target. The haze is absorbed into the eyes of affected creatures blinding them permanently. Their vision may only be restored by a Remove Curse, Restoration, or by use of the proper Regeneress.

Tier: 1 AP Cost: 20**BLIND SPOT**

[Curse]

Action: 3**Origin:** Range**Area/Target:** Creature**Duration:** 1Round/Level**Defense:** No**Resistance:** Yes

You create a glyph of light that constantly hovers on the edge of your target's vision. Affected creatures take a -1 penalty to Defense.

Tier: 1 AP Cost: 3**BREAK RESISTANCE**

[Curse]

Action: 5**Origin:** Range**Area/Target:** Creature**Duration:** 1Round/Level**Defense:** No**Resistance:** Yes

Your arcane energies strip away at the very will of your target. Affected creatures take a -1d4 penalty to their Resistance. This Spell cannot affect the same creature multiple times.

Tier: 1 AP Cost: 15**BREATH OF THE SKY**

[Holy, Wind]

Action: 5**Origin:** Touch**Area/Target:** Creature Touched**Duration:** 10 Minutes/Level

Your target's lungs are filled with pure clean air from the heavens. They may hold their breath 10 times longer than normal.

Tier: 1 AP Cost: 3

BRINE

[Water]

Action: 5**Origin:** Caster**Area/Target:** 4 Square Cone**Duration:** Instant**Defense:** Yes**Resistance:** No

A great gush of water sprays out from your palms soaking everything in its path. This Spell deals 2d6 bludgeoning damage.

Tier: 1 **AP Cost:** 10**BURN**

[Elemental]

Action: 5**Origin:** Range**Area/Target:** Creature**Duration:** 1Round/Level**Defense:** No**Resistance:** Yes

You snap your fingers and ignite a quickly dying flame that leaves your target charred. Creatures affected by this Spell are burned and take 1d6 fire damage per round.

Tier: 1 **AP Cost:** 5**BURNING HANDS[^]**

[Fire]

Action: 5**Origin:** Caster**Area/Target:** 4 Square Cone**Duration:** Instant**Defense:** Yes**Resistance:** No

Fire spits out of your palms, washing over your opponents in a fiery blaze. This Spell deals 2d6 fire damage.

Tier: 1 **AP Cost:** 10**BURROW**

[Earth]

Action: 10**Origin:** Touch**Area/Target:** Creature Touched**Duration:** 1 Minute/Level**Resistance:** No

This Spell gives a creature a burrow Speed equal to their normal Speed. The creature can burrow through any earth, sand, or dirt, but not through solid rock. A trail one size category smaller than the creature is left by their burrowing.

Tier: 2 **AP Cost:** 10**CHARM[^]**

[Enchantment]

Action: 5**Origin:** Range**Area/Target:** Creature**Duration:** 1Round/Level**Defense:** No**Resistance:** Yes

This Spell immediately moves the affected creature one step up on the Social Interaction table found on Table 5.9.

Tier: 1 **AP Cost:** 5**CHILL TOUCH[^]**

[Ice]

Action: 3**Origin:** Touch**Area/Target:** Creature Touched**Duration:** Instant**Resistance:** No

Your hand pales to a deathly blue as you reach toward your target. This Spell deals 1d6 cold damage to the affected creature.

Tier: 1 **AP Cost:** 3**CINDER CLOUD**

[Fire]

Action: 5**Origin:** Range**Area/Target:** 2 Square Radius**Duration:** 1 Round/Level**Defense:** No**Resistance:** Yes

Soot and ash fill the area of this Spell, choking and burning those caught within it. Creatures affected by the Spell are burned taking 1d6 fire damage per round and are fatigued. Additionally, creatures

within the cloud are granted concealment from those outside, and vice versa. The cloud moves at a Speed of 1. The direction of the movement must be decided upon casting.

Tier: 1 AP Cost: 15

COMBUST

[Fire]

Action: 5

Origin: Range

Area/Target: Creature

Duration: Instant

Defense: No

Resistance: Yes

Your fist becomes a ball of fire and as you quickly spread your fingers your target erupts in flame. Affected creatures take 10d6 fire damage and their gear is set ablaze dealing an extra 2d6 damage per round until extinguished with water or by spending 10 action points rolling on the ground.

Tier: 5 AP Cost: 40

CONFUSION[^]

[Enchantment]

Action: 5

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: Yes

Your fingers spin an unwieldy pattern as this Spell takes hold of your target's mind. Affected creatures suffer from temporary insanity. Each round, they must roll a set of percentage dice and compare the results to Table 7.3 to determine their actions.

Tier: 2 AP Cost: 20

Table 7.3 – Confusion Effects[^]

Percentage Roll	Result
1 to 15	Act Normally
16 to 30	Take No Action
31 to 45	Flee Battle by Fastest Means
46 to 60	Attack Caster with Melee
61 to 75	Attack Nearest Creature
76 to 90	Cower
91 to 100	Drop All Carried Items

CONVICTION

[Holy]

Action: 10

Origin: Touch

Area/Target: Creature Touched

Duration: 1 Minute/Level

Resistance: No

This Spell grants a creature a 20 point bonus to Vigor and a +1 magic bonus to Melee, Ranged, and Magic attacks.

Tier: 1 AP Cost: 10

CORONA OF COLD

[Ice]

Action: 5

Origin: Caster

Area/Target: 6 Square Radius

Duration: Instant

Defense: Yes

Resistance: Partial

Your body turns blue and freezes while this Spell is being cast. When the cold is fully gathered into your core it is rapidly expelled as the very air freezes around you. This Spell deals 6d6 cold damage. Additionally, creatures that take damage from the Spell are subject to its secondary effect. Those affected are treated as being under the effect of a Slow Spell.

Tier: 3 AP Cost: 30

CREATE WATER[^]

[Elemental]

Action: 10**Origin:** Touch**Area/Target:** Object Touched**Duration:** Instant**Resistance:** No

By holding aloft a small stone, you draw forth the very essence of life from the rock. You immediately create 1 gallon of clean, drinkable water per Caster Level.

Tier: 1 AP Cost: 1**DAZE[^]**

[Cantrips]

Action: 3**Origin:** Range**Area/Target:** Creature**Duration:** 1 Round**Defense:** No**Resistance:** Yes

Arcane energies blur the mind of your target causing them lose their actions. The target's Action Points are reduced to 0 for the duration of the Spell.

Tier: 1 AP Cost: 3**DEAFEN**

[Illusion]

Action: 5**Origin:** Range**Area/Target:** Creature**Duration:** 1 Minute/Level**Defense:** No**Resistance:** Yes

With a clap of your hands, sound waves assault your target's tympanic membranes. Creatures affected by this Spell are deafened until its duration expires.

Tier: 1 AP Cost: 5**DEATH DENIAL**

[Holy]

Action: 10**Origin:** Touch**Area/Target:** Creature Touched**Duration:** 10 Minute/Level**Resistance:** No

This Spell causes a creature's skin to glow with faint, holy light. Creatures affected by this Spell gain a +4 bonus to their Resistance checks against Spells from the Curse or Necromancy Magic Trees.

Tier: 1 AP Cost: 3**DECAYING TOUCH**

[Acid, Necromancy]

Action: 5**Origin:** Touch**Area/Target:** Object Touched**Duration:** Instant**Resistance:** No

Your gentle caress erodes anything you touch. Any mundane item affected by this Spell withers into a useless pile of ash. If the object is worn, the caster must successfully touch the object by touching the creature wearing it. If the object is held, the creature possessing the object may choose to oppose the attack with a Melee attack as if the caster were making a Sunder attempt.

Tier: 1 AP Cost: 15**DETECT DOORS[^]**

[Divination]

Action: 3**Origin:** Caster**Area/Target:** Caster**Duration:** 1 Minute/Level**Resistance:** No

Secret doors and chambers shine with a slight blue glow. You can easily find hidden passages, exits, or compartments while affected by this Spell.

Tier: 1 AP Cost: 10

DETECT TRAPS^

[Divination]

Action: 3**Origin:** Caster**Area/Target:** Caster**Duration:** 1 Minute/Level**Resistance:** No

Detect Traps works like Detect Doors except that it applies only hidden traps and snares.

Tier: 1 AP Cost: 5**DISPEL MAGIC^**

[Cantrips]

Action: 10**Origin:** Range**Area/Target:** See Text**Duration:** Instant**Defense:** No**Resistance:** No

When you cast this Spell, you attempt to clear an area, object, or creature of lingering magical effects. To attempt a Dispel Magic, make a Magic attack against the Spell you are trying to remove. This roll is opposed by a magic attack roll by the caster of the Spell even if the caster is not present. If you are successful, the Spell is broken and its duration ends.

Tier: 2 AP Cost: 20**DIVINE POWER**

[Holy]

Action: 10**Origin:** Touch**Area/Target:** Creature Touched**Duration:** 1 Minute/Level**Resistance:** No

This Spell grants a creature a +4 magic bonus to Strength and 10 temporary Vigor points.

Tier: 1 AP Cost: 10**DIVINE SHIELD^**

[Holy]

Action: 20**Origin:** Caster**Area/Target:** Caster**Duration:** 1 Hour/Level**Resistance:** No

A powerful slab of brilliant energy floats at your side. You gain a +2 shield bonus to your Defense. This shield is free-floating and reacts to danger automatically, therefore you do not need the Shield Defense ability in order to gain the benefit of the Spell.

Tier: 1 AP Cost: 5**DOMINATE^**

[Enchantment]

Action: 15**Origin:** Range**Area/Target:** Creature**Duration:** 1 Hour/Level**Defense:** No**Resistance:** Yes

Your will is an oppressive force that controls your foe's thoughts and actions. Affected creatures are treated as loyal to the caster for the duration of the Spell. Commands may be given telepathically and will be carried out to the fullest of the creature's ability. If the commands are contrary to the creature's well-being or directly place them in danger, an extra magic attack must be succeeded upon to force them into the action.

Tier: 3**AP Cost: 30**

DOWNDRAFT

[Wind]

Action: 5

Origin: Range

Area/Target: 2 Square Radius

Duration: Instant

Defense: Yes

Resistance: No

A sudden burst of downward gale-force winds rip creatures out of the air. All creatures flying in the area that are struck by the winds fall immediately to the ground. The impact deals twice the normal falling damage. Creatures that are able to avoid the winds must either move out of the Spell area or land, either way they do not take the falling damage.

Tier: 1 AP Cost: 5

DRAIN

[Necromancy]

Action: 5

Origin: Touch

Area/Target: Creature Touched

Duration: Instant

Resistance: No

Your touch sucks the very life energy from your target. This Spell deals 4d6 damage. Additionally, you are restored by one-half the total damage dealt. The number of points healed cannot cause you to exceed your maximum Vigor.

Tier: 2 AP Cost: 15

DROWN

[Water]

Action: 10

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: Yes

Water fills your target's lungs. Affected creatures take 4d6 damage per round as they attempt to cough and spurt out the deadly liquid.

Tier: 5 AP Cost: 40

EARTH COFFIN

[Earth]

Action: 10

Origin: Range

Area/Target: Creature

Duration: Permanent

Defense: Yes

Resistance: No

You lift your hands skyward and clap them together overhead. The ground around your target follows suit as it rises up and engulfs your foe. The targeted creature must be Large or smaller. Creatures trapped within the Earth Coffin can use Action Points normally, except that they cannot use movement.

To free a trapped creature from the Earth Coffin, it must first be broken. The coffin is made of rock and clay and therefore has 100 health, Damage Reduction 4, and immunity to slashing damage. However, water deals double damage to the coffin. Oxygen is not readily available in the coffin; therefore, creatures who remain trapped within longer than they could hold their breath are slain.

Tier: 4 AP Cost: 35

EARTH STRIDE

[Earth]

Action: 5

Origin: Touch

Area/Target: Creature Touched

Duration: 1 Round/Level

Resistance: No

This Spell gives creatures the ability to glide through rock, stone, and earth as if it were little more than air. Creatures may move their normal Speed through any natural, earthen surface. If the Spell's duration ends while the creature is in a wall, ceiling, or floor, it is immediately shunted out into the closest open space and takes damage as though it had fallen the same distance.

Tier: 1 AP Cost: 5

EARTHQUAKE[^]

[Earth]

Action: 10

Origin: Range

Area/Target: 6 Square Radius

Duration: Instant

Defense: Yes

Resistance: Partial

The earth heaves and shakes as your enemies are tossed around like *orin* dolls. This Spell deals 10d10 damage. Additionally, creatures that take damage from the Spell may be knocked prone. If the Spell's attack also hits their Resistance, they fall to the ground.

Tier: 4 **AP Cost:** 40

ELECTRIC SHIELD

[Electric]

Action: 5

Origin: Touch

Area/Target: Creature Touched

Duration: 1 Round/Level

Resistance: No

Your body crackles with sharp jolts of static electricity. Any creature striking you with a Melee or touch based attack takes 1d6 electric damage, this damage increases to 2d6 if they are striking you with a metal weapon. However, their attack deals damage normally.

Tier: 1 **AP Cost:** 10

EMPOWER

[Holy]

Action: 10

Origin: Touch

Area/Target: Creature Touched

Duration: 10 Minute/Level

Resistance: No

Arcane energy surrounds the affected creatures, granting them greater control over their Spells. The damage of any damage dealing Spell cast while under the effect of Empower is increased by 1d6.

Tier: 1 **AP Cost:** 10

ENDURE ELEMENTS[^]

[Cantrips, Elemental]

Action: 15

Origin: Touch

Area/Target: Creature Touched

Duration: 1 Hour/Level

Resistance: No

This Spell allows creatures to exist comfortably in extreme temperatures. They are not affected by the negative effects of temperatures from 0 to 32 degrees or 90 to 120 degrees. Additionally, this Spell is not subject to the standard Cool Down rules and may be cast in succession.

Tier: 1 **AP Cost:** 3

ENERVATE[^]

[Necromancy]

Action: 5

Origin: Range

Area/Target: Creature

Duration: 1 Minute/Level

Defense: No

Resistance: Yes

You temporarily drain a creature of its fighting ability. This Spell deals 1d4 points of Strength damage to affected creatures. This cannot reduce either of the creature's Attributes below 0.

Tier: 1 **AP Cost:** 5

ENHANCE WEAPON[^]

[Cantrips]

Action: 10

Origin: Touch

Area/Target: Weapon Touched

Duration: 10 Minutes/Level

Resistance: No

The weapon touched gains a +1 magic bonus to its attack and damage.

Tier: 1 **AP Cost:** 3

ENTANGLE^

[Plant]

Action: 5

Origin: Range

Area/Target: 2 Square Radius

Duration: 1 Round/Level

Defense: Yes

Resistance: No

Roots and vines reach and grasp at everything in the affected area. Creatures affected by the Spell take 1d6 damage per round and must make an opposed Grapple check against the grasping growths. The Spell continues to Grapple foes caught and lash out at any creatures moving through its area until the duration expires. The vines Grapple bonus is equal to your Magic Attack bonus.

Tier: 1 **AP Cost:** 15

EXHAUSTION

[Curse]

Action: 5

Origin: Range

Area/Target: Creature

Duration: Instant

Defense: No

Resistance: Yes

You drain your target of its energy and its will to fight. Creatures affected by this Spell are Winded until they can rest properly.

Tier: 1 **AP Cost:** 10

FIND WATER^

[Divination, Water]

Action: 20

Origin: Caster

Area/Target: Caster

Duration: 1 Minute/Level

Resistance: No

Upon casting, you gain a clear sense of where the closest location of clean, drinkable, and obtainable water can be found.

Tier: 1 **AP Cost:** 1

FIRE BLAST

[Fire]

Action: 5

Origin: Range

Area/Target: Creature

Duration: Instant

Defense: Yes

Resistance: Partial

You cause a single creature to combust. This fire bursts out from his interior, leaving behind charred flesh and an acrid stench. This Spell deals 4d6 fire damage.

Tier: 2 **AP Cost:** 15

FIRE BREATH

[Fire]

Action: 5

Origin: Caster

Area/Target: 6 Square Cone

Duration: Instant

Defense: Yes

Resistance: No

You exhale a fiery blast that scorches everything in its path. This Spell deals 4d6 points base damage to all creatures caught in the cone.

Tier: 2 **AP Cost:** 20

FISSURE

[Earth]

Action: 5

Origin: Caster

Area/Target: 6 Square Cone

Duration: Instant

Defense: Yes

Resistance: No

The ground in the area of this Spell rips apart and blasts chunks of earth and stone into the air. This spell deals 4d6 points base damage to all creatures caught in its area.

Tier: 2 **AP Cost:** 20

FLOATING EYES

[Divination]

Action: 20

Origin: Caster

Area/Target: Caster

Duration: 10 Minutes/Level

Resistance: No

The ends of each of your fingers sprout eyes and detach from your hands. You can create up to 10 eyes in this manner, but doing so disables you from using items, attacking, or casting spells. The eyes have a flying Speed of 20, a 30 Defense, 2 Vigor, and a +15 to Stealth checks. The eyes can be sent in any direction and will fit through any space bigger than 1 square inch. Before the spell ends, the eyes return to the caster thereby restoring the lost fingers and relating all information seen while they were separated. The eyes can only see and do not relate sound or feeling to the caster.

Tier: 3 **AP Cost:** 20

FLY^

[Movement, Wind]

Action: 5

Origin: Touch

Area/Target: Creature Touched

Duration: 1 Minute/Level

Resistance: No

You gain a flying Speed of 10 with good maneuverability.

Tier: 1 **AP Cost:** 10

FORTUNE

[Holy]

Action: 3

Origin: Caster

Area/Target: 6 Square Radius

Duration: Instant

Defense: No

Resistance: No

All allies within this spell's radius may add their Luck score to their next Melee, Ranged, or Magic attack.

Tier: 1 **AP Cost:** 3

FREEZE

[Ice]

Action: 10

Origin: Range

Area/Target: Creature

Duration: Instant/Permanent

Defense: Yes

Resistance: Partial

A thin frost coats your fingers as this Spell takes hold of your target. The caster of this Spell may roll a single Magic attack against their target's Defense and Resistance. Struck creatures that are affected by the Spell are instantly and permanently turned into ice, including their gear and any carried items. Only a Restoration or Miracle Spell can free them from this state. Creatures that are struck by the Spell but not frozen instead take 10d10 cold damage.

Tier: 4 **AP Cost:** 50

FREEZING SPHERE^

[Ice]

Action: 4

Origin: Caster

Area/Target: 1 Square

Duration: 1 Round/Level

Defense: Yes

Resistance: No

A heavy ball of solid ice, wreathed in frost, emerges from your palms and dances about the battlefield. The Ball has a Speed of 10 and can be moved by spending 1 Action Point. This Spell deals 2d6 cold damage to any creature it strikes. Upon entering a creature's square to attack, the ball stops moving until the next round when it may be moved again or used to attack the same target.

Tier: 1 **AP Cost:** 10

GEYSER

[Water]

Action: 5**Origin:** Range**Area/Target:** 2 Square Radius**Duration:** Instant**Defense:** Yes**Resistance:** No

A powerful jet of water erupts from the ground, blasting everything in its path. This Spell deals 4d6 bludgeoning damage.

Tier: 2 AP Cost: 15**GHOST SOUND[^]**

[Enchantment, Illusion]

Action: 3**Origin:** Range x5**Area/Target:** None**Duration:** Instant**Defense:** No**Resistance:** No

You create an incoherent sound that that masks your noisy movements. This sound grants a +5 bonus to any Stealth checks made during that round.

Tier: 1 AP Cost: 1**GLACIAL MASS**

[Ice]

Action: 10**Origin:** Caster**Area/Target:** 8 Square Radius**Duration:** Instant**Defense:** Partial**Resistance:** Yes

As you extend your hands outwards and clench your fists, ice seizes the entire area of this Spell. The temperature drops and a great sheet of ice forms over everything in the affected area. This Spell deals 10d10 cold damage. Additionally, the ground becomes slippery like an Ice Slick Spell. Lastly, creatures damaged by the Spell may be subject to its secondary effect. Affected creatures are treated as being under the effect of a Slow Spell.

Tier: 5 AP Cost: 40**GREASE[^]**

[Cantrips]

Action: 3**Origin:** Caster**Area/Target:** 6 Square Cone**Duration:** Instant**Defense:** No**Resistance:** No

A slick spray shoots from your fingertips and coats the ground. All creatures moving through the area must move at half speed and make an Acrobatics (Balance) Skill check difficulty 10 or fall prone. Alternatively, creatures moving through the area may attempt to move at full speed but the difficulty of the Acrobatics (Balance) Skill check is 20.

Tier: 1 AP Cost: 5**GREAT STRIDE**

[Movement]

Action: 10**Origin:** Touch**Area/Target:** Creature Touched**Duration:** 1 Minute/Level**Resistance:** No

This Spell grants the affected creature a +2 magic bonus to their Speed.

Tier: 1**AP Cost: 3****GROWTH[^]**

[Cantrips]

Action: 5**Origin:** Touch**Area/Target:** Creature Touched**Duration:** 1 Round/Level**Resistance:** No

This Spell doubles the size of a single creature. Their size category increases one step, they gain a +4 bonus to Strength and take a -2 penalty to Agility. All weapons and gear the creature possesses also increase in size. All penalties and benefits of the new size category apply to the creature while the Spell is in effect.

Tier: 1 AP Cost: 10

GUST

[Wind]

Action: 5**Origin:** Caster**Area/Target:** 4 Square Cone**Duration:** Instant**Defense:** Yes**Resistance:** No

Violent winds rip and tear at all creatures caught in the area of this Spell. This Spell deals 2d6 points base damage.

Tier: 1 AP Cost: 10**HARDEN**

[Cantrips]

Action: 5**Origin:** Touch**Area/Target:** Object Touched**Duration:** Permanent**Resistance:** No

The touched object's composition becomes laced with magical energies making it much stronger than a normal item of its type. This adds 10 points to the item's Durability and 2 points to its Damage Reduction. This increase in Damage Reduction is for the object only, and does not apply to creatures wearing the object. This Spell may only be used once on an individual item.

Tier: 2 AP Cost: 5**HASTE[^]**

[Movement]

Action: 3**Origin:** Touch**Area/Target:** Creature Touched**Duration:** 1 Round/Level**Resistance:** No

The Spell grants the affected creature an additional 3 Action Points per round.

Tier: 2 AP Cost: 15**HEAL**

[Heal]

Action: 5**Origin:** Touch**Area/Target:** Creature Touched**Duration:** Instant**Resistance:** No

Healing energy is channeled through your touch as you restore your allies. You restore either 1d6 Health or 3d6 Vigor. This does not allow the recipient of the Spell to exceed their normal maximum for either Health or Vigor.

Tier: 1 AP Cost: 5**HEALING WAVE**

[Heal]

Action: 10**Origin:** Caster**Area/Target:** 4 Square Radius**Duration:** Instant**Defense:** No**Resistance:** No

All allies within the area of the Spell are affected by a Heal Spell.

Tier: 3 AP Cost: 20**HEART SEIZE**

[Necromancy]

Action: 10**Origin:** Range**Area/Target:** Creature**Duration:** 1 Round/Level**Defense:** No**Resistance:** Yes

As you clench your outstretched fist, an invisible hand grasps at your target's heart. Make two Magic attacks against your target's Resistance. If the first succeeds, you deal 10d10 damage. If both succeed, the creature is immediately slain as its heart is ripped from its chest.

Tier: 5 AP Cost: 50

HORRIFIC IMAGE[^]

[Illusion]

Action: 10

Origin: Range

Area/Target: Creature

Duration: Instant

Defense: No

Resistance: Yes

A fearsome apparition from your target's worst nightmare lashes out at your foe. Make two Magic attacks against your target's Resistance. If the first is successful, he or she is panicked. If both checks are successful, the target's heart bursts and they are instantly slain. Creatures immune to fear are unaffected by Horrific Image.

Tier: 4 AP Cost: 40

HORRIFY

[Curse]

Action: 5

Origin: Caster

Area/Target: 6 Square Radius

Duration: 1 Round/Level

Defense: No

Resistance: Yes

A dark apparition flashes before your enemies. Creatures affected by the Spell are Frightened. Creatures immune to fear are immune to Horrify.

Tier: 1 AP Cost: 5

ICE ARMOR

[Ice]

Action: 10

Origin: Caster

Area/Target: Caster

Duration: 10 Minute/Level

A thin sheet of ice grows over your body. This frosty coating grants you Damage Reduction 1 and a 10 point bonus to Vigor.

Tier: 1 AP Cost: 5

ICE BREATH

[Ice]

Action: 5

Origin: Caster

Area/Target: 6 Square Cone

Duration: Instant

Defense: Yes

Resistance: No

You exhale icy death from your lungs and the ensuing frost bites at everything caught in its cone. This Spell deals 4d6 cold damage.

Tier: 2 AP Cost: 20

ICE SLICK

[Ice]

Action: 3

Origin: Caster

Area/Target: 6 Square Cone

Duration: 1 Minute/Level

Defense: Yes

Resistance: No

Crystals of frost spray from your fingertips and coat the ground with a thin layer of ice. All creatures moving through the area must move at half speed and make an Acrobatics (Balance) Skill check difficulty 10 or fall prone. Alternatively, creatures moving through the area may attempt to move at full speed but the difficulty of the Acrobatics (Balance) Skill check is 20. For creatures attempting to Charge through the area, the check is 30.

Tier: 1 AP Cost: 5

ICE SPIKES

[Ice]

Action: 5

Origin: Range

Area/Target: 2 Square Radius

Duration: Instant

Defense: Yes

Resistance: No

Giant icicles blast from the ground, impaling those unlucky enough to be caught in their path. The spikes deal 2d6

cold damage. The area of the Spell is now treated as difficult terrain, as the sharp icicles take 1 minute per level to melt away completely.

Tier: 1 AP Cost: 15

IDENTIFY[^]

[Cantrips, Divination]

Action: 10 Minutes

Origin: Caster

Area/Target: Caster

Duration: Instant

Your eyes glow as you inspect an item or artifact. This Spell divines all abilities and attributes of an item.

Tier: 1 AP Cost: 5

INCITE RAGE

[Enchantment]

Action: 5

Origin: Range

Area/Target: Creature

Duration: 1Round/Level

Defense: No

Resistance: Yes

A red glaze coats the eyes of your target as they are thrown into a mindless fury. While in this rage, the creature gains a +4 bonus to Strength and takes a -2 penalty to Agility. However, the creature cannot distinguish friend from foe and attacks whatever creature is nearest. It continues to attack in Melee and is unable to take any other action except moving to engage another creature until the Spell's duration ends.

Tier: 2 AP Cost: 15

INVISIBILITY[^]

[Illusion]

Action: 10

Origin: Touch

Area/Target: Creature Touched

Duration: 1 Minute/Level

Resistance: No

You bend the light around the target of this Spell allowing them and their gear to

vanish before your eyes. The creature remains invisible until the Spell's duration ends or until they use an attack action, whichever occurs first.

Tier: 2 AP Cost: 15

IRONWOOD[^]

[Plant]

Action: 10 Minutes

Origin: Touch

Area/Target: Wooden Object Touched

Duration: Permanent

Resistance: No

Any wooden object affected by this Spell hardens and becomes like iron. It gains 50 Durability and a +4 bonus to its Damage Reduction. The Vigor bonus of wooden armor increases by 10, the base damage of a wooden weapon increases by 1 step, and the Defense bonus of a wooden shield increases by 1. The Damage Reduction bonus applies to the object only and does not extend to the bearer of the object.

Tier: 2 AP Cost: 15

JOLT

[Elemental]

Action: 3

Origin: Touch

Area/Target: Creature Touched

Duration: Instant

Resistance: No

This Spell channels a small spark of electrical energy from your fingertip to the heart of your target. This jolt deals 1d4 electric damage. Additionally, if a creature was slain in the time since the caster's last turn, it revives the creature and stabilizes them at 0 Health. This function does not work if the body is missing any vital parts or organs.

Tier: 1 AP Cost: 3

LAVA PLUME

[Fire]

Action: 5

Origin: Range

Area/Target: 6 Square Radius

Duration: 1 Round/Level

Defense: Yes

Resistance: No

A great geyser of flame erupts from the ground, incinerating everything in its path. This Spell deals 6d6 fire damage.

Tier: 3 **AP Cost:** 30

LIFE LEECH

[Necromancy]

Action: 5

Origin: Caster

Area/Target: 4 Square Radius

Duration: Instant

Defense: No

Resistance: Yes

Your body pulsates with a dark energy as the very essence of those around you is siphoned. This Spell deals 4d6 damage to all affected creatures caught in its area. Additionally, the caster gains one-fourth of the total damage dealt in regenerated Vigor points. This, however, does not allow them to exceed their normal maximum Vigor total.

Tier: 3 **AP Cost:** 30

LIGHT[^]

[Cantrips, Holy, Illusion]

Action: 5

Origin: Touch

Area/Target: Object Touched

Duration: 10 Minutes/Level

Resistance: No

The object touched shines like a beacon torch. It emits bright light in a 10 square radius and dim illumination for an additional 6 squares beyond.

Tier: 1 **AP Cost:** 1

LIGHT SWARM

[Cantrips, Illusion]

Action: 5

Origin: Range

Area/Target: 2 Square Radius

Duration: 1 Round/Level

Defense: No

Resistance: Yes

Tiny orbs of white light fill the air shedding light like a torch. Affected creatures are blinded until they leave the area or the swarm is moved. Additionally, blinded creatures are dazed for one round after leaving the effective area of the swarm. The swarm has a speed of 4 and moving it requires 1 Action Point.

Tier: 1 **AP Cost:** 10

LIGHTNING ARC

[Electric]

Action: 5

Origin: Caster

Area/Target: 6 Square Cone

Duration: Instant

Defense: Yes

Resistance: No

Powerful tendrils of electricity arc out from your fingertips. This Spell deals 4d6 electric damage to all creatures in its area.

Tier: 2 **AP Cost:** 20

LIGHTNING BOLT[^]

[Electric]

Action: 5

Origin: Caster

Area/Target: 4 Square Line

Duration: Instant

Defense: Yes

Resistance: No

Lightning crackles from your elbows and wraps its way around your arms before discharging in a massive bolt. Creatures struck by the bolt take 2d6 electric damage.

Tier: 2 **AP Cost:** 10

LIGHTNING STORM

[Electric]

Action: 10

Origin: Range

Area/Target: 8 Square Radius

Duration: 1 Round/Level

Defense: Yes

Resistance: No

A great thunderhead forms over your enemies. Tongues of lightning snake out to strike down anyone foolish enough to enter the area of the Spell. This Spell deals 4d6 points base damage each round to anyone caught in its area. Additionally, the thunder from a Lightning Storm is nearly deafening. All communication within a 10 square radius of the Spell's edge requires an Awareness (Listen) check difficulty 15 to be heard.

Tier: 3 **AP Cost:** 30

LOAD STONE

[Curse]

Action: 5

Origin: Range

Area/Target: Creature

Duration: Permanent

Defense: No

Resistance: Yes

A small rock forms in the pack, pocket, or bag of your target. The rock, while no bigger than a *Peltin's* thumb, is incredibly heavy. The affected creature is treated as being at its maximum load capacity. If the creature wishes to remove the stone, they must make a Strength check difficulty of 20 to successfully rid themselves of the cursed item.

Tier: 1 **AP Cost:** 10

LOCATE CREATURE

[Divination]

Action: 20

Origin: Caster

Area/Target: Creature

Duration: Focus

Resistance: Yes

You gain an immediate sense of the current location of an affected creature. As long as you spend at least 3 Action Points per round, you can continue to hold an image of their location in your mind even if they are on the move.

Tier: 2 **AP Cost:** 15

LOCATE OBJECT^

[Divination]

Action: 20

Origin: Caster

Area/Target: Object

Duration: Focus

Resistance: See Text

You gain an immediate sense of the current location of your quarry. As long as you spend at least 3 Action Points per round, you can continue to hold an image of their location in your mind even if they are being moved. If the object is currently attended, you must make a Magic attack against the bearer's Resistance.

Tier: 2 **AP Cost:** 15

LONG STEP

[Movement]

Action: 3

Origin: Caster

Area/Target: Caster

Duration: Instant

Resistance: No

You and your gear are immediately transported up to 4 times your Speed in any direction. You need not be able to see the area to which you are attempting to move, but the area must be free of obstacles.

Tier: 2 **AP Cost:** 10

LOWERED GUARD

[Curse]

Action: 3

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: Yes

Your target's movements become torpid and slothful. They take a -1 penalty Defense.

Tier: 1 **AP Cost:** 3

LUNG SAP

[Curse, Wind]

Action: 5

Origin: Range

Area/Target: Creature

Duration: Instant

Defense: No

Resistance: Yes

Your target is immediately fatigued as the air is ripped from his lungs.

Tier: 1 **AP Cost:** 5

MAGIC SILENCE

[Curse]

Action: 5

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: Yes

With wave of your hands, you wash away the arcane energies attached to your target. Creatures affected by this Spell are unable to cast any Magic Spells.

Tier: 3 **AP Cost:** 35

MAGIC BARRIER

[Cantrips]

Action: 20

Origin: Touch

Area/Target: Creature Touched

Duration: 10 Minute/Level

The Spell grants the affected creature a +2 magic bonus to Resistance and Defense versus magic Spells.

Tier: 2 **AP Cost:** 10

MAJOR IMAGE[^]

[Illusion]

Action: 1 Minute

Origin: Caster

Area/Target: 5 Square Radius

Duration: 1 Hour/Level

Defense: No

Resistance: Yes

This Spell functions as Minor Image but you may also include sounds and smells in the illusion.

Tier: 3 **AP Cost:** 30

MALADROIT

[Curse]

Action: 3

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: Yes

The target of this Spell becomes clumsy and awkward as they move about the battlefield. They must make an Acrobatics (Balance) Skill check with a difficulty 15 every time they use Action Points to move. If the check fails, they fall prone.

Tier: 1 **AP Cost:** 5

MEMORY RUB

[Enchantment]

Action: 20

Origin: Touch

Area/Target: Creature Touched

Duration: Permanent

Resistance: Yes

You completely erase a single memory from the mind of a creature. Memory Rub can erase the recollection of any occurrence with a duration of 6 rounds or less. If the creature later tries to recall the

memory, he or she can only draw a blank as if the memory had been forgotten naturally. If the creature is conscious while you cast this Spell, he or she will remember you magically altering its mind as the process is quite painful.

Tier: 3 AP Cost: 20

MESMERIZE

[Enchantment]

Action: 5

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: Yes

Light dances in spinning circles around your hands. Creatures affected by the Spell are stunned either until the Spell's duration expires or until they are struck by any form of attack, whichever occurs first.

Tier: 1 AP Cost: 5

MIND BLANK

[Curse, Enchantment]

Action: 10

Origin: Touch

Area/Target: Creature Touched

Duration: 1 Round/Level

Resistance: Yes

This Spell completely shuts down the mind of the affected creature rendering them immediately unconscious. They will awaken naturally 8 hours later with a splitting headache.

Tier: 4 AP Cost: 40

MIND PROBE

[Divination]

Action: 20

Origin: Touch

Area/Target: Creature Touched

Duration: Focus

Resistance: Partial

As your fingers caress the head of your target, you divine their surface thoughts.

You may attempt to delve for specific thoughts or memories, but doing so requires that you succeed on a Magic attack against your target's Resistance. If unsuccessful, their mind blanks and all subsequent attempts at casting the Spell on them fail for the next 24 hours. If the check succeeds, you find the desired thought or memory and can continue to probe further into their mind. You must spend at least 5 Action Points per round to continue the casting of the Spell and each additional memory sought requires another Magic attack against the target.

Tier: 2 AP Cost: 20

MINOR IMAGE[^]

[Illusion]

Action: 5

Origin: Range

Area/Target: 2 Square Radius

Duration: 1 Round/Level

Defense: No

Resistance: Yes

You create a basic illusion consisting of lights and shadows. The illusion must be able to fit in a 2 Square Radius. You may create a figment creature or completely alter the area of the Spell if you so choose, but the conjured image exists without sounds, smell, or touch. Therefore any creature interacting with the illusion must be affected by your Magic attack rolled upon casting lest they see through the arcane ruse.

Tier: 1 AP Cost: 10

MIRROR IMAGE[^]

[Illusion]

Action: 5

Origin: Caster

Area/Target: Caster

Duration: 1 Round/Level

Resistance: No

You create illusory doubles of yourself that shift and weave around you. This Spell

conjures one image per caster level up to a maximum of 9 images. The images behave in every way as you do and share the same square. When the Spell is cast, a number is assigned to the caster and each image. Creatures attacking you must roll an appropriate die based on the number of duplicates to determine if they strike the real caster or just a double. If the attack results in a successful hit against one of the images, the struck image immediately fades.

Tier: 2 AP Cost: 10

MOVE EARTH[^]

[Earth]

Action: 20

Origin: Touch

Area/Target: Object Touched

Duration: Permanent

Resistance: No

You move aside 100 pounds of dirt, sand, or rock. This Spell can break large slabs of stone to allow for easier movement, but does not affect worked stone floors, walls, or ceilings.

Tier: 1 AP Cost: 5

MUD TO ROCK[^]

[Earth]

Action: 5

Origin: Range

Area/Target: 4 Square Radius

Duration: Permanent

Defense: Yes

Resistance: No

All soft or damp earth in the area immediately hardens to stone. Creatures standing in the area of the Spell are subject to a Magic attack on their Defense. Struck creatures are stuck in the newly hardened stone. Breaking free of the stone requires a Strength check with a difficulty of 5.

Tier: 2 AP Cost: 15

NIGHTMARE[^]

[Enchantment]

Action: 1 Minute

Origin: Caster

Area/Target: Creature

Duration: Focus/See Text

Resistance: Yes

You conjure a horrific nightmare to disrupt the sleep of your target. Your target must be a creature of which you have firsthand knowledge or have in your possession an item that once belonged to them. Your Spell takes hold as soon as the target falls asleep, therefore if you begin to cast the Spell while the creature is still awake, you must spend at least 2 Action Points per round maintaining the Spell until they fall asleep. Creatures subjected to the Nightmare are unable to gain a restful night's sleep. They do not regain lost Health or Vigor and wake up fatigued the next day.

Tier: 3 AP Cost: 20

OAK SPIRIT

[Plant]

Action: 10 Minutes

Origin: Touch

Area/Target: Plant Touched

Duration: 1 Hour/Level

Resistance: No

You fill a single plant with enough arcane energy to bring it to a greater stage of life. The newly awakened plant becomes mobile possesses the traits of a Taelo plant Spirit of Nature. The creature is semi-sentient and can take actions on its own, but is completely loyal to the caster. At the end of the Spell's duration, the creature returns to its original roots and becomes inert.

Tier: 3 AP Cost: 30

OPEN[^]

[Cantrips]

Action: 10**Origin:** Touch**Area/Target:** Object Touched**Duration:** Instant**Resistance:** No

This Spell immediately opens any locked or sealed doors, chests, or containers. The Spell, however, does not disable any traps that might exist and runs the risk of springing them in the opening process.

Tier: 1 **AP Cost:** 3**OVERGROWTH**

[Plant]

Action: 10**Origin:** Caster**Area/Target:** 8 Square Radius**Duration:** Instant**Defense:** Yes**Resistance:** No

Verdant life instantly seizes the area affected by this Spell. Great vines whip out from quickly sprouting trunks and bushes, thorns and briars surround anyone caught in their path, and branches batter and bludgeon anything that gets in their way. Creatures caught in the area of this Spell take 10d10 bludgeoning damage as the plants grow at an alarming and aggressive rate. This Spell leaves behind difficult terrain after its initial effect is finished.

Tier: 4 **AP Cost:** 30**PARALYZE**

[Enchantment]

Action: 5**Origin:** Range**Area/Target:** Humanoid Creature**Duration:** 1 Round/Level**Defense:** No**Resistance:** Yes

Wispy white trails of arcane energy tighten like cords around your target's body. Affected creatures are paralyzed.

Paralyzed creatures cannot use Action Points or perform any actions including speech. Purely mental abilities, powers, or Spells may be used by paralyzed creatures.

Tier: 3 **AP Cost:** 15**PETRIFY[^]**

[Earth]

Action: 10**Origin:** Touch**Area/Target:** Creature Touched**Duration:** Permanent**Resistance:** Partial

Your hand becomes ashen as you stretch it towards your intended target. Affected creatures are instantly and permanently turned to stone. Only a Restoration or Miracle Spell can free them from the petrification. Creatures that are touched by the Spell but resist its effect instead have their Speed reduced by 1d6 for 1 round per Caster Level.

Tier: 4 **AP Cost:** 40**PROTECTION**

[Holy]

Action: 20**Origin:** Touch**Area/Target:** Creature Touched**Duration:** 10 Minutes/Level**Resistance:** No

The subject of this Spell is guarded by a holy force. They gain a +1 magic bonus to Resistance and Defense for the duration of the Spell.

Tier: 1 **AP Cost:** 5**QUICKSAND**

[Earth]

Action: 5**Origin:** Range**Area/Target:** 2 Square Radius**Duration:** Instant**Defense:** Yes**Resistance:** No

This Spell causes the very ground to shrink away, becoming a vacuous maw.

Creatures caught in the area are sucked underground and begin to suffocate. Victims of the Spell must succeed on a Strength check with a difficulty 15 to free themselves from their shallow grave. If they are unable to free themselves, they are subject to the rules of suffocation and must continue to attempt to escape until they are free or killed.

Tier: 2 AP Cost: 25

RADIANCE

[Holy]

Action: 20

Origin: Touch

Area/Target: Creature Touched

Duration: 10 Minutes/Level

Resistance: No

This Spell causes the subject to glow with the light of the heavens. This glow gives off bright light in a 10 square radius with dim illumination for an additional 5 squares. Undead creatures entering the area of bright light take 1 damage per caster level per round. Additionally, the subject of this Spell gains 20 points to Vigor and a +1 magic bonus to Resistance.

Tier: 2 AP Cost: 15

RAZOR WIND

[Wind]

Action: 5

Origin: Range

Area/Target: Creature

Duration: Instant

Defense: Yes

Resistance: No

Dry, hot wind slashes and whips your foe, ripping them to shreds. This Spell deals 1d6 slashing damage.

Tier: 1 AP Cost: 3

REGENERATION[^]

[Heal]

Action: 5

Origin: Touch

Area/Target: Creature Touched

Duration: 1 Round/Level

Resistance: No

This Spell can re-grow lost limbs and severed body parts. It also completely restores lost Health but does not return characters from death.

Tier: 3 AP Cost: 25

REMOVE CURSE[^]

[Holy]

Action: 5

Origin: Touch

Area/Target: Creature Touched

Duration: Instant

Resistance: No

This Spell completely removes the lingering effects of a Curse Spell unless otherwise stated in the Spell's description.

Tier: 1 AP Cost: 10

REMOVE DISEASE[^]

[Heal]

Action: 5

Origin: Touch

Area/Target: Creature Touched

Duration: Instant

Resistance: No

This Spell completely cleanses the body of foreign toxins and bacteria. It immediately cures the target of any disease or poison and restores any non-permanent negative effects.

Tier: 1 AP Cost: 10

REPEL UNDEATH[^]

[Holy]

Action: 5**Origin:** Caster**Area/Target:** 6 Square Radius**Duration:** Instant**Defense:** No**Resistance:** Yes

A bright light shines from the palms of your hands. Affected Undead creatures are unable to approach within the Spell's area. Additionally, Undead creatures affected by your Magic attack flee for 1 minute per Caster Level. If the creature cannot flee, it cowers. You may move towards creatures affected by the Spell, and they must move to stay out of its radius. If you approach a creature that physically cannot retreat, whether it resisted the Spell or not, the Spell effect is broken and it may attack normally.

Tier: 2 AP Cost: 15**RESIST ENERGY[^]**

[Elemental]

Action: 10**Origin:** Touch**Area/Target:** Creature Touched**Duration:** 10 Minute/Level**Resistance:** No

When you cast this Spell, you must designate an element type chosen from acid, cold, electric, or fire. A small glowing glyph corresponding to the element circles around the bearer of the Spell. This Spell grants 10 Damage Reduction versus the chosen energy type. Successive castings of this Spell are not subject to the Cool Down rules if used to resist the same energy type. Therefore, you may give multiple creatures resistance to a particular energy type, but must wait until the normal Cool Down time expires before granting a creature resistance to a second energy type.

Tier: 2 AP Cost: 10**RESTORATION[^]**

[Heal, Holy]

Action: 20**Origin:** Touch**Area/Target:** Creature Touched**Duration:** Instant**Resistance:** No

This Spell effectively restores all negative effects of Attribute loss or damage, Level loss or drain, and lingering Curse effects unless otherwise stated in the Spell's description. Additionally, it functions as a Remove Disease Spell.

Tier: 3 AP Cost: 25**REWRITE MEMORY**

[Enchantment]

Action: 10 Minutes**Origin:** Touch**Area/Target:** Creature Touched**Duration:** Permanent**Resistance:** Yes

With a small incision at the base of your victim's skull, you infiltrate their mind with your own desires. This Spell functions as a Memory Rub Spell except that you may replace the lost memory with one of your own devising. Additionally, the memory affected may be up to 1 minute per Caster Level in length.

Tier: 4 AP Cost: 35**ROCK HIDE**

[Earth]

Action: 10**Origin:** Touch**Area/Target:** Creature Touched**Duration:** 1 Minute/Level**Resistance:** No

A thick shell of stone coats your skin. The subject's Speed is reduced by 2, but they gain an additional 25 points to Vigor and 2 Damage Reduction.

Tier: 1 AP Cost: 5

ROOT

[Earth, Ice, Plant]

Action: 5

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: Yes

Resistance: No

Your target's feet are trapped as this Spell seizes their ankles. Creatures caught by the Spell have their Speed reduced to 0 and must make a Strength check difficulty 15 to break free. While held by this Spell, creatures are unable to use any Speed based ability or use Action Points to move.

Tier: 2 AP Cost: 15

SAND BLAST

[Earth]

Action: 5

Origin: Caster

Area/Target: 4 Square Radius

Duration: Instant

Defense: Yes

Resistance: No

Dry, sharp sand swirls around you lancing out in all directions. Creatures caught in the area take 3d8 slashing damage.

Tier: 2 AP Cost: 15

SCRY[^]

[Divination]

Action: 1 Minute

Origin: Caster

Area/Target: See Text

Duration: Focus

Defense: No

Resistance: Yes

Your eyes blacken as your will carries your sight elsewhere. If you are attempting to Scry on a creature, you must succeed on a Magic attack against their Resistance. If the attack fails, you may not attempt to Scry on them again for at least 24 hours. Otherwise, you are able to observe them for as long as you wish,

though each minute spent watching your subject requires a new Magic attack. If you instead choose to watch an area, you may do so freely so long as your Spell is unobstructed. Your vision, however, remains stationary until such time as you recast the Spell. While this Spell is in effect, your body is left behind and is treated as Helpless. If your body is attacked or disrupted in any way, the Spell ends and your consciousness returns, allowing you to take actions normally.

Tier: 2 AP Cost: 10

SECRET OF THE TREES

[Plant]

Action: 5

Origin: Touch

Area/Target: Plant Touched

Duration: Focus

Resistance: No

Touching a nearby plant, your mind is immediately flooded with images. You may see the "memories" of all that has occurred near the plant in the previous 24 hours. You may remain in contact with the plant to use it as a conduit, allowing you to, perhaps, remain hidden and use the extremities of the plant as your eyes and ears.

Tier: 2 AP Cost: 15

SEE INVISIBILITY[^]

[Divination]

Action: 5

Origin: Touch

Area/Target: Creature Touched

Duration: 1 Round/Level

Resistance: No

Your eyes grow larger as your pupils expand. The invisible becomes visible as you absorb more than just the normal dances of light, color, and shadow. You may see invisible objects or creatures as though they were visible. However, this

Spell does not allow you to see through illusions or disguises.

Tier: 2 AP Cost: 10

SELF HEAL

[Cantrips, Heal]

Action: 3

Origin: Caster

Area/Target: Caster

Duration: Instant

You channel your arcane energy throughout your entire body, rejuvenating your limbs and closing your wounds. This Spell heals 1d6 Health or 3d6 Vigor points.

Tier: 1 AP Cost: 3

SHAPE ROCK[^]

[Earth]

Action: 10

Origin: Touch

Area/Target: Earth Touched

Duration: Focus

Resistance: No

Hard rock becomes like putty in your hands. As long as you concentrate on the Spell, you can move aside solid rock, earth, and stone provided it is natural and un-worked. The amount of stone shaped each round is equal to your light load capacity. This Spell is augmented by the Architecture Skill in that you can create doorways, halls, columns, shelters, or various other simple constructions with a check of 15.

Tier: 2 AP Cost: 10

SHATTER[^]

[Cantrips]

Action: 5

Origin: Range

Area/Target: 1 Square or Object

Duration: Instant

Defense: No

Resistance: Yes

This Spell can be cast so that it shatters all crystalline objects in an area or so that it

affects a single stronger object. If a solitary item is chosen, the caster must succeed on a Magic attack against its Resistance. If the check succeeds, the object is immediately broken. Objects broken in this manner must be mundane, non-magical items. If you choose to cast it on an area, all glass or crystalline objects in the area are immediately destroyed. In the case of vials and bottle, the contents are spilled. Gemstones broken in this manner are turned to a fine dust and lose all value.

Tier: 1 AP Cost: 15

SHELTER

[Earth, Ice, Plant]

Action: 10 Minutes

Origin: Caster

Area/Target: See Text

Duration: Permanent

This Spell draws on the elements around you to create a safe haven. The structure blends in with its surroundings and, as such, requires a difficulty 30 Awareness (Search) check to find. This ability only functions in areas outside of towns and cities. Additionally, this shelter can comfortably hold up to 8 Medium sized creatures and provides the effects of a Rank 2 Endure Elements Spell on its occupants.

Tier: 1 AP Cost: 10

SHOCKING HANDS

[Electric]

Action: 5

Origin: Touch

Area/Target: Creature Touched

Duration: Instant

Resistance: No

Thin strips of lightning wrap around your fingers as you reach toward your foe. This Spell deals 2d6 point base damage.

Tier: 1 AP Cost: 5

SICKEN[^]

[Curse]

Action: 5**Origin:** Range**Area/Target:** Creature**Duration:** 1 Round/Level**Defense:** No**Resistance:** Yes

Dark energy swirls from your fingertip into the mouth of your target and roils in their stomach. Affected creatures are sickened for the duration of the Spell.

Tier: 1 **AP Cost:** 10**SILENCE**[^]

[Enchantment, Illusion]

Action: 5**Origin:** Range**Area/Target:** 2 Square Radius**Duration:** 1 Round/Level**Defense:** No**Resistance:** No

A dim white sphere flashes momentarily and all sound within its radius is obliterated. No sounds can be heard while inside the area and no sound leaves the radius of the Spell.

Tier: 1 **AP Cost:** 5**SIMULACRUM**[^]

[Earth, Ice, Plant]

Action: 20**Origin:** Touch**Area/Target:** Creature Touched**Duration:** 10 Minutes/Level**Resistance:** No

A near perfect double of your target grows from a small chunk of your chosen element. This double lacks the coloration of the Spell's target, but resembles them in every other way. The Simulacrum possesses all abilities of the target minus any Magic or Naluni abilities. This new creation is completely under the control of the caster, though if they are separated, it typically acts as the creature it was copied

from would. It is created with temporary versions of all armor and weapons the target is currently carrying.

Tier: 4 **AP Cost:** 45**SKY WALK**

[Wind]

Action: 5**Origin:** Touch**Area/Target:** Creature Touched**Duration:** 1 Round/Level**Resistance:** No

Small tufts of clouds swirl around the target's feet and lift them from the confines of earth. The target may use their normal Speed to move up, down, forward, or backward through the air as though moving on a normal surface. Vertical movement is treated as moving on stairs or a ladder depending on the angle of the movement.

Tier: 1 **AP Cost:** 5**SLEEP**[^]

[Enchantment]

Action: 5**Origin:** Range**Area/Target:** Creature**Duration:** 1 Round/Level**Defense:** No**Resistance:** Yes

A pale haze clouds the eyes of your target as they drift off into a deep sleep. The creature slides gently to the ground and sleeps until the Spell's duration ends. This Spell is broken if the creature is struck by a Melee or Ranged attack or affected by a harmful Magic attack.

Tier: 1 **AP Cost:** 5

SLEEP WAVE

[Enchantment]

Action: 5**Origin:** Caster**Area/Target:** 4 Square Cone**Duration:** 1 Round/Level**Defense:** No**Resistance:** Yes

Pale waves of soft energy waft out from your fingertips. All creatures in the area are subjected to the effects of a Sleep Spell.

Tier: 2 **AP Cost:** 20**SLEET STORM**

[Ice, Water]

Action: 5**Origin:** Range**Area/Target:** 8 Square Radius**Duration:** 1 Round/Level**Defense:** Yes**Resistance:** No

Rain and Hail bludgeon everyone caught in the area of this untamed storm. Creatures moving through the area or those caught within it at its initial casting take 6d10 cold and bludgeoning damage.

Tier: 3 **AP Cost:** 30**SLOW^**

[Curse, Movement]

Action: 3**Origin:** Range**Area/Target:** Creature**Duration:** 1 Round/Level**Defense:** No**Resistance:** Yes

You reduce the Speed of your target by 1d4. This Spell may be cast multiple times on the same target. Each subsequent casting reduces the target's Speed 1 further but cannot reduce their Speed below 1.

Tier: 1 **AP Cost:** 3**SLOW FALL**

[Movement, Wind]

Action: 2**Origin:** Touch**Area/Target:** Creature Touched**Duration:** 1 Round/Level**Resistance:** No

Air currents buoy you to the ground. You take no damage from falling provided the Spell's duration has not expired by the time you reach the ground.

Tier: 1 **AP Cost:** 3**SOAK**

[Water]

Action: 3**Origin:** Range**Area/Target:** Creature**Duration:** 1 Minute/Level**Defense:** Yes**Resistance:** No

A rift opens pouring out a small torrent of water on your target. The target is drenched, reducing their Speed by 1. Additionally, the target takes a -5 penalty to Defense against Electric element Magic attacks for the duration of the Spell. The Spell's duration may be ended early if the affected creature either disrobes or spends 20 Action Points drying themselves.

Tier: 1 **AP Cost:** 1**SOFTEN ROCK^**

[Earth]

Action: 5**Origin:** Range**Area/Target:** 4 Square Radius**Duration:** Permanent**Defense:** Yes**Resistance:** No

All the stone, earth and rock in the area immediately turn into a thick, soupy muck. To keep from sinking, creatures caught in the area must make an Athletics (Swim) Skill check, difficulty 15, or slowly sink to the bottom.

Tier: 2 **AP Cost:** 20

SPIRIT OF THE BEAR

[Animal Spirit]

Action: 10

Origin: Caster

Area/Target: Caster

Duration: 10 Minute/Level

Your skin thickens, brown fur covers your body, and your hands grow into heavy, clawed paws. As you take on the physical aspects of the Bear, you also gain a portion of their power and abilities. You gain an additional 50 points to Vigor, a 10 point bonus to Health, a +1 bonus to Resistance and +1d6 to Melee damage.

Tier: 2 AP Cost: 20

SPIRIT OF THE GORACHNA

[Animal Spirit]

Action: 15

Origin: Caster

Area/Target: Caster

Duration: 10 Minute/Level

Your body creaks and groans as great, fiery spines sprout from your back, your skin thickens, and matted black fur coats your body. As you take on the physical aspects of the Gorachna, you also gain a portion of their power and abilities. You gain immunity to Fire, a 40 point bonus to Vigor, and Damage Reduction 4. Additionally, you may launch your newly grown spines as a Ranged attack. This attack has a range of 4 squares and deals 3d6 slashing damage plus 1d6 fire damage.

Tier: 3 AP Cost: 25

SPIRIT OF THE HARE

[Animal Spirit]

Action: 5

Origin: Caster

Area/Target: Caster

Duration: 10 Minute/Level

The muscles in your legs bulge and your feet increase in length as your ears grow into foppish sprouts. As you take on the physical aspects of the Hare, you also gain

a portion of their power and abilities. You gain a +6 bonus to Speed, a +1 bonus to Defense, and a +1 bonus to Initiative. Additionally, you gain the Sprint ability even if you do not meet the requirements.

Tier: 1 AP Cost: 10

SPIRIT OF THE RAT

[Animal Spirit]

Action: 5

Origin: Caster

Area/Target: Caster

Duration: 10 Minute/Level

Your eyes narrow and your hair darkens. As you take on the physical aspects of the Rat, you also gain a portion of their power and abilities. You gain a +4 bonus to all Stealth Skill checks and a +1 bonus to Speed. Additionally, you gain the Scurry ability even if you do not meet the requirements.

Tier: 1 AP Cost: 5

SPIRIT OF THE SMILODON

[Animal Spirit]

Action: 15

Origin: Caster

Area/Target: Caster

Duration: 10 Minute/Level

Your incisors grow into massive fangs hanging down toward your chest. Your hair thickens and your ears point. As you take on the physical aspects of the Smilodon, you also gain a portion of their power and abilities. You gain a 10 point bonus to Vigor, a +2 bonus to Strength, and a +4 bonus to Grapple checks. You gain a Bite attack that deals 4d6 points base damage. This can be made in addition to your normal Melee attack with no increase in Action Point cost. However, the attack is made at a -5 penalty. Additionally, you gain the Pounce ability even if you do not meet the requirements.

Tier: 2 AP Cost: 20

SPIRIT OF THE WOLF

[Animal Spirit]

Action: 10

Origin: Caster

Area/Target: Caster

Duration: 10 Minute/Level

Your hair thickens all over your body and your teeth grow into sharp fangs. As you take on the physical aspects of the Wolf, you also gain a portion of their power and abilities. You gain a +1 bonus to Defense, your Speed increases by 2, and you gain a Bite attack that deals 2d6 base damage. This attack can be made as part of your normal Melee attack without an increase in Action Points. However, the attack suffers a -5 penalty. If you hit with your Bite attack, you may initiate a Grapple as a Reaction.

Tier: 1 AP Cost: 15

SPIRIT OF THE WYREM

[Animal Spirit]

Action: 25

Origin: Caster

Area/Target: Caster

Duration: 10 Minute/Level

Great, scaly wings sprout from your shoulders, your fingers extend into powerful claws, and your mouth unhinges and grows into a gaping maw. As you take on the physical aspects of the Wyrem, you also gain a portion of their power and abilities. You gain Damage Reduction 2, a 25 point bonus to Vigor, a +2 bonus to Resistance, and a flying Speed of 10. Additionally, you gain a Claw Melee attack that deals 4d6 slashing damage.

Tier: 3 AP Cost: 30

SUMMON CREATURE[^]

[Calling]

Action: 7

Origin: Range

Area/Target: See Text

Duration: 1 Round/Level

You call forth a monster or beast of natural origins to fight on your behalf. You may choose to summon any of the following creatures: Baboon, Bobcat, Coelophysis, Rock Bat, Warthog, or Wolf. The creature will fight to the best of its ability until the Spell's duration expires or it is defeated, whichever occurs first.

Tier: 1 AP Cost: 10

SUMMON ELEMENT[^]

[Calling]

Action: 7

Origin: Range

Area/Target: See Text

Duration: 1 Round/Level

You call forth a Spirit of Nature. The Spirit summoned must be of Taelo rank, but may be chosen from any of the available elements. The creature fights to the best of its abilities on your behalf. Once the creature is destroyed or the Spell's duration expires, whichever occurs first, the Spirit of Nature returns from whence it came.

Tier: 2 AP Cost: 20

SUMMON GUARDIAN

[Calling]

Action: 7

Origin: Range

Area/Target: See Text

Duration: 1 Round/Level

You call forth either a Nalunas or a Nalunis, depending on your moral inclination. You may choose to call your choice of the Guardian rank Naluni. This creature acts on your behalf for the duration of the Spell and fights to the best of their ability unless doing so is contrary to their nature. If the creature is defeated or the Spell's duration ends, whichever occurs first, it returns from whence it came.

Tier: 3 AP Cost: 40

SUMMON OBJECT[^]

[Calling]

Action: 7

Origin: Caster

Area/Target: See Text

Duration: Permanent

You call forth a single item. This item must either be within 1 mile per Caster Level or the caster must have firsthand knowledge of the desired object by having touched it previously. If the item is currently held or carried by a creature, the caster must succeed on a Magic attack against the creature's Resistance to steal the item from their possession. If the casting is successful, the item immediately appears in hand or in front of the caster. The target item must weigh less than 50 pounds.

Tier: 1 **AP Cost:** 15

SUMMON SPIRIT

[Calling]

Action: 7

Origin: Range

Area/Target: See Text

Duration: 1 Round/Level

You call forth a spirit of destruction to aid you and your allies. The spirit may be chosen from Ghost of Vengeance, Ghost of Sorrow, or Ghost of Suffering. The creature obeys your commands and fights to the best of its ability until the Spell's duration ends, at which point the creature vanishes, sent back from whence it came. If the Spirit is destroyed, it returns to its original Spirit Anchor.

Tier: 2 **AP Cost:** 20

SURRENDER TO CHILL

[Curse]

Action: 3

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: No

This Spell weakens a creature's defense against cold. All subsequent Cold element Magic attacks deal +1d6 cold damage to the target.

Tier: 1 **AP Cost:** 3

SURRENDER TO FLAME

[Curse]

Action: 3

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: No

This Spell weakens a creature's defense against heat. All subsequent Fire element Magic attacks deal +1d6 fire damage to the target.

Tier: 1 **AP Cost:** 3

SURRENDER TO SHOCK

[Curse]

Action: 3

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: No

This Spell weakens a creature's defense against shock. All subsequent Electric element Magic attacks deal +1d6 base damage to the target.

Tier: 1 **AP Cost:** 3

SURRENDER TO STEEL

[Curse]

Action: 5

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: No

This Spell weakens a creature's defense against metal. All subsequent attacks with a metal based weapon deal +1d6 damage to the target.

Tier: 2 **AP Cost:** 8

SURRENDER TO STONE

[Curse]

Action: 3

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: No

This Spell weakens a creature's defense against rock. All subsequent Earth element Magic attacks deal +1d6 bludgeoning damage to the target.

Tier: 1 AP Cost: 3

SURRENDER TO WAVE

[Curse]

Action: 3

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: No

This Spell weakens a creature's defense against water. All subsequent Water element Magic attacks deal +1d6 bludgeoning damage to the target.

Tier: 1 AP Cost: 3

SURRENDER TO WIND

[Curse]

Action: 3

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: No

This Spell weakens a creature's defense against air. All subsequent Wind element Magic attacks deal +1d6 slashing damage to the target.

Tier: 1 AP Cost: 3

SURRENDER TO WOOD

[Curse]

Action: 5

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: No

This Spell weakens a creature's defense against wood. All subsequent attacks with a wood based weapon deal +1d6 damage to the target.

Tier: 2 AP Cost: 8

TELEPATHY[^]

[Divination]

Action: 10

Origin: Caster

Area/Target: 10 Miles/Caster Level

Duration: Focus

Defense: No

You may communicate by Telepathy with up to one willing creature per Caster Level. Through this link you can communicate effectively by sharing thoughts and images.

Tier: 2 AP Cost: 20

TELEPORT[^]

[Movement]

Action: 20

Origin: Caster

Area/Target: 10 Miles/Caster Level

Duration: Instant

You and one ally per two Caster Levels are transported far from your current location. If the location is somewhere you have been before and is currently unobstructed, you may travel without error. However, if you attempt to Teleport someplace unfamiliar, make an error check by rolling a set of percentage dice and compare the result to Table 7.4. If the area in which you are attempting to Teleport is obstructed, you are shunted to the closest open area and take 1d6 damage per square shunted.

Tier: 3 AP Cost: 25

Table 7.4 – Teleportation Mishaps[^]

Percentage Roll	Result
1 to 30	No Error
31 to 50	Off by 500 Feet
51 to 75	Off by 5 Miles
76 to 90	Off by 500 Miles
91 to 100	Spell Fails

THORNS

[Plant]

Action: 5

Origin: Range

Area/Target: Creature

Duration: Instant

Defense: No

Resistance: Yes

Sharp, painful Thorns burst from your target's skin. Creatures affected by this Spell take 1d10 slashing damage as the thorns puncture and pierce their entire body before falling to the ground in a bloody mass.

Tier: 1 **AP Cost:** 5

THUNDER BALL

[Electric]

Action: 4

Origin: Caster

Area/Target: 1 Square

Duration: 1 Round/Level

Defense: Yes

Resistance: No

A small sphere of crackling energy emerges from your palms and dances about the battlefield. The Ball has a Speed of 10 and can be moved by spending 1 Action Point. This Spell deals 2d6 electric damage to any creature it strikes. Upon entering a creature's square to attack, the ball stops moving until the next round when it may be moved again or used to attack the same target.

Tier: 1 **AP Cost:** 10

THUNDER STRIKE

[Electric]

Action: 5

Origin: Range

Area/Target: Creature

Duration: Instant

Defense: Yes

Resistance: No

Lifting your hand high into the air you call down a bolt of lightning to strike your foe. This Spell deals 1d6 electric damage.

Tier: 1 **AP Cost:** 3

TOUCH OF DEATH[^]

[Necromancy]

Action: 5

Origin: Touch

Area/Target: Creature Touched

Duration: Instant

Resistance: Yes

Your hand becomes that of a vile spirit as you reach for your foe. Your outstretched, incorporeal finger caresses the heart of your target. Affected creatures are immediately slain as your dark energies seize the sinews of their heart. Creatures touched by the Spell but unaffected still take 5d10 damage from the experience.

Tier: 5 **AP Cost:** 50

TRANSFIX[^]

[Enchantment]

Action: 5

Origin: Range

Area/Target: Creature

Duration: 1 Round/Level

Defense: No

Resistance: Yes

The strength of your will holds your enemies at bay. Creatures affected by this Spell are held immobile as if by a great, unseen hand. They cannot use Action Points, Abilities, Speed, or speak. Their thought processes are stunted even barring them from using purely mental commands.

Tier: 3 **AP Cost:** 20

TREAT POISON

[Heal]

Action: 10

Origin: Touch

Area/Target: Creature Touched

Duration: Instant

Resistance: No

This Spell immediately cleanses the body of the target of all toxic agents. The damage dealt by a Poison or Intoxicant is restored and any negative effects are removed.

Tier: 1 AP Cost: 5

TREE STRIKE

[Plant]

Action: 5

Origin: Caster

Area/Target: 4 Square Cone

Duration: Instant

Defense: Yes

Resistance: No

Your arms become great vines lashing about the area in front of you, striking at everything in your path. The vines deal 2d6 points base damage.

Tier: 1 AP Cost: 10

TRIP

[Earth, Ice, Plant]

Action: 3

Origin: Range

Area/Target: Creature

Duration: Instant

Defense: Yes

Resistance: No

With an outreached arm you clench your fist. The ground seems to rise up to catch your target's foot in its grip. Opponents caught in this manner are knocked prone.

Tier: 1 AP Cost: 3

TRUE SEEING^

[Divination]

Action: 5

Origin: Touch

Area/Target: Creature Touched

Duration: 1 Round/Level

Resistance: No

You rub your thumbs over your target's eyes. Their eyes now shine with a faint white glow. This Spell allows affected creatures to see through enchantments and illusions and see invisibility. It also endows the creature with the effects of Detect Doors and Detect Traps.

Tier: 3 AP Cost: 20

UPDRAFT

[Wind]

Action: 5

Origin: Range

Area/Target: 2 Square Radius

Duration: Instant

Defense: Yes

Resistance: No

A great current of wind energy sweeps everything in the area high into the air before fading to let them fall back down again. All creatures hit by the winds are lifted 10 feet in the air per Caster Level and take falling damage accordingly. Additionally, this Spell may be used to lift allies to a higher point. Willing creatures do not require a Magic attack to be affected by the winds.

Tier: 2 AP Cost: 10

WASH OUT

[Water]

Action: 10

Origin: Caster

Area/Target: 8 Square Radius

Duration: Instant

Defense: Yes

Resistance: Partial

A great wave pushes out in all direction, sweeping away friend and foe alike. This

Spell deals 10d10 bludgeoning damage. Additionally, you may make an additional Magic attack against the Resistance of anyone struck by the Spell. Affected creatures are knocked prone.

Tier: 4 AP Cost: 30

WATER BLAST

[Water]

Action: 5

Origin: Caster

Area/Target: 4 Square Cone

Duration: Instant

Defense: Yes

Resistance: No

A great discharge of water sprays from your hands blasting against those caught in its cone. This Spell deals 2d6 bludgeoning damage.

Tier: 1 AP Cost: 10

WATERFALL

[Water]

Action: 5

Origin: Range

Area/Target: Creature

Duration: Instant

Defense: Yes

Resistance: No

A powerful gush of water surges down over your enemies from overhead. This Spell deals 1d10 bludgeoning damage.

Tier: 1 AP Cost: 5

WEAKEN

[Necromancy]

Action: 5

Origin: Range

Area/Target: Creature

Duration: Instant

Defense: Yes

Resistance: No

A thick black cloud blasts from your palm and encases your target. This Spell deals 1d4 damage to your target's Agility. This

Spell cannot reduce a creature's Agility below 1.

Tier: 1 AP Cost: 5

WEB^

[Cantrips]

Action: 5

Origin: Range

Area/Target: 4 Square Radius

Duration: 1 Minute/Level

Defense: Partial

Resistance: No

Your fingers issue forth sinewy strands of sticky silk. Giant webs cover the affected area trapping those unlucky enough to be caught in your snare. Those creatures hit by the attack are stuck in place and cannot move. To break free, they must succeed on a Strength check of 15, or they may attempt to cut themselves free using a slashing weapon. They must deal 10 points of damage per Caster Level to the web before they are free of its coils. Fire deals double damage to the strands. Those in the area who were not struck by the Web and those passing through have their Speed halved rounded down until they exit the affected area.

Tier: 2 AP Cost: 10

WHIRLWIND

[Wind]

Action: 10

Origin: Range

Area/Target: 6 Square Radius

Duration: Instant

Defense: Yes

Resistance: No

Calling upon the strongest magics you possess, you swirl the air around your foes until it roars into a tempest. This cyclone rips your opponents from the ground and beats them about with gale force winds before slamming them back into the ground. This Spell deals 10d10 damage and leaves struck creatures prone.

Tier: 4 AP Cost: 35

WIND BARRIER^

[Wind]

Action: 5**Origin:** Range**Area/Target:** 4 Square Line**Duration:** 1 Round/Level**Defense:** Yes**Resistance:** No

You erect a sheer wall of gale force. This wall repels all incoming projectiles and thrown weapons. Creatures passing through must make an Acrobatics (Balance) check of 15 to keep from falling prone. Small or smaller creatures are allowed no Acrobatics check and are immediately knocked prone and moved outside the area of the Spell if they attempt to enter or if the Spell's area occupies their square.

Tier: 1 **AP Cost:** 10**WIND SHACKLE**

[Wind]

Action: 5**Origin:** Range**Area/Target:** Creature**Duration:** 1 Minute/Level**Defense:** Yes**Resistance:** No

Invisible energies whip and bite at your target keeping them constantly off balance. Moving while under the effect of Wind Shackle is like trying to run into a strong wind. The target's Speed is halved rounded down. Multiple castings of this Spell on the same target do not stack.

Tier: 1 **AP Cost:** 5**WIND STRIDE**

[Wind]

Action: 10**Origin:** Range**Area/Target:** Creature**Duration:** 10 Minute/Level**Defense:** No**Resistance:** No

The wind is constantly at the back of creature under the affects of this Spell. They gain a +2 bonus to their Speed. This bonus increases to +5 if they are running in a straight line and taking no other actions.

Tier: 1 **AP Cost:** 5**WITHER^**

[Necromancy]

Action: 5**Origin:** Range**Area/Target:** Creature**Duration:** Instant**Defense:** Yes**Resistance:** Partial

A billowing ray of iridescent grey shadows flows from your palm toward the targeted creature. If the attack is successful, it encapsulates the target's limb of your choice, leeching away all of its moisture. Casters must declare whether they are targeting arms or legs before the Spell's completion. Once the creature is stuck, the caster must then make a Magic attack against their Resistance. If the check fails, the creature takes 4d6 damage. On a successful result, affected creatures take 8d6 damage and lose the use of the chosen limb. If legs were chosen, their Speed becomes 0. If arms were chosen, they drop whatever they were holding and are unable to use the arms for any Melee, Ranged, or Magic attack. The limbs may be restored through a Regenerate or Restoration Spell.

Tier: 3 **AP Cost:** 25

WOOD SPIKES

[Plant]

Action: 5

Origin: Range

Area/Target: 4 Square Radius

Duration: Instant

Defense: Yes

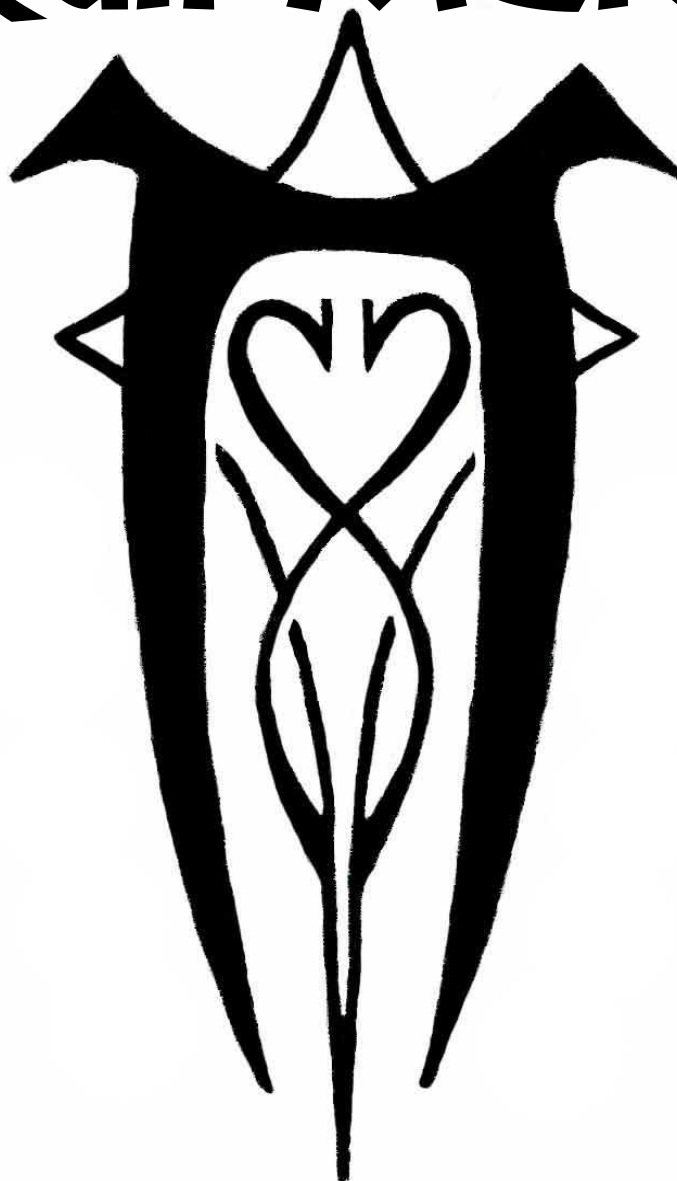
Resistance: No

Great shoots of sharp Wood Spikes blast from the ground, impaling those unlucky enough to be caught in their path. The spikes deal 4d8 points base damage. The area of the Spell is now treated as difficult terrain, as the sharp thorns remain protruding from whatever surface from which they emerged.

Tier: 1 AP Cost: 15

CHAPTER VIII

EQUIPMENT



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Many cultures are defined by their creations. The Dairbun live to build something worthy of their own creation, Cratins consider invention and ingenuity a test of personal ability and a chance for prestige, and the Kenniks have long believed that anything worth doing is worth doing well, even when it comes to craftsmanship. I have never been much of a collector, myself, but were I not so keen on mobility I would have filled countless rooms with the glorious sundries I have seen in my travels. Just remember to never buy anything in the back alleys of Odes'Kahn without first divining its origin and its quality.

- Matthew the Blue

EQUIPMENT

Every adventurer needs equipment to adventure. Weapons, armor, bags, bedrolls, candles, ropes, and rations are all staples of the adventuring trade. Your character will start play with a few basic items and some loose coin, but will need to buy more equipment as they progress through the game.

Starting Gear

Characters begin play with that which they need to adventure. Typically, this is a minimal amount of goods and gear, a single melee weapon, a single ranged weapon, and light armor. You may work with your Lore Master is deciding what is a fair starting point for your character. However, a 1st Level character should never begin play with any individual item that costs over 10 silver pieces and their total amount should remain under 20 silver pieces.

Sample Starting Packages

Warrior Starting Package: Leather Armor, Bracers, Pot Helmet, Wooden Shield,

Longsword, Longbow, Arrows (50), Backpack, Bedroll, Flint and Steel, Torch, Rations (5 days), appropriate gear, and 5 silver pieces.

Specialist Starting Package: Hide Armor, Gloves, Dagger (x4), Rope, Grappling Hook, Backpack, Bedroll, Thieves' Tools, Climbing Gloves, Lantern, appropriate gear, and 6 silver pieces.

Mage Starting Package: Bracers, Shortspear, Crossbow, Bolts (50), Backpack, Belt Pouch, Bedroll, Vial (x4), Rope, Traveler's Mune, appropriate gear, and 7 silver pieces.

Buying and Selling

The currency of *Traespairnas* is measured in gold (gp), silver (sp), and copper (cp). One gold piece is equal to one hundred silver pieces. One silver piece is equal to one hundred copper pieces. Characters will gain gold, silver, and copper as they adventure and can spend their acquired wealth when they return to town. Additionally, they may find gemstones or Mage Stones that can be traded at full value just as normal currency.

Other equipment found while adventuring may be sold by the characters at half cost. Although, a successful Persuasion (Diplomacy) Skill check with a local vendor can increase this yield by ten percent or decrease the cost of their items by the same amount. Both benefits cannot be applied to the same vendor.

Mastercraft Items

Weapons and Armor come in various shapes, sizes, and qualities, but the best of the best are made by Master Craftsmen. These items are of much greater worth than the average stock item of the same type. A Mastercraft Weapon costs 50 silver pieces more than a normal weapon

of its type, and it grants a +1 bonus to its use. Mastercraft Armor also costs 50 silver pieces more than normal armor of its type. The Mastercraft Armor weighs eighty percent (80%) of its normal weight and bestows an additional fifty percent (50%) bonus to Vigor while reducing the Defense penalty by 1.

For example: Ryan has just purchased a Mastercraft Longsword and a Mastercraft Breastplate. He adds an additional +1 Mastercraft bonus to his Melee Attack rolls made to attack with the new weapon. His new armor weighs 24lbs, has a -1 penalty to Defense, and grants him 45 points to his Vigor.

Carrying Capacity

Characters are limited in what they can carry. A character with a medium load will be unable to move as swiftly as one without, and a character with a heavy load might find that he or she lags far behind. Table 8.1 gives the capacity at every juncture for characters based on the Strength Attribute.

Small Creatures have their Carrying Capacity halved; while Large Creatures have theirs doubled.

Table 8.1 – Carrying Capacity[^]

Strength Attribute	Medium Load	Heavy Load
1	5 lbs	8 lbs
2	10 lbs	15 lbs
3	20 lbs	30 lbs
4	30 lbs	45 lbs
5	35 lbs	53 lbs
6	40 lbs	60 lbs
7	45 lbs	68 lbs
8	50 lbs	75 lbs
9	60 lbs	90 lbs
10	65 lbs	100 lbs
11	75 lbs	115 lbs
12	85 lbs	125 lbs
13	100 lbs	150 lbs
14	115 lbs	160 lbs
15	130 lbs	195 lbs
16	150 lbs	225 lbs
17	170 lbs	250 lbs
18	195 lbs	290 lbs
19	225 lbs	340 lbs
20	260 lbs	390 lbs
21	300 lbs	450 lbs
22	345 lbs	510 lbs
23	395 lbs	585 lbs
24	450 lbs	670 lbs
25	500 lbs	750 lbs

Armor

Bracers

Light leather or metal wrist and armguards, Bracers are generally used by archers to stave off the sting of an often fired bow. They provide little in the way of defense, but can come in handy now and again as miniature shields. Most often, they are worn with armor sets and bear some distinguishing mark chosen by their bearer.

Chain Shirt

Chain Shirts are a favorite of swordsmen and any who wish to stop the slashing of a sharp blade. The mail is often preferred because of its combination of strong links and relatively easy movement. This same ease of movement is also its biggest drawback because, though it can stop the cutting and piercing of a sharp weapon, it does little to stop the crushing and bruising caused by weapons. Chain Shirts come with a chain hood called a coif.

Drakkenscale Mail

Fashioned from *Drakken* hide, this scale mail is exceptionally resilient and strong. While it is much more costly than a suit of metal it does provide the wearer with the added protection of adaptation to heat and cold. It is also slightly lighter than most metals and can be worn with less encumbrance than a normal suit of scale mail.

Full Plate

Full Plate armor is most often worn by knights and warriors steeped in battle against overwhelming odds. It represents the utmost in fortification, but sacrifices much in the way of movement. Plate armor tends to be more expensive as it must be custom made for its wearer. A full suit also includes plate leggings, armguards, gauntlets, and a pot helmet.

Gauntlets

Gauntlets help protect a fighter's hands from the physical punishment associated with combat. They also provide an extra sting when brawling unarmed. They come in locked and standard variations. Locked gauntlets provide extra resistance to being disarmed by an opponent.

Hide Armor

Light strips of tanned hide are sewn together to make this armor. Hide Armor is not as strong as some other suits, but allows a full range of motion and can be worn comfortably in almost any setting.

Leather Armor

Slightly heavier than a hide shirt, Leather Armor springs from the same basic concept. Thick hide is tanned, treated, and hardened into strong pieces then put together to form this suit. It is slightly bulkier than hide, but not nearly as much so as a suit of metal.

Pot Helmet

A Pot Helmet is the most basic form of cranial protection. Most find them uncomfortable and restrictive, but value the safeguarding they offer. Some Pot Helmets are fashioned with moving visors, aerated mouthpieces, and ear slots. Others are less accommodating and resemble a bucket worn over a soldier's head, thus endowing the helmet with its uninspiring name.

Scale Mail

Scale Mail armor is an attempt to mix the freedom of a suit of Chain Mail with the protection of Splint Mail. Small pieces of metal are linked together to form this sturdy suit. Even with its greater physical adaptability, a suit of Scale Mail is still quite heavy and is rarely worn outside of combat.

Splint Mail

Splint Mail is formed by attaching strips of metal to a heavy cloth backing. This process provides a great deal of protection, but is also very encumbering. These suits are often very ornamental and used for more formal occasions such as duels or fairs.

Table 8.2 – Armor

	Cost	Vigor Bonus	Defense Bonus	Damage Reduction	Speed Penalty	Durability	Weight
<i>Light Armor</i>							
Bracers*	20 cp	3	0	0	0	10	.5 lbs
Gloves*	30 cp	4	0	0	0	10	.5 lbs
Hide Armor	2 sp	10	+1	0	0	30	10 lbs
Leather Armor	2 sp 50 cp	15	+1	0	0	35	15 lbs
Mage Robes*	1 sp	8	0	0	0	25	1 lbs
Pot Helmet*	50 cp	3	0	0	0	30	2 lbs
* may be used without the Light Armor ability							
<i>Heavy Armor</i>							
Breastplate	30 sp	25	+2	1	-1	45	30 lbs
Chain Shirt	5 sp	20	+1	0	0	60	25 lbs
Drakenscale Mail	1 gp	40	+4	3	-1	45	30 lbs
Full Plate	70 sp	35	+5	3	-2	50	50 lbs
Gauntlets	1 sp	5	0	0	0	50	8 lbs
Helm	1 sp	8	0	0	0	40	2 lbs
Scale Mail	40 sp	30	+2	1	-1	30	40 lbs
Splint Mail	40 sp	30	+2	1	-1	50	35 lbs

Shields

Bone Shield

Bone Shields are a favorite of the *Bo'uhr*. They combine treated bones with strips of leather and affix a strip of tough hide to the back. This provides slightly more protection than a hide shield but also creates a much more menacing appearance. Wielding a Bone Shield grants a +1 bonus to Persuasion (Intimidate) checks.

Buckler

Sometimes referred to as a dueler's shield, these light armguards provide a slight edge of protection from attacks. Bucklers are worn on the forearm and either attach to the armor directly or tie to the arm.

Heavy Shield

These bulky metal shields provide a strong defense and require a strong arm to wield. Heavy Shields provide great protection against all forms of physical damage.

Hide Shield

Hide Shields are made from a wooden bracing covered in a thick hide. While not as strong as a wood or metal shield, they are particularly effective in blocking projectile weapons and are light enough to be carried with minimal encumbrance.

Sky Shield

The *Melaci* have adapted shields to their own needs in the form of the Sky Shield. This thin metal shield attaches to the base of sturdy boots. The shield makes walking nearly impossible, but provides a distinct advantage for aerial warriors.

Tower Shield

A Tower Shield is a massive bulwark of metal designed to completely hide its wearer from attack. It is large and bulky

and is somewhat inefficient for active combat, but makes a great hedge of protection against projectiles and thrown weapons. It may be used as a side guard by hoisting its weight in an offhand, or it may be driven into the ground to act as a portable wall.

Wooden Shield

A lighter version of the heavy shield, a Wooden Shield provides near the same level of protection without all the weight.

Table 8.3 – Shields

	Cost	Block	Weight
<i>Shields</i>			
Bone Shield	2 sp	+2	10 lbs
Buckler*	1 sp	+1	5 lbs
Heavy Shield	5 sp	+3	20 lbs
Hide Shield	1 sp	+2	2 lbs
Sky Shield**	10 sp	+4	10 lbs
Tower Shield	20 sp	+5	30 lbs
Wooden Shield	2 sp	+2	8 lbs

* may be used without the Shield Defense Ability
** only usable while flying

Weapons

Weapon Type

As a general rule, Weapons either cut or bruise. To simplify this in gaming terms, each weapon is given a designation of Slashing (S) or Bludgeoning (B) for its Weapon type.

Damage Increase and Decrease

Some creatures are only capable of wielding small versions of the normal weapons presented in this chapter. Others

use much larger incarnations. Smaller Weapons suffer a decrease in weapon damage for every size category below medium. Larger Weapons increase in damage one step for every size category above medium. Additionally, characters may have Abilities that increase the damage output of a weapon by one step or category. Table 8.4 provides information for Weapon damage increases and decreases.

Table 8.4 – Weapon Damage[^]

Base Weapon Damage	One Step Increase	Once Step Decrease
1d2	1d4	1
1d4	1d6	1d2
1d6	1d8	1d4
1d8	2d6	1d6
1d10	2d8	1d8
1d12	3d6	1d10
2d4	2d6	1d6
2d6	3d6	1d10
2d8	3d8	1d12
2d10	4d8	2d6

Melee Weapons

Melee Weapons may only be used on adjacent foes, though some can reach an extra space further than most.

Ranged Weapons

Ranged Weapons must be used from a distance. If you attempt to fire a Ranged Weapon while an opponent is adjacent to your square, you suffer a -4 penalty to the attack.

Additionally, each ranged weapon is listed as having a certain range. This is its best range, but not its maximum. The

maximum range for a Ranged Weapon is equal to the range given times four (4). For every range increment – that is every set of the listed range – past the first, a -1 penalty is applied to the roll.

Melee Weapons

Club

Clubs range in size and description from large chunks of lumber to light-weight cudgels with a thick mallet end. The one thing all clubs have in common is their ability to bludgeon and break almost anything they strike. Often, they are employed to crush, bruise, and incapacitate those unlucky enough to be caught in one's path.

Dorokti Battle Cleaver

Dorokti Battle Cleavers are used for intimidation much more than for actual feasibility. These massive blades are often six feet in length and over one foot wide. For this reason, only the strongest warriors can use them effectively, and their bulk requires years of training for combative use. However, once mastery is gained, there is rarely anything fiercer than an enraged *Dorokti* cutting swathes through foes with one of these great blades.

Flail

Flails were originally used as torture devices by *Ibor* and the *Narculd*. One to five chain links connect spiked balls to a wooden shaft. These weapons are very difficult to control, but once mastered provide the wielder with a dangerous and unpredictable weapon. They are particularly good at disarming opponents and attacking around shields.

Flesh Hook

Flesh Hooks were originally designed to hang meat or hides but have been adapted

to combative use. The hook consists of a wooden handgrip coupled with a curved bar sharpened at its end like a great claw. Smaller versions are often used by farmers to move blocks of hay and fend off pastoral predators. Flesh Hooks generally have between one and three claws.

Great Sword

These oversized weapons are wielded only by the stoutest warriors. Great Swords require two hands for use in combat and are often nearly four feet in length. Often, less attention is paid to the sharpness of a Great Sword's blade because its weight causes more damage than the actual severing of flesh.

Halberd

A Halberd is a weapon easily swung, but one that takes years of discipline to master. It has the reach of a Longspear but ends in a blade or axe-head rather than a pointed tip. These weapons are sometimes used by the riders of the *Bo'uhr*, but see limited use throughout the rest of the world. The most famous Halberdier was *Sir Darow kas Revane, Thane of Odes'Kahn*.

Longspear

Often used by knights on horseback, or those fighting against them, Longspears make great reach weapons. They are particularly effective at keeping offenders at bay and when used in a group. The length of a Longspear makes it awkward and unwieldy when thrown, but some have been known to perfect the art.

Longsword

Classic accoutrement for the Man-at-Arms, Longswords are the most commonly used martial melee weapon besides bare fists. Mass produced and used in every war ever to take place on *Traespairnas*, these mighty blades have earned their trusty

place in the sheath of fine warriors the world over.

Mace

A favored weapon of the *White Order*, this hefty one-handed weapon makes the perfect smiting tool. Most Maces consist of a metal or wooden handle ending in a solid square of metal at its end. Some designs are more ornate allowing for hooks or sharp nodules to be affixed to the end.

Morningstar

A close relative of the Mace, a Morningstar uses the same basic design but typically ends in a spiked ball rather than a blunted collection of metal. Morningstars are really little more than spiked cudgels, but are often employed in their stead for their intimidation factor.

Pick

Picks have long been used as both tools and weapons by the miners of *Thalry* and the surrounding kingdoms. These strong instruments resemble pointed or elongated hammers that can easily chip away rock or flesh.

Quarterstaff

The "Woodsmen's Walking Stick" as it is often called is a very common site in both rural and urban settings. Staves are very adaptable weapons, allowing wielders to use a single striking end or swing both ends while holding the shaft in the middle. Quarterstaves are one of the only martial weapons that are not illegal in any urban setting.

Sap

This small device is most often used in place of a dagger when less lethal means are needed. Basically a small cudgel, this sturdy weapon can be concealed easily and wielded with ease in one hand.

Scimitar

Scimitars are often used by those seeking something a little flashier than a standard sword. With a curved blade and a light build, these weapons can be wielded with a grace their bulkier cousins lack. The *Taerovin Raiders* were famous for forging their Scimitars with precise holes throughout the blade. This caused their blades to “sing” as they cut down their foes.

Shortspear

A Shortspear is little more than a Quaterstaff with a pointed head affixed to its end. This allows the wielder the same freedom in use as a staff and has the added bonus of a piercing tip. Shortspears are often employed as oversized javelins and are usually balanced for such use.

Shortsword

Shortswords come in both single and double edged variants. They are often seen being carried by political officials and government employees for self defense. More often than not they are just used as show pieces, encrusted with gems and lined in gold. However, a skilled combatant wielding a Shortsword can make a formidable foe.

Sickle

Another case of a farming tool turned deadly weapon. This harvesting blade has become a unique weapon carried by assassins and warriors with a flair for distinction. Most often the Sickle is bladed on both sides allowing the wielder to use it as an axe or a hook. Assassins often refer to it as a cut-throat, since its size and shape allow perfect provision for such activities.

Warhand

The *Eryntaph* created Warhands to capitalize on their incredible strength and

speed. They are prized by grapplers and close-quarters fighters alike. Often shaped like an enlarged hand with talons, blades, or claws, the Warhand acts as an oversized gauntlet held by a single bar across the palm of the hand. They are most often used in pairs and can be custom made to fit the users desires.

Waraxe

The *Bo'uhr* have long used Waraxes in combination with hammers in their fighting styles. The Axes represent a blending of tool and trade with warfare and conquest. While most Waraxes are of simple design, some are made oversized or double bladed. The average Waraxe can be wielded in one hand, and a light version can even be used as a thrown weapon. Heavy Waraxes, however, require greater strength and a two-handed grip to wield properly.

Warhammer

Yet another tool turned weapon, Warhammers are typically oversized versions of the carpenter or smith's instrument. Like the Waraxe, they range in description from a small, standard make to a large, ornate creation.

Whip

While Whips are not often used in combat, they can make effective offensive weapons. It takes skill and precision to master the Whip. Often Whip users favor bladed or “tipped” Whips with shards of glass or fragments of metal strung together at the weapon's end.

Ranged Weapons

Boomerang

This angled weapon is a favorite of *Ihvakti* hunters. A skilled user can throw a bladed Boomerang to take down prey and reduce the risk of losing a weapon with a missed throw. Boomerangs tend to be simple in design, sometimes having minor engravings or carvings but little other embellishment.

Cratin Longbarrel

Possibly the most famous and most sought after *Cratin* weapons' technology, the Longbarrel fires a metal slug at a great range with superior accuracy. *Cratins* greedily guard the secrets behind Longbarrel production and charge exorbitant prices for their procurement.

Cratin Spinner

This six bullet pistol is a staple sidearm throughout northern *Cratia*. While more expensive than conventional weaponry, many users wear the Spinner as a symbol. To them, it represents speed, precision, and an art form usually relegated to fencing duels.

Crossbow

The Crossbow has long been used by *Madurian* guards and soldiers. It offers a greater strength than a longbow without as much strain on the wielder. Crossbow bolts tend to be smaller and harder than most arrows, but can be made to exact specifications for private use. Heavy Crossbows take longer to load and pack a stronger punch than normal Crossbows.

Dart

A Dart is prized for its adaptability and the ease with which it can be concealed. Used primarily as a thrown weapon, these small

blades can easily be used as daggers, lock-pick tools, or even toothpicks.

Flesh Hook

A Flesh Hook can be used as a ranged weapon by attaching a length of cord or rope. This takes great skill to use as a weapon. It can also double as a grappling spike when used in this manner.

Javelin

Often compared to a shortspear, Javelins are lighter and typically un-segmented. These projectiles rely greatly on the strength and accuracy of the user and have limited range, but can also be used in melee combat.

Longbow

Made famous by *Coranthenes*, these regal weapons are capable of launching an arrow upwards of six or seven hundred feet effectively. They are often fired en masse by a group of archers attempting to repel masses of troops, but can also make excellent individual weapons at closer range. Stronger Bows can launch an arrow farther or at a greater speed, but also require a greater strength to string and fire.

Melaci Longbow

The *Melaci* have long been known for their skills at archery. A few lords of the *Melaci* have made use of extraordinary Bows to bring down foes from great distances. The *Melaci* Longbow is effective up to a mile, if the target can be seen and the wielder is strong enough to fire the distance, that is. The *Melaci* use these bows to hunt from the sky and rain down terror on any land-bound army that dares cross them.

Shortbow

Possibly the most common form of ranged weapon, at least in *Maduria*, the Shortbow is used by hunters and gamesmen the

world over. The Shortbow is an effective, if less powerful, version of the larger Longbow. Shortbows are generally easier to string and carry, and as such, often find preference in travelling parties.

Sling

An ancient weapon that's use has been perfected by the *Kennik*, Slings are little more than a rock thrown using a strip of cloth or leather. In a skilled user's hands these stones can be debilitating or even deadly.

Throwing Axe

These light weapons can be used in melee or thrown a short distance in a time of need. They are balanced so that a practiced user can regularly strike foes across a battlefield with the bladed end of a thrown Axe.

Throwing Knife

Being lighter versions of the standard dagger, Throwing Knives are balanced to achieve greater accuracy at range.

Table 8.5 –Weapons

Weapon	Cost	Damage	Range	Type	Block	Durability	Weight
<i>One-Handed Melee Weapons</i>							
Battle Hammer	2sp	1d6	-	B	1	40	5 lbs
Battleaxe	2sp	1d6	-	S	1	40	4 lbs
Dagger	75cp	1d4	6	S	0	25	.5 lbs
Flail	3sp	1d8	-	B	0	30	4 lbs
Flesh Hook	1sp	1d6	6	S	0	60	2 lbs
Longsword	4sp	1d8	-	S	2	40	5 lbs
Mace	4sp	1d6	-	B	0	40	8 lbs
Morningstar	5sp	1d6	-	B/S	0	35	6 lbs
Pick	70cp	1d4	-	S	0	25	2 lbs
Sap	70cp	1d4	-	B	0	20	2 lbs
Scimitar	3sp	1d6	-	S	1	35	4 lbs
Shortspear	2sp	1d6	-	S	1	30	3 lbs
Short Sword	3sp	1d6	-	S	1	40	3 lbs
Sickle	1sp	1d6	-	S	1	35	2 lbs
Warhand	2sp	1d6	-	S	0	25	2 lbs
Whip	50cp	1d2	-	S	0	15	1 lbs

Table 8.2 – Continued

Weapon	Cost	Damage	Range	Type	Block	Durability	Weight
<i>Two-Handed Melee Weapons</i>							
Club	70 cp	1d8	-	B	2	45	4lbs
Dorokti Battle Cleaver	15 sp	2d6	2	S	6*	60	20 lbs
Great Sword	6 sp	1d10	-	S	3	45	8 lbs
Halberd	7 sp	1d8	2	S	3	50	8 lbs
Longhammer	7 sp	1d8	2	B	3	50	10 lbs
Longspear	4 sp	1d8	2	S	2	30	5 lbs
Quarterstaff	20 cp	1d6	2	B	2	30	2 lbs
Waraxe	6 sp	1d10	-	S	2	50	8 lbs
War Hammer	6 sp	1d10	-	B	2	50	10 lbs
* may only be used for Attack OR Defense, not both in the same round							
<i>Ranged Weapons</i>							
Boomer, Cratin*	50 sp	1d12	6	B	-	30	8 lbs
Crossbow*	8 sp	1d8	20	S	-	30	4 lbs
Crossbow, Heavy*	10 sp	1d10	30	S	-	40	6 lbs
Longbarrel, Cratin*	70 sp	1d10	50	S	-	30	8 lbs
Longbow	5 sp	1d8	30	S	-	20	3 lbs
Longbow, Melaci	15 sp	1d10	40	S	-	40	6 lbs
Shortbow	3 sp	1d6	20	S	-	20	2 lbs
Sling	2 cp	1d4	6	B	-	10	.5 lbs
Spinner, Cratin*	60 sp	1d8	10	S	-	20	2 lbs
* may not me used in conjunction with the Rapid Shot ability							
<i>Projectiles</i>							
Arrows (25)	20 cp	-	-	S	-	3	5 lbs
Axe, Throwing	1 sp	1d6	6	S	-	20	3 lbs
Bolts (25)	20 cp	-	-	S	-	3	4 lbs
Boomer	1 sp	-	-	B	-	100	10 lbs
Boomerang	1 sp	1d4	6	B	-	20	3 lbs
Bullets (50)	10 cp	-	-	B	-	50	3 lbs
Dart	30 cp	1d2	6	S	-	20	.5 lbs
Flesh Hook	1 sp	1d6	6	S	-	60	2 lbs
Javelin	1 sp	1d6	10	S	-	20	4 lbs
Shells (10)	1 sp	-	-	S	-	10	1 lbs

Goods

Goods are various sundries that characters often find useful during the course of an adventure. Some items are mundane and offer no statistical bonus or encumbrance. Others are useful in assisting with skills or even combat situations.

Backpack

If you are setting out with traveling in mind, you do not want to leave home without a sturdy backpack. One or two straps hold a bag to a wearer's back allowing them to carry more goods without having their hands encumbered.

Bedroll

For those travelers above sleeping on the bare ground, Bedrolls are a must. Little more than a thick roll of fur, they provide a softer sleep for the weary wanderer.

Belt Pouch

These small pouches attach to a belt and can hold anything from a needle and thread to alchemical reagents. Typically, wearers only don one or two at a time, but for the truly needy traveler as many as ten or twelve may be worn.

Bucket

Buckets are the most common tool used to ferry water or some other content from one place to another. They make for sturdy containers, and, occasionally, make-shift seating.

Candle

Possessing a thin wick surrounded by a block of wax, Candles have been used for a millennia to provide light in homes and on the road. They can be used in Lantern or with a simple candle-holder.

Chalk

For quick notes and to help keep track of places where you have been in a dark warren, it is usually handy to carry a piece of chalk with you at all times.

Climbing Gloves

Climbing Gloves have small curved spikes on their fingers and palms. This allows users to climb certain surfaces with greater ease. They can also be employed in some dirty-fighting techniques while wrestling.

Grappling Hook

Grappling Hooks resemble small, three or four-pronged anchors. When tied to a rope they make climbing or scaling walls much easier.

Hammer

A basic work design, the Hammer is not very useful in combat but can be improvised as such. Such use is treated as a one-handed melee weapon that deals 1d4 bludgeoning damage.

Lantern

Slightly more civilized than a basic torch, Lanterns provide illumination from a protected flame. Usually a small glass box or obelisk, candles may be placed inside and carried with ease.

Needle and Thread

Needle and Thread are an often needed and often forgotten pair when one sets out on the open road. A Needle and Thread make minor repairs to baggage, clothing, or accessories painless, and help to pass time around the evening campfire.

Net

Nets are used for many different purposes. The *Germakti* use them for fishing, the *Yarsac* for hunting and trapping, and *Madurian* traders for carrying goods.

Some nets can even be used in combat as a means of entangling foes. Using a net in such a way requires great skill and training.

Rope

Ropes come in many different strengths and lengths, but none so strong as the Ropes made by the *Kenniks*. A strand of *Kennik* Cord is said to be able to lift a *Tenkoth* beast by its neck, provided the *Tenkoth's* neck doesn't break first.

Shoe Spikes

Designed by a *Madurian* inventor with a flair for the fantastic, Shoe Spikes do not actually help wearers run faster as the designer intended. They do, however, provide extra traction on slick or difficult surfaces.

Shovel

The most common Shovel is of a spade design, but some have a flat head instead. Shovels can be purchased in standard and small sizes for use with menial chores such as covering a camp fire and burying excrement.

Soap

Another often forgotten accessory is Soap. For those wishing to be met with scowls, upturned noses, and cold shoulders, Soap is by no means a necessity. But for those who demonstrate an ounce of hygiene it is best not to set out without at least one bar.

Tackle

Tackle consists of a spindle of strong thread and a small metal hook. Often the thread is tied to a long pole for added strength when fishing.

Thieves' Tools

A small roll of pins, needles, and hooks comprise a set of Thieves' Tools. These

instruments are required for use with the Thievery (Open Lock) Skill.

Torch

Torches are the most common form of light source for adventurers and travelers. Little more than a stick with a flammable cloth attached, Torches can be obtained cheaply or fashioned out of materials easily found in the wild.

Traveler's Mune

Traveler's *Mune* is a mash of berries and nuts combined to make the perfect trail ration. It is chewy and filling and contains the same nutrients as a full course meal.

Vial

Vials can be useful for storing liquid samples or catching a stray bug. Each comes with a cork stopper.

Table 8.6 – Goods

Item	Cost	Weight
Backpack	20 cp	2 lbs (empty)
Bedroll	30 cp	5 lbs
Belt Pouch	10 cp	-
Bucket	15 cp	3 lbs
Candle	1 cp	-
Chalk	1 cp	-
Climbing Gloves	40 cp	1 lbs
Grappling Hook	50 cp	10 lbs
Hammer	40 cp	3 lbs
Lantern	20 cp	2 lbs
Needle and Thread	1 cp	-
Net	1 sp	15 lbs
Rations (1 Day)	3 cp	.5 lbs
Rope, Hemp	10 cp	10 lbs
Rope, Kennik	30 cp	7 lbs

Table 8.6 Continued

Item	Cost	Weight
Shoe Spikes	20 cp	1 lbs
Shovel	70 cp	10 lbs
Soap	4 cp	.5 lbs
Tackle	5 cp	1 lbs
Thieves' Tools	5 cp	.5 lbs
Torch	2 cp	2 lbs
Traveler's Mune	5 cp	.5 lbs
Vial	20 cp	-

Gear

Gear consists of anything extra your character might choose to wear. In most cases Gear does not provide any statistical bonuses or bodily encumbrance but allows your character a flair of uniqueness. The average character begins play with sandals, a peasant's shirt, and a pair of trousers. Anything else must be purchased either while playing or during character creation.

Belt

If you are fond of wearing pants, you would most likely benefit from wearing a Belt as well. These strips of leather or rope act as an added layer of security in case your pants tend to be less stable than your seamstress promised.

Boots

While lacking other integral pieces of clothing may get you kicked out of bars or city halls, a traveler without a good pair of boots is a sad sight indeed. Boots provide protection from rough surfaces, unfriendly environments, and inclement weather.

Cap

Caps are little more than a bowl shaped stitch of material. They are most often

worn in the cold seasons to keep the head and ears warm.

Cloak

There are two basic types of people who wear Cloaks; there are those who wish to be seen and those who don't. Robes can be elaborately embroidered and garishly colored or a plain brown or black with a low riding hood to conceal one's identity.

Gloves

There are many variations of the classic Glove. Some are made of leather or strong hide and are designed for labor, while other are made of this wool or fur and keep the wearers hands warm during the coldest Spells.

Pants

Pants come in many shapes, sizes, and styles. The most basic aspect of a pair of Pants is the desire to cover one's unmentionables.

Robe

Robes are often worn to signify rank or status. They are slightly lighter than cloaks and generally do not have hoods. They often come with a matching tabard that may be embroidered with a guild or city emblem.

Shirt

Shirts are often worn for comfort or modesty. There are as many variations of Shirt styles as there are people with the desire to wear them.

Vest

Vests are rarely worn by common folk. They tend to be worn in places where style is more important than comfort and where more layers signify greater wealth.

Table 8.7 – Gear

Gear	Cost	Weight
Belt	2 cp	-
Boots	40 cp	3 lbs
Cap	3 cp	-
Cloak	10 cp	2 lbs
Gloves	3 cp	-
Pants	10 cp	3 lbs
Robe	15 cp	4 lbs
Shirt	5 cp	-
Shoes	10 cp	1 lbs
Vest	6 cp	1 lbs

CHAPTER IX



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BASIC RULES

Art by Joshua Stearns

LORE MASTER

This section is primarily for advanced players who are ready to lead a group of adventurers into the depths of the *Hollow Mountains*, to the darkest corners of *Waysmale*, or through the twisting mazes of the *Rhamewash Forest*. The telling of tales is a respectable and, at times, arduous calling. Becoming Lore Master also requires a greater understanding of the Basic Rules than it does to become a player.

Additionally, you will find the Basic Rules of the game presented here. *144* uses Open Game Content as its basis, but there are still many differences. If you are already familiar the d20 system, picking up the rules for this game should be a breeze. If this is your first experience with a role-playing game, you will need to familiarize yourself with this chapter before running a campaign.

Running the Game

Once you have your friends together and are ready to begin your adventures, you must decide who will lead your party. Or rather, you should decide this first so that whoever is deemed Lore Master can adequately prepare themselves for the role and responsibility it entails. The game rests heavily on the Lore Master's shoulders. It is the Lore Master (sometimes known as the Game Master or GM) who is responsible for setting the tone of the story, providing characters with motivation and reward, and adjudicating rules as they come up.

The Lore Master should understand the inner-workings of the game better than any of the other players, or at least enough to have authority within the group when playing. They also must be familiar enough with the world to create dramatic scenarios that pull players into plot

advancing battles, encounters, and discussions.

Ruining the Game

The first rule of playing any role-playing game is an understanding that what the Lore Master says is law. However, this creates an added pressure to be accountable and unbiased in how you run the game. The idea, after all, is to have fun, and if constant adherence to rules and regulations is driving your party into the ground, maybe some should be forgotten to make playing more fun for everyone.

Rules should not be dropped whenever it suits you, or whenever it creates an advantageous situation for your Non-Player Characters (NPCs). It is okay, though, to fudge a roll every once and a while to create dramatic tension or to extend grace to a hapless player, but this should always be done in secret. The players will always want to feel like they are in control of their character's life, and if you are regularly modifying the results of rolls or lording it over them on the rare occasions you do, they will quickly become embittered.

COMBAT

The Combat Round

In *144*, combat is divided into rounds. Each round of combat lasts for 5 seconds of in world time. During a given round, your character may perform any whole action that uses 5 or less Action Points, or begin performing an action that takes 6 Action Points or more. In each round, every player will have a turn, as will every Non-Player Character (NPC). Once all have acted, the next round begins and all who are able receive another turn. This cycle continues until the combat is over.

Initiative

At the beginning of combat, each player and NPC starts out Unaware. They remain Unaware until it is their turn to act. To determine the order of turns, each player will roll a d20 and add their Initiative bonus to the roll. The Initiative bonus is determined by adding your character's Agility bonus and Awareness Skill bonus along with any other bonuses the character might have from Abilities or Magic. The Lore Master also rolls Initiative for any NPCs who will participate in the combat and writes down their scores. Combat proceeds in the order of highest to lowest Initiative roll. Initiative is only rolled once per combat.

For example: A party of adventurers has stumbled into the lair of a Gorachna. The beast is roused from slumber by their intrusion and attacks. The Lore Master secretly rolls Initiative for the Gorachna while each of the players roll Initiative for their characters. The group's Mage gets a 15, the Warrior a 12, and the Specialist a 22. Meanwhile, the Lore Master has rolled a 14 for the Gorachna. Each round of combat will proceed in the following order: Specialist, Mage, Gorachna, Warrior.

Speed

Your character's Speed determines how quickly they can move around the battlefield. Speed is determined by adding your character's Racial Speed to their Agility bonus. This number equals the number of squares he or she can move by spending 2 Action Points.

Speed can be influenced by many factors. Moving through difficult terrain and squeezing through a space half the size

his or her size effectively halves your character's Speed. Characters carrying a medium load have their Speed reduced by 1, while characters carrying a heavy load are reduced by 2. Additionally, some Armor reduces the wearer's Speed. This reduction is listed on Table 8.2 in Chapter 8. The Armor imposed reduction does not stack with the reduction caused by carrying a medium or heavy load.

You may move freely through your allies' squares, but may not move through those of your opponents.

Some creatures have additional forms of movement. Such creatures have a designated Speed such as a Fly Speed or Burrow Speed. Burrowing creatures may use this form of movement through any natural earth that is not solid stone. Upward movement is treated the same as difficult terrain for creatures with a Fly Speed.

Unaware and Surprise Rounds

When your character is caught Unaware, they lose their Agility bonus to their Defense. Additionally, they may take no actions in combat – even actions that could normally be performed as Reactions – until their first turn in combat.

If the adventuring party is ambushed by a group of creatures they failed to detect, those creatures gain a Surprise Round against them. In this round the creatures may roll Initiative like normal, but only they get to act in the round. Additionally, they may only use 3 Action Points in the Surprise Round. The same thing occurs when the adventuring party catches an individual or a group of creatures off guard.

Combat Actions

Each player may use up to 5 Action Points in a given round. With these Action Points, they may attack, cast Spells, or

perform other tasks. Some actions take longer to perform than others and, therefore, require the use of more Action Points to complete. Refer to Table 9.1 for the Action Point cost of many common actions.

When an action takes more than 5 Action Points to complete, it must be done in consecutive rounds. Additionally, some actions may be divided between rounds. That is, you may begin to perform an action during the first round and complete it during the next round. This allows you to divide the Action Point cost between the two rounds, perhaps allowing you to perform other actions. Actions that may be used in this manner are indicated as such on Table 9.1 with an asterisk (*).

Table 9.1 – Combat Actions

Action	Action Point Cost
Drop an Item	0
Delay	0
Speak	0*
Ready an Action	1
Direct an Active Spell	1
Draw a Weapon	1**
Load a Crossbow	1
Open a Closed Door	1
Drop Prone	1
Take a 5 Foot Step	1
Aid Ally	2
Dismiss a Spell	2
Draw a Hidden Weapon	2
Drink a Potion	2
Feint	2
Mount or Dismount*	2
Pick Up an Item*	2
Loose a Shield*	2

Action	Action Point Cost
Retrieve a Stored Item*	2
Lock or Unlock a Gauntlet	2*
Move*	2
Control a Mount	2
Melee Attack	3
Ranged Attack	3
Activate Magic Item*	3
Escape a Grapple	3
Stand Up from Prone*	3
Load a Heavy Crossbow*	3
Total Defense	4
Coup de Grace	5
Run*	5
Escape from a Net*	5
Light a Torch*	10
Cast a Spell*	Varies
Use an Ability	Varies
* action may be carried over between turns	

Attacking

Attacking with Melee, Ranged, and Magic Attacks all function in the same manner. For your character's attack, you will roll a d20 and add the proper attack bonus. If using a melee weapon like a sword or spear, you will add your character's Melee Attack bonus. The Ranged Attack bonus applies to thrown weapons, bows, and projectiles, while the Magic Attack bonus applies to Spells. The result of your roll must equal or exceed your target's Defense. In some cases, a Magic Attack must meet or exceed the target's Resistance instead. The bonus for each type of attack is determined in the following manner:

Table 9.2 – Attack Bonus

Melee Attack Bonus	=	Class Bonus	+	STR Bonus	+	Ability Bonus
Ranged Attack Bonus	=	Class Bonus	+	AGI Bonus	+	Ability Bonus
Mage Magic Attack Bonus	=	Class Magic Bonus	+	MNT Bonus	+	Ability Bonus
Specialist Magic Attack Bonus	=	Class Magic Bonus	+	SOC Bonus	+	Ability Bonus

Critical Hits

Anytime you roll a “Natural 20” while attacking, that attack is considered an automatic hit. A “Natural 20” occurs when the d20 comes up 20. Additionally, you may re-roll the attack. If the re-rolled attack would hit, the attack is a critical hit and deals special damage determined by rolling a set of percentage dice and comparing the result to Table 9.3. The doubling, tripling, or quadrupling of damage only applies to the weapon’s normal damage and does not apply to additional damage that may be added by magic items or active Spells.

Table 9.3 – Critical Hits

Percentage Roll	Result
1 to 50	Double Damage
51 to 65	Double Damage and Target's Speed Reduced by 1
66 to 75	Double Damage and Target Knocked Prone
76 to 85	Triple Damage
86 to 95	Triple Damage and Target's Speed Reduced by 1
96 to 100	Quadruple Damage

Critical Fumbles

Anytime you roll a “Natural 1” while attacking, that attack is considered an automatic miss. A “Natural 1” occurs when the d20 comes up 1. Additionally, you must re-roll the attack. If the re-rolled attack would miss, the attack is a critical fumble. Your Lore Master then rolls a set of percentage dice and compares the result to Table 9.4.

Table 9.4 – Critical Fumbles

Percentage Roll	Result
1 to 10	No Penalty
11 to 25	Drop Weapon
26 to 40	Take -2 Defense Penalty for 1 Round
41 to 55	Give Target +2 Cover Bonus to Defense for 1 Round
56 to 70	Damage Dealt to Weapon
71 to 85	Fall Prone
86 to 100	Half Damage Dealt to Self

Defense and Resistance

Defense represents the difficulty of striking a character in combat. When attacked, the aggressor must meet or exceed the character’s Defense in order to deal damage. Defense is calculated using the equation found on Table 9.5. Some items and Spells may give additional bonuses to Defense, but a character may only benefit from one Magic bonus at a time. If the bonus has no type

specification, then it is considered untyped and stacks with all other bonuses.

Resistance represents your character's ability to shrug off debilitating effects. This applies to some Spells, poisons, and gases. In order to affect a character by this means, the attack roll must meet or exceed the target's Resistance. Resistance is calculated using the equation found on Table 9.5. Some items and Spells may give additional bonuses to Defense, but a character may only benefit from one Magic bonus at a time. If the bonus has no type specification, then it is considered untyped and stacks with all other bonuses.

Damage[^]

If your attack is successful, your target takes damage. The amount of damage dealt is determined by the specific weapon your character wields. Likewise, Spell damage is determined by the specific Spell being cast. Damage is rolled upon a successful hit and subtracted from your target's Vigor.

Damage for a successful hit can never be less than 1.

Vigor, Health, and Dying[^]

Vigor represents your character's ability to last through the rigorous action of combat. Think of it as energy or vitality. When your character's Vigor reaches 0, he or she becomes Winded and is unable to perform as well in combat. Being Winded applies a -2 penalty to all Attack rolls, Skill checks, and Attribute checks.

Health is your character's actual wholeness of body. This is a static number, in most cases, that is generated at character creation. Health is equal to your character's Fortitude score. Some Abilities or Magic may increase this number, but it does not increase at each level as Vigor does. When your character's Vigor is depleted, he or she begins to take Health damage. If his or her Health falls below zero they fall unconscious and begin to die.

Dying characters lose Health at the rate of 1 point per round until stabilized or they reach -10 Health, whichever occurs first. Dying characters may be stabilized by receiving healing, or by an ally making a successful Science Skill check. They remain unconscious, however, until their Health returns to 0 or higher.

A Character's death occurs when his or her Health falls to -10. When a player's character dies, he or she may make a new character to continue in the adventure, but that character is lost forever. With the exception of the Spell Jolt, there is no way to bring a character back to life after they have reached -10 Health. It is customary to bury the dead with his or her equipment, but the Lore Master may decide that the party may divide the gear amongst the group or will it to the player's new character. This should only be done at the discretion of the Lore Master as it tends to create unbalanced party equipment for their adventuring level.

Table 9.5 – Defense and Resistance

Defense	= 10	+ Class Bonus	+ AGI Bonus	+ Armor Bonus	+ Block Bonus	+ Ability Bonus
Resistance	= 10	+ Class Bonus	+ MNT Bonus	+ FORT Bonus	+ Ability Bonuses	

Healing and Regeneration[^]

Vigor and Health can both be restored through use of Healing Spells, potions, and items. Health must be restored fully before Vigor is restored unless a Spell or item specifically affects a character's Vigor.

Characters may also restore Health and Vigor by natural means. Health regenerates at the rate of 1 point per level per eight hours of bed rest. Vigor regenerates at the rate of 1 point per minute of non-strenuous activity.

Space and Reach[^]

Medium and Small sized creatures take up one square on a battle grid. With a normal Melee weapon or unarmed, they may reach one square away in every direction. Reach Melee weapons extend this to two squares. Refer to Table 9.6 for additional size and reach information.

Table 9.6 – Creature Size and Reach

Size [^]	Example Creature	Space [^]	Reach [^]
Fine (0 to .5 ft)	Flitnat	.5 ft	0
Tiny (.5 to 2 ft)	Winsid	2 ft	0
Small (2 to 4 ft)	Cairtol	5 ft	5 ft
Medium (5 to 7 ft)	Peltin	5 ft	5 ft
Large (long - 8 to 10 ft)	Yarsac	10 ft	5 ft
Large (tall - 8 to 12 ft)	Aevarin	10 ft	10 ft
Huge (long - 11 to 15 ft)	Drakken	15 ft	10 ft
Huge (tall - 13 to 18 ft)	Taylith	15 ft	15 ft
Gargantuan (long - 16 to 20 ft)	Naluni	20 ft	15 ft
Gargantuan (tall - 19 to 24 ft)	Gorachna	20 ft	20 ft
Colossal (long - 25 ft and up)	Elder Naluni	30 ft	20 ft
Colossal (tall - 25 ft and up)	Elder Spirit of Nature	30 ft	30 ft

Attack and Defense Modifiers

Many different factors can affect the flow of combat. Sometimes environment can play an important role in an encounter. The rigors of battle take their toll on everyone involved, and factors switch favors as easily as the wind.

Tables 9.7 and 9.8 give the combat modifiers of many of the battlefield situations that may come up during play.

Table 9.7 – Combat Attack Modifiers[^]

Attacker Status	Melee Modifier	Ranged Modifier
Dazzled	-1	-1
Entangled	-2	-2
Flanking	+2	-
Frightened	-2	-2
Invisible	+2	+2
High Ground	+1	-
Prone	-4	*
Winded	-2	-2

* only Crossbows and Cratin Firearms may be used while prone

Table 9.8 – Combat Defense Modifiers[^]

Defender Status	Melee Modifier	Ranged Modifier
Blind	-2	-2
Cover	+4	+4
Entangled	-AGI	-AGI
Grappled (attacker is not)	-AGI	-AGI*
Helpless	-10	-6
Invisible	**	**
Kneeling	-2	+2
Prone	-4	+4
Stunned	-2	-2
Unaware	-AGI	-AGI

* roll to see which member of the Grapple you strike
 ** must know the Defender's Square, 50% miss chance

Flanking[^]

Whenever a character and an ally can team up on an individual opponent from two sides, both get a +2 bonus to their attack rolls. To receive the bonus, both must be wielding Melee weapons and on opposite sides of the target.

Special Combat Actions

Combat is not simply an exchange of blows and magic. The best battles are fought with cunning and strategy. The following actions are available to all characters in combat. Some may be better utilized by some than others. Additionally, some Abilities may increase a character's aptitude for certain strategies.

Aid[^]

Aiding an ally is a special action that requires a character to spend 2 Action Points on their turn. To successfully aid with an Attack, aiding characters make an Attack roll as if they were attacking like normal. The target for this roll is 15. If the check is successful, their chosen ally gains a +2 bonus to their next attack that round.

The Aid Ally action may also be used outside of combat on Skill and Attribute checks. This functionality only applies to Skills and Attribute checks that could benefit from the addition of more hands, power, or talent. For instance, Knowledge sub-skill checks, Fortitude Attribute checks, and Awareness Skill checks do not benefit from the Aid Ally action. Strength Attribute checks, Persuasion Skill checks, and Forage sub-skill checks can all benefit from the Aid Ally action. A character may receive an Aid Ally bonus from no more than two allies at a time.

Feint[^]

Deception is not just a Skill relegated to non-combat situations. Those talented in this art gladly use it to gain an edge in battle. By spending 2 Action Points, you may make a Deception (Bluff) check against your target. If the check is successful you gain a +2 bonus to your next Attack roll that round.

Grapple[^]

Sometimes slugging it out is not the best way to bring down an opponent. Sometimes victory requires something a bit more personal. In such cases, wrestling your foe to the ground is the only answer.

To initiate a Grapple, you must first hit with an Unarmed Melee Attack. If the attack is successful, you and your target roll opposed Grapple checks. The bonus to your Grapple check is calculated as shown in Table 9.9. Some Abilities add to this check. Additionally, size plays a determining factor in Grapple modifiers. Bigger creatures gain a +4 bonus per size category above Medium. Conversely, smaller creatures take a -4 penalty per size category below Medium. This is shown in further detail on Table 9.10.

If you win the opposed Grapple check, you have successfully held your opponent. They may attempt to escape from the Grapple on their turn. If they choose to attack while Grappled, they may only attack other creatures in the Grapple, they may only use One-Handed Melee weapons that were already in hand, and they may not cast Spells.

Table 9.9 – Grapple Bonus

Grapple Bonus	=	Class Attack Bonus	+	STR Bonus	+	Size Modifier	+	Ability Bonus
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Table 9.10 – Grappling Size Modifiers^

Size	Grapple Modifier
Fine	-12
Tiny	-8
Small	-4
Medium	0
Large	+4
Huge	+8
Gargantuan	+12
Colossal	+16

Two-Weapon Fighting

Wielding a second Melee weapon in an off-hand affords a character an extra attack at a cost of 1 Action Point. Both Attacks made in this manner suffer a penalty. The primary attack suffers a penalty of -6, while the off-handed Attack suffers a -10 penalty. Table 9.11 gives a breakdown of the penalties in relation to Abilities and user proficiencies.

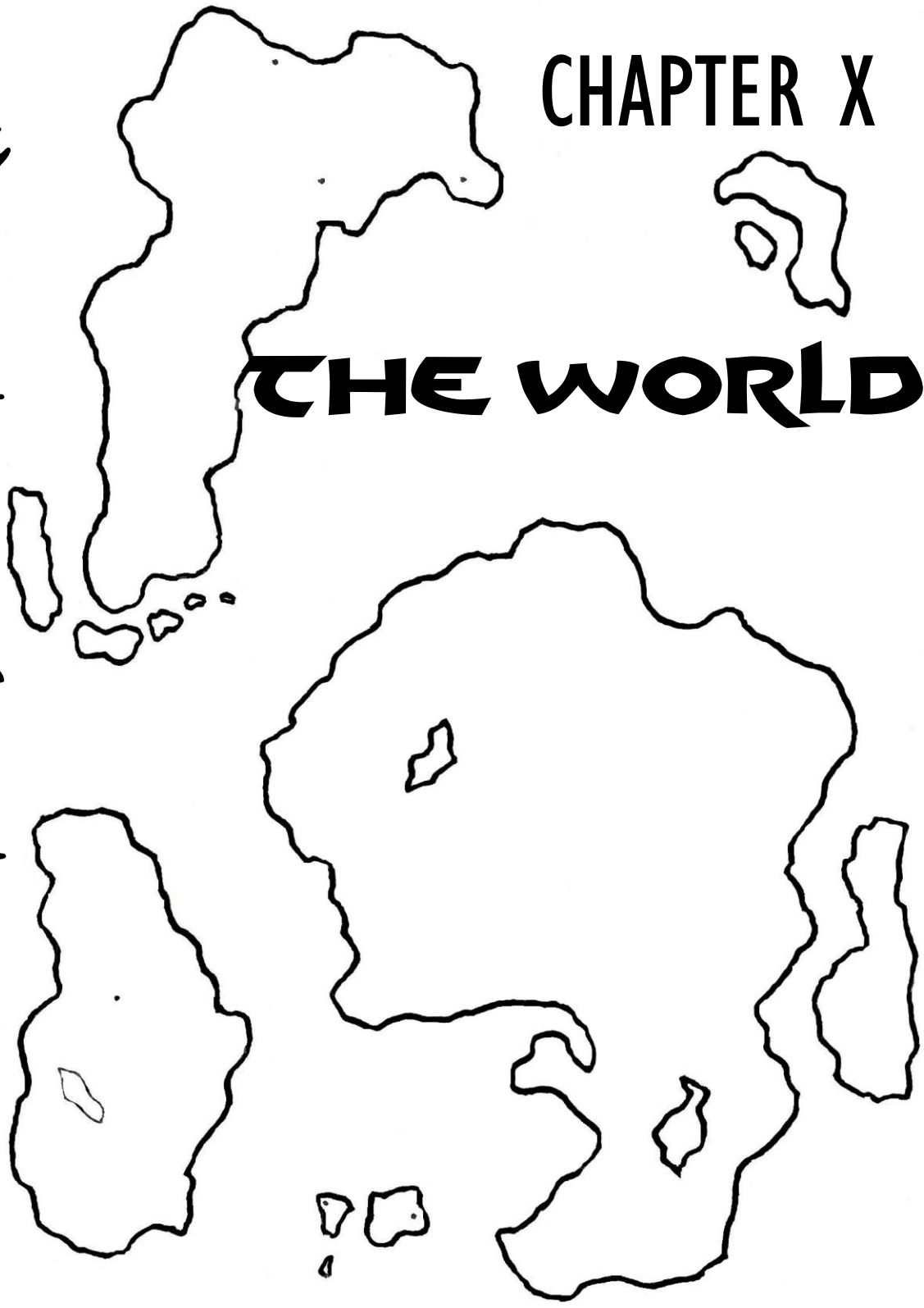
Table 9.11 – Two-Weapon Fighting^

Size	Main Hand	Off Hand
Fighting with Two Weapons	-4	-8
Ambidexterity Ability	-4	-4
Two-Weapon Fighting Ability	-2	-6
Ambidexterity and Two-Weapon Fighting Abilities	-2	-2

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CHAPTER X

THE WORLD



In my travels, I have been many different places, which probably goes without saying. Traveling is going places, after all. In your own travels, you may stumble across a few points of interest. The wise traveler would do well to take note of the dangers and the glories of many places in Traespairnas. A few of these places are of particular note and others, perhaps, I will write about in the future. For now, take to heart these notes on the locales, or rather notes on the locals if you ever plan to visit these sites.

To ease your traveling woes, I have also included a Contact and the name of a tavern or inn, at least where such things exist. Perhaps this will help a weary adventurer in their passing through.

- Matthew the Blue

THE WORLD

This chapter provides a look into the world of *Traespairnas* for both the Lore Master and the players. Monsters, Nations, and other areas of the world will be expanded upon further in *144: Core Rule Book II: Mystics and Monsters*. Here you will find information on Guilds and Organizations and Points of Interest (POIs), which include cities, temples, and ruins.

GUILDS and ORGANIZATIONS

For those of you wandering about on your own in the world, things can get a little rough. If ever you find yourself in need, it is always good to have someone to call on to come to your aid. Sometimes a party of adventurers is not enough to tackle a threat. Sometimes a small band of friends needs external relief. Many guilds are built on this very principle. People with common goals and ideals come together to form a greater union of support, protection, or sustenance.

In choosing a guild or organization, it is important that your character agrees with the goals and ideals of that group. For example, a *Faldred* Priest of *Leindul* from the Hollow Mountains would have no business joining the Sons and Daughters of *Exandercrast*. These groups can play important roles in your character's back story or provide interesting interactions throughout the course of the campaign.

Be sure to have your Lore Master approve any affiliations before you make them. This is important not only because some groups may not be available in certain areas in which your campaign might take place, but it also allows your Lore Master a chance to work in some extra storytelling, plot points, or hooks for your character using the organization.

Bow and Blade Hunters' Lodge

For the great sport of a hunt, one need look no further than the Bow and Blade Hunters' Lodge in *Kymreet*. Easily the largest and most popular hunting guild, the Bow and Blade provides sport and gamesmanship to the whole of *Maduria*. For a small annual fee, members can compete for prizes and ranking with some of the greatest hunters in the world.

Each month a different hunt is named, and prizes are given to the hunters who bring in the most heads, skins, or teeth – depending on the quarry. Their most popular events are the *Nas Sonath* Fishing Festival and the *Ihvakti* Buck Hunt. Participation in large events like these is open to the public for a small fee for temporary membership.

Requirements for Membership

- Must pay an annual fee of 20 silver.

Benefits of Membership

- Gain free admission to the majority of the Lodge's hunting events.

The Claws of Leindul

The *Claws of Leindul* was founded by Lord Kairen LeGrane nearly one hundred years after the Battle of *Eena Grolah*. This elite troupe of warriors is dedicated to restoring hope and freedom to the world. Acting as holy knights in the service of the god of hope, they wander, many times alone, in search of wrongs to be righted and darkness to be quelled.

Despite the seeming solitude of their travels, theirs is a tight knit group of brothers. They meet rarely, but can always be found when the need arises. Their loyalty goes beyond the bonds of blood or birthright. The *Tower of Hope* in *Odoror* acts as a bastion for these travelers.

Requirements for Membership

- Must give a vow of service to *Leindul* and the *Claws of Leindul*.
- Must give half of income to the poor.
- Must be willing to assist other members in times of need.

Benefits of Membership

- May stay in the Tower of Hope during travels.
- Gain the use of a Rank 5 White Scale.

The Inquisition

The *Inquisition* was founded twenty years before the Battle of *Eena Grolah*. By many, it is believed that the guild and all its members perished in that very battle in the dark valleys of *Waysmale*.

There are a few today, however, who continue to question the governing bodies and test societal standards against the light of *Leindul*. While not an overtly rebellious organization, the group was founded to empower citizens of cities where leaders had become corrupted.

A guild hall still stands in the cheapside of *Odes'Kahn*, though its primary use now is only as a haven for innocents and hunted members. All members carry on their arms the mark of the Inquisition.

Requirements for Membership

- Often find themselves on the wrong side of the corrupt law system of *Odes'Kahn* even without proper provocation.
- Committed to hope and freedom in the face of darkening skies. It is a commitment to an ideal rather than to an establishment.

Benefits of Membership

- May take refuge and re-supply with other members.
- Often find themselves involved in quests greater than they could have found on their own.

Librarians Militant

Nearly every grouping of people on or in *Traespairnas* has some form of a standing army. Kingdoms, peoples, and lords need to be protected, after all. The *Librarians Militant* is the *Faldred* answer to that need. Were it not for their unaggressive ways and slightly torpid build the *Librarians Militant* would be feared across the world. As it stands, however, very few do anything but laugh at the idea of a *Faldred* army.

It is fortunate, though, that they are so unaggressive, for they have only ever lost one battle in which they have been involved. And who could count the loss of the battle of *Eena Grolah* against them?

The *Librarians Militant* is the greatest grouping of strategists the realm of warfare has ever known. They combine their knowledge of places with their in-depth studies of races and race relations to

accurately predict actions and reactions in battle.

Requirements for Membership

- Must be a *Faldred*.
- Must have completed dissertation.
- Must be 10th Level or higher.

Benefits of Membership

- Gain a badge of merit for each completed mission while a member of the Militia.
- Gain access to *Faldred* relics during missions.
- Gain access to the *Great Library* in the *Hollow Mountains*.

The Sons and Daughters of Exandercrast

The Sons and Daughters are a mysterious lot with little to no recruitment efforts of which to speak. Their sole aim is to resurrect the children of *Exandercrast* and, in doing so, draw power unto themselves.

Members are rarely seen without a dark hooded robe and a prideful face. Within the organization they possess great volumes of the histories of *Traespainas* and the 144. They constantly have dark and dangerous plans formulating and taking hold in the world. And, at least in their minds, it will be their efforts that rid the world of chaos and disorder.

Requirements for Membership

- Members typically leave their former life behind for complete devotion to the Sons and Daughters.

Benefits of Membership

- Given paid tasks by Sons and Daughters' leadership.
- Gain the use of a Rank 3 Black Mage Stone.

The Thieves' Guild of Odes'Kahn

The *Thieves' Guild* has been running things behind the scenes in *Odes'Kahn* for the last three generations. It was founded in the later part of the *Yellow Age*, also known as the *Age of the Two Suns*, by a group of individuals looking to make a name for themselves.

Currently the guild is overseen by *Shirmattaa Mirka*, a mercenary if ever there was one. It was his idea to split the organization into three main groups: The *House of Suns*, The *House of Moons*, and the *House of Stars*. Each has its own specialization and each requires loyalty and skill for admission.

Groups:

The House of Suns

The *House of Suns* is the "ruling" house of the *Thieves' Guild*. It is comprised of thieves different from the standard ideal. Lawyers, government officials, and clergy form the upper echelons of the house. From their central hub, the House of Suns oversees much of the city's inner workings.

Those looking to join the *House of Suns* must be of great value to the overall organization by providing land rights, business opportunities, or the ability to manipulate official positions. Some city officials join the *House of Suns* just to protect their own backsides, fearing that some underling with Guild backing might come along and supplant them.

Requirements for Membership

- Must hold an official position in the city of *Odes'Kahn* that demonstrates value towards the Guild's interests or be able to contribute comparable status.
- Must pay 4 gold pieces per month for Guild protection.

- Must answer to the leadership of the Guild on all political matters in which they might be involved.

Benefits of Membership

- Gain Guild political backing.
- Gain access to the Guild hall's library.
- May request the services of a member of the *House of Stars*.

The House of Moons

Only the most specialized applicants can hope to gain entry to the *House of Moons*. The faction of the *Thieves' Guild* is reserved for elite powerful magi and warriors with a little something extra in the way of power. Rumors persist that the cadre was originally created to be a haven for those of the 144 who felt their gifts should be used for something profitable.

Those who do attain status within the *House of Moons* can expect access to a wealth of stolen knowledge in the treasuries of the guild. Volumes of the history of arcane arts and the secrets of specialized training are stored away for only the most worthy members.

Requirements for Membership

- Must be able to pass a test of magics or of might. The ease of this test is determined by the initial monetary contribution given to the Guild in good faith.
- Must pay 2 gold pieces per month for Guild protection.
- Expected to complete a minimum of two tasks per month for the betterment of the Guild. These might consist of protection, retrieval, or dues collection from local businesses.

Benefits of Membership

- May work on Guild approved assignments.
- Are given high paying tasks directly from the *House of Moons*.
- Gain protection from authorities.

The House of Stars

Common thieves may think to find a refuge among the halls of the *House of Stars*. But those whose skills do not make the grade are quickly weeded out and left in the sewers to rot.

The *House of Stars* is the surviving vision of the original *Thieves' Guild*. Its members are the greatest burglars, rogues, and assassins in all the lands. Membership has its costs, but keeps a fledgling pick-pocket alive in the dark alleyways of *Odes'Kahn*. After passing a test of skills a thief gains access to the many resources of the guild, for a small scrape off the top.

Requirements for Membership

- Must pass the Thieves' Test. Those who fail this test involving lethal traps, lock-picking, and stealth often find themselves discarded in a dark alley.
- Must pay 5 gold per month for Guild protection.
- Must pay a 10 percent tax on all pilfered goods in the surrounding area of *Odes'Kahn*.
- Must perform tasks when called upon. Tasks generally involve theft or assassination.

Benefits of Membership

- Allowed to conduct "business" in the *Odes'Kahn* area.
- Are given paid tasks from the *House of Suns*.
- Gain protection from authorities in *Odes'Kahn*.

The Traders' Union

Many young *Madurian* men join the *Traders' Union* for a chance to see the world with minimal self-risk. Some are disappointed to find a life fraught with danger and adventure.

The *Traders' Union* has long been the standard fare for freight services not only in *Maduria*, but also to the neighboring continents of *Erusat* and *Cratia*. Able-bodied caravan guards always accompany the ships and carts that leave the guild halls to protect from brigands and bandits.

This can be a lucrative profession for many an adventure-seeker with part time and full time escort jobs available almost year round. Just a bit of warning, however, the ships to *Erusat* pay more for a reason.

Requirements for Membership

- As caravan guards, one must be willing to travel often and work long days.
- As merchants, one must pay a 1/10 tax on all sold goods.

Benefits of Membership

- Given paid guard assignments by the Union.
- Merchants are given one free guard per trip.
- Gain tables or booths at *Traders' Union* fairs and conventions.

The White Order

There are those who believe in purity and righteousness above all else. The *White Order Monastery* is just west of the *Reveriet* Mountains near the *Sea of Dreams*, protecting the area from any vile influence. This monastic order centers itself around self-discipline, martial prowess, and divine fervor. For many years, they have waged a holy war against

the *Dorokti* tribes in the area near the *Sea of Dreams*, believing them to be nothing more than *Leindul's* disappointment with a Fallen race.

Because the order believes in purity of heart and race, only *Peltins* are allowed admission to their ranks.

Requirements for Membership

- Must be *Madurian*, *Bo'uhr*, or *Kennik*.
- Must give a vow of service to the *White Order*.
- Must complete of trial of flesh by bringing back the skins of at least three "heathen" *Dorokti*.
- Must work for the common good while residing at the Monastery.

Benefits of Membership

- Gain a home at the *White Order Monastery* outside of the *Sea of Dreams*.
- Gain access to histories and relics from ages past.
- Gain protection of the Order.

POINTS of INTEREST

The Points of Interest presented here can offer a starting point for your game, an origin for your character, or a backdrop for your entire campaign. Each entry contains a brief description of the sights and sounds of the chosen POI. For more information regarding nations and political affiliations, you will need to consult *144: Core Rule Book II: Mystics and Monsters*.

Contact

This entry provides information regarding a prominent personage of the chosen POI. This may be a political representative, a military member, a trader, or something else entirely. These contacts can be used by the Lore Master to aid or hinder a party, or by players in creating their character background or gathering important in-game information.

Tavern/Haven

Where available, this section gives description of the offerings and ownership of the local tavern, inn, or saloon. Some places offer no such respite, and a secondary haven must be sought. In such cases, players may find information on churches or other safe holdings.

Andren's Bluff

In the south of *Maduria*, where the wind carries salt from the coast and destroys the soil, hardy *Peltins* make a living by mining the rich minerals and fishing the deep sea that separates them from *Erusat*. Where the five nations meet stands a strength-hewn city of stone and clay.

Founded by the legendary hero, *Lord Andren*, *Andren's Bluff* acts as neutral ground for the surrounding kingdoms where soft tongues and weathered hands hold power over kings. Trade and sport are daily affairs in this peaceful city. No weapons are carried

within the city walls, and no guard need be kept within. The city's perch upon the side of *Mount Andren* makes it impregnable from siege engine, and impassible by army.

Contact – Lady Andrenelle

Lady Andrenelle, former diplomat and daughter of the king of *Thalry*, now calls *Andren's Bluff* her home. This is fitting, since *Lord Andren* was her namesake.

Tiring of her father's warlike tendencies and power mad expansions, she retired as Captain of the *Host of Thalry* and now acts as a servant of the peace in *Andren's Bluff*. Even she goes without blade within the city's wall but would still pose quite a threat to any would-be trouble-makers.

Tavern – Wild Murkat

My old – and I use the term loosely as he is nearly an age younger than myself though venerable enough in his own right – friend *Derik the White* runs the local pub known as the *Wild Murkat*. *Derik* founded the *Murkat* upon finding no source of libation in *Andren's Bluff*. Unfortunately, since its founding, it has barely remained afloat... thanks in no small part to *Derik's* large inheritance. Because of this, *Derik* is in a persistent foul mood and constantly speaks of moving on to greener pastures, but the truth is that he enjoys the peaceful city and its good people.

Arulon

In the land of *Odoror*, across the mountains from the splendorous cities of *Coranthead*, lies the *Myrioth Jungle*. Nowhere in the entire world stands as magnificent a site as the towering *Myrmian* trees of this rain forest. In the heart of this jungle lies the epicenter of *Dairbun* culture in the great tree *Arulon*.

This mighty tree reaches over two miles toward *Myrioth's* dark skies. Its base is a half mile wide and hides within it the halls and homes of the *Dairbun*. Over two hundred levels make up the city's infrastructure.

Contact – Lind Saygood

Lind Saygood is a marvelously friendly chap, happy to host and entertain any willing to listen to his tales with eager ears. Short, even by *Dairbun* standards, Lind makes up for his size with a booming voice and a powerful smile.

As a member of the city plots council, *Lind* is a great friend to have when looking for a place to settle or rather just looking for anything. His familiarity with the entire city is nearly perfect and he can give directions to the best shops for any given trade.

Tavern – Golden Tankard

Dairbun take as much pride in their crafting of ales and lagers as they do any other crafted skill. For this reason, bars and taverns are on nearly every level of the great city. Most prominent, however, is the *Golden Tankard*. This drinking establishment sits proudly on the ground level of *Arulon*, and has sat thusly since the city's founding. The *Proudbrew* family runs the bar and has done so for many ages.

Berco

The largest *Cratin* city in all of *Cratia* is the port of *Berco*. Situated between a fork in the great *Natenteeep River*, this walled city has at its base a great core of black iron. Because of this, no Spells can function here. Believe me, that small fact has placed me in a world of trouble on more than one occasion.

While not the capital of *Cratia*, this sprawling trade hub is held in check only

by the waters of the *Natenteeep*, though outlying suburbs have sprung up on either side of the mighty waters. None but *Cratins* are allowed within the city walls, but the docks district is large enough to keep foreign trade coming back for stores of *Cratin* technology.

Contact – Kev Silvercalf

While the *Cratin* are gruff, callous, and seek only their own well-being, friends may still be bought for those heavy of coin. I might mention that a certain city parliamentarian called *Kev Silvercalf* is particularly pliable when it comes to aiding outsiders – for a price, of course.

Kev has many ties throughout the city and knows much of both its underworld and legitimate governing. You would do well, however, to keep him in good graces, for he can destroy as easily as assist.

Tavern

Upon establishing trade with *Maduria*, the *Cratin* quickly found that a drunk *Peltin* is a spend-thrift *Peltin*. For this reason, taverns and bars line the docks district.

The brilliance of the *Cratin* monetary scheme is that they have an escalating price for subsequent drinks. The first two drinks of an evening are the cheapest and finest in all of *Cratia*, perhaps even all *Maduria* as well, but each successive course goes up in price and down in quality accordingly.

Fastcrest Falls

There is perhaps no sadder tale in all of *Traespairnas* than the destruction of the farming village of *Fastcrest Falls*. Nestled neatly on the edge of the *Rhamewash Forest*, this small settlement was once a peaceful place. Now the outlying farms and main street shops are haunted by those who perished there so long ago.

Only the *Temple of Leindul* still stands unscathed amongst the toppled houses.

Contact – Sir Vino kas Revaine

Strangely enough, there is one spirit in this town who refuses the call of darkness. *Sir Vino kas Revaine* fights an eternal battle against the wraiths and restless dead that plague the land.

Of particular note is his desire to guard a great silo near the edge of the *Rhamewash Forest*. This silo has been closed for many years and possesses a soul-seal held in place by *Revaine* himself. What manner of evils lurk within its confines I cannot begin to guess.

Haven – Temple of Leindul

While there is no active tavern in *Fastcrest Falls*, for obvious reasons, there is a place of sanctuary for those seeking haven and a safe night's rest. The Temple of *Leindul* has long been undisturbed by the undead spirits plaguing the town.

The temple itself stands in slight disrepair from external view, but the inside is whole. A blood-stained line near the altar is the only link that ties the calm interior to the darkness outside its walls.

Firevers

In the northern reaches of *Waysmale*, where the suns never shine, lies the dark city of *Firevers*. The air is filled with ash spewed from the tips of the neighboring mountain tops. Here the *Narculd* live in a mockery of civilization hidden by the shadow of *Exandercrast's Bastille*. Down the city's central street flows a great river of lava, cooking the air and engulfing any foolish enough to stumble along its fiery bank.

Contact

Firevers is not a friendly place by any stretch of the imagination. It is best, if ever you find yourself wandering through the city, that you just keep your head down and leave as quickly as possible. I have only braved the city once, and even then had to rely on a great deal of luck and a small pinch of divine intervention to leave the place in one piece.

Tavern – Peltin's Pike

If you insist on partaking in libation in such a vile place, you will undoubtedly be drawn into the *Peltin's Pike*, so named because of the unabashed portrayal of a *Peltin* man impaled upon a spit across a fire. The caretakers of the *Pike* change so frequently that it is difficult to stay current with the roster. If you do insist on residing in this abyss, hold tightly to your coin and keep a firm grip on your tongue. All manners of evil soak in the dark corners of the *Peltin's Pike*.

Five Islands University

In the middle of the *Ihveetho* island chain sits a small, but important university. Founded a short forty years ago by an excitable young *Peltin* named *Laern Hawthorn*, the school is home to those gifted by the *Naluni*. *Laern*, one gifted by the *Naluni* with the ability to sense and seek out other gifted, spent the majority of his family's fortune hiring combat, language, math, science, and art instructors from all over *Traespairnas* to come to the island chain. So vast was his family's wealth that five small port towns were founded, and people were encouraged to move with promises of land and jobs if they would help the town flourish.

All this was done in order to support the university at the heart of the center island. Here as many as eighty students at a time have been known to

study and grow their powers. Even I have been known to teach a class now and again on the divine origins of the gifted and the histories of the *Naluni*.

Contact – Mareness

The fair *Mareness*, a beautifully spirited *Lildrin* from *Eefido*, is a student at the University. Having been there for the past five years, she knows the ins and outs of the school better than most students. Her gift of Soothing Light along with her gentle heart makes her the most compassionate and thoughtful hostess anyone could ask for. Just be sure to treat her well because I might find out if you are disrespectful to the young lady, and you may just end up in one of my books.

Tavern – Salty Bog

The *Salty Bog* lies in *Center Point Port* just five miles south of the actual *Five Islands University*. It was built by the *Hawthern* family fortune, but has not been kept up to their high class tastes over the years. There are several gaming areas in the mead hall and a viewing balcony that runs along the back wall. Be sure to stop by on a *Maris* evening as there are generally at least three sporting fights.

Hymar

Hymar has long been the largest *Madurian* settlement on *Odoror*. Its growth is partially due to its trade with the *Five Islands University* on the *Ihveetho* island chain. *Hymar* is busiest during the Harvest Festival held each year. Very little farming is actually done in the area, so the festival's spirit comes more from the *Madurian* roots rather than any real need for a harvest season break. During this fortnight celebration, people come from all over the world to participate in games, sport, and eat the finest foods in *Traespairnas*.

Contact – Councilman Ellis Clayburn

There are many friendly people in the city of *Hymar*, but perhaps none so overtly friendly as *Councilman Ellis Clayburn*. *Clayburn* is always happy to share a drink and a tale with a passing traveler, and has even been known to open his home for lodging if that traveler be a fair lass. He will happily send his wife away to their summer home, so that his guest might have full access to his grand estate.

Tavern – Drakken's Den

The *Drakken's Den* is a multi-level saloon sitting in the center square of *Hymar*. The "Double D" as it is sometimes called has several gambling tables and roulette wheels for its patrons, and even a burlesque show on the fourth floor for those with extra coin.

Klaxiona

The grand city of *Klaxiona* was once known as the Jewel of the Northern World. The greatest *Dairbun* architects and artisans built this great metropolis for the *Coranthen Drakken Queens* some thousands of years ago. The twin rulers demanded that no wall, ceiling, or floor be built from anything less than a semi-precious stone.

Trian was built of this greed as its great stores of precious minerals were strip mined to feed the greed and lust of the *Coranthen* people. Once built, the *Drakken Queens* declared themselves goddesses and commissioned two great pyramids to be built in their honor. Sadly, the city was destroyed just days before the two pyramids were completed. None that lived in the grand city survived to tell the tale of its destruction, and so utter was the annihilation that it would be easier to believe that the city had never existed were it not for the two great pyramids that stand

to this day reminding all of how mortal the *Drakken Queens* truly were.

Contact

No life has been found in the land that once was *Klaxiona* in thousands of years, be it animal or other. Many scavengers are drawn to its ruins to seek out their treasures, but those few who return are haunted and have nothing to show for their efforts. The jungle itself refuses to grow on that cursed ground, and I, myself, have never delayed there more than was necessary.

Haven

While no building stands, save for the pyramids, in that forsaken city, those who claim to have spent a night there rarely leave the comfort of a tavern and its ales again. Most are driven mad by ramblings of darkness and maddening cries.

Odes’Kahn

Undoubtedly the heart of *Maduria*, *Odes’Kahn* has stood in the middle of the trade crossroads since the crossroads first existed. Founded three hundred years before the *Battle of Eena Grolah*, the city has grown from a sparse trade camp into a dense metropolis.

A relatively recent addition is the great wall that runs around the city’s edge. The wall is forty feet high, twenty feet thick, and has a core of Black Iron running through its length.

At the center of the town stands the *Castle Odes* in all of its shimmering blue glory. Several guilds and schools are spread throughout the large city, including two mage guilds, a branch of the *Hunter’s Game Lodge*, and several less reputable organizations.

Contact – Oddair the Orange

Oddair “Oddy” the Orange, a young and energetic *Cairtol*, runs *Oddy’s Odds & Oddities* on Main Street. His goods and services are as eclectic and eccentric as his personality. He specializes in finding rare or valuable items and has a huge collection of maps and water charts. He is quite talkative and very willing to haggle over his unusually high prices, in fact, I would guess that he sets his prices so high only so people will be encouraged to haggle them down.

Tavern – Wyvern’s Nest Saloon

The *Wyvern’s Nest Saloon* is a large, historic establishment that has been in *Reddul’s* family for nearly 200 years. *Reddul* is a gruff and stoic *Yarsac*, but treats guests well and is more than happy to assist travelers in finding employment. There are several rooms available on the upper floors for individual visits or for monthly lease. The bar is almost always full, except on *Maris* days, with all sorts of patrons. Its location just two blocks from the *Castle Odes* on Main Street makes it a prime meeting location situated in the heart of the city.

Thalry

To most, *Thalry* is known as *Odes’Kahn’s* little sister. Situated on *Maduria’s* northern coast, the city acts as the primary port for *Odes’Kahn* and the surrounding area. Originally founded as a fishing community, imports and exports quickly took over as the city’s primary concern as sea ways were charted to *Odoror* and *Cratia*. The road between *Odes’Kahn* and *Thalry* is a heavily traveled one where *tenkoth* beasts are used to haul huge amounts of cargo and passengers are ferried by one of the world’s first rail-cart systems.

Contact – Timothy Nelling

Timothy Nelling, a *Madurian* originally from *Flarcant*, is former captain and current owner of the *Briney Barge* cargo ship. His son, *Riss*, oversees the crew and operations of the massive hulk. The *Briney Barge* has earned a reputation as the most reliable trade ship on the open sea and regularly travels between *Berco* and *Thalry* every eight weeks with one annual trade trip to the city of *Hymar* in *Odoror*.

Tavern – Seaward Shoal

The *Seaward Shoal* is always busy with traders and sailors. An entertainer's paradise, loose coins flow almost as quickly as the ale at this noisy pub. The bar is owned by *Morton "Teefus" Harrison*, a retired *Madurian* sailor with a penchant for gambling. He once had gold teeth (earning him the nickname) but lost them in a game of card discs.

Tower of Hope

The *Tower of Hope* is said to mark the place where *Leindul* fell in battle to the god of fear, *Exandercrast*, when the world was still new. From this spindle shaped spire, those who believe in the truth of *Leindul* are reminded that the god of hope is not bound by mortal coils, and he will return someday to destroy the god of fear once and for all.

Contact – Lord Evran Durn

Lord Evran Durn is the current High Guard of the *Claws of Leindul*, a group of knights errant that use the Tower as their base and bastion. *Evran* is a *Kennik* shepherd turned holy templar when raiders attacked his family's village. He has little patience for those that prey on the weak and holds in his heart a soft spot for the poor and underprivileged.

Tavern – The Kitchen

While not a true tavern in nature, the *Tower of Hope* boasts a fine kitchen which the *Claws of Leindul* happily open to weary travelers. While not necessarily opposed to the consumption of ale, the order does not encourage the loss of integrity that typically accompanies over-indulgence. As such the only libations available are natural drinks without alcohol, like juices and milk.

Trian

Once a massive mining city responsible for supplying *Klaxiona* with precious minerals and gemstones, *Trian* was abandoned shortly after *Klaxiona's* destruction. Some decades later, settlers returned to the abandoned city only to find an empty bay. With the original city of *Trian* swallowed by the sea, the settlers created a new *Trian* in its place. This new village is made of floating islands connected by wooden bridges and hempen rope. The once great *Trian* is now a simple fishing village, and those who live there would not have it any other way.

Contact – Aesill the Disguised

Aesill the Disguised, an outcast *Coranthen*, runs an exploration business on the edges of the bay. Drawing on the hope that the riches of the former *Trian* still lie beneath the brine, he sells passes to explore nearby caves and dive in "secret" areas of the bay. He actually is quite knowledgeable on the surrounding area and the history of *Trian* and has found several substantial treasure hauls to substantiate his claims.

Tavern – Sunken City

The *Sunken City* is an underwater themed saloon run by *Kaz*, an old *Yarsac* who moved to *Trian* with dreams of diving for treasure but never learned to swim. *Kaz* is good friends with *Aesill the Disguised* and

often hosts treasure hunting events and contests for idealistic travelers. The drink rates are fair and the ale is strong, but be careful with your purse as the low light makes it a haven for cutpurse thieves.

Valley of Silence

In the heart of *Waysmale*, where the *Battle of Eena Grolah* was fought, lies the *Valley of Silence*. No wind disturbs the forsaken valley and no living thing calls it home. The remains of the five hundred thousand that died opposing the god of fear still lie scattered about the rocks and stones.

Contact

Some say on the coldest and darkest of days the spirits of fallen warriors still do battle amongst the scarred boulders. Members of the *Claws of Leindul* often journey to this dark land to refocus themselves and rekindle the fire that keeps them fighting so that light might be restored to *Traespairnas*. Otherwise, no living beings dare traverse the silent darkness of the valley.

Tavern

There is no tavern or shelter for miles around the valley. If there are those who can keep their mind while staying a night in one of the many caves, their mettle would be more than that of most mortal men.

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✦	144	Name —				Race —							
		Class/Level —		Player —		Background —							
Age —		Gender —	Height —	Weight —	Eyes —	Hair —	Features —						
Str —	Agi —	For —	Mnt —	Soc —	Luc —	Vigor:		Health:		SKILLS			
						Current	Max	Current	Max	Skill Name	Att Ranks Misc Total		
						Defense		10 + <small>AGI</small> + <small>Magic</small> + <small>Misc</small> + <small>Class</small> + <small>—</small>		Acrobatics [AGI]	— + — + — = —		
						Resistance		10 + <small>MNT</small> + <small>Magic</small> + <small>Misc</small> + <small>Class</small> + <small>—</small>		Arcanis [MNT]*	— + — + — = —		
						Base Attack		Speed:		Architecture [MNT]*	— + — + — = —		
						Melee		Initiative:		Athletics [STR]	— + — + — = —		
						Ranged		Magic		Awareness [MNT]	— + — + — = —		
				Ability Points		Grapple		Wealth		Deception [SOC]	— + — + — = —		
				Spent:	Remaining:	CP:	SP:	GP:	Geography [MNT]*	— + — + — = —			
				Total:						Handle Animal [SOC]	— + — + — = —		
Weapon:		Damage:		Range:						History [MNT]*	— + — + — = —		
Attack Bonus:		Description:								Nature [MNT]	— + — + — = —		
Durability:		Block:								Perform [SOC]	— + — + — = —		
Weapon:		Damage:		Range:						Persuasion [SOC]	— + — + — = —		
Attack Bonus:		Description:								Religion [MNT]*	— + — + — = —		
Durability:		Block:								Science [MNT]*	— + — + — = —		
Weapon:		Damage:		Range:						Stealth [AGI]	— + — + — = —		
Attack Bonus:		Description:								Thievery [AGI]*	— + — + — = —		
Durability:		Block:								Warfare [MNT]*	— + — + — = —		
Armor:		Defense:		Description:						*requires Ranks to use			
Vigor Bonus:		Defense:		Description:				LANGUAGES:		Character Sketch:			
Damage Reduction:		Defense:		Description:				_____					

								_____		Experience Points:			

