MYSTIC RUNE

Introduction (and how to read this book):

Text Boxes:

To assist you in getting the most out of this book, I am going to use color text-boxes to highlight certain information. They will be broken down as follows…

Within the yellow text box will be Optional (or Alternate) Rules and suggestions.

Optional or Alternate Rules

Within the rose-colored text box will be Special Notes, allowing me to give you some things to consider and think about.

Special Notes

Within the orange text box will be examples of how the rules (detailed in the regular text) work.

Rule Examples

Within the white text box will be an occassional summary of the rules detailed in the regular text (you will be able to tell it is a text box because it will have a red border around it).

Rules Summary

When and if I get an inkling to interject some witticism, anecdote, or commentary, it will be contained within a green text-box.

Author Commentary

Any stories or narrative that may be included will be in the light turquoise text box.

Stories/Narrative

Definitions of Role-Playing Game lingo (and other words of note) will appear in lavender text boxes.

Definitions

Segment Titles:

I will be 'bookmarking' each segment of a chapter for quicker reference by using the Chapter abbreviation, a number, and a phrase to title each segment.

For example… (Wait… let me get into the habit of using those text boxes.)

For example, the first segment of the Introduction covering the question "What is role-playing, and how do you do it?" would look like this…

In. (Introduction) **1: What is role-playing, and how do you do it?**

The text covering the subject would then follow the title (bookmark).

In. 1: What is role-playing, and how do you do it?

Remember the days when you were a kid? You used to play 'Cops and Robbers', and 'Cowboys and Indians'; but, there was always one problem... "I hit you!" "No you didn't!" "Yes, I did!" At that point, a fistfight probably broke

out, or someone took their ball and went home, etc. Now, while this could still be a problem, in role-playing games it is not as common due to the fact that there are rules covering such imaginary circumstances. Another plus is the fact that you can be involved in intricate story lines—akin to a movie or play. This leads me to my next point.

Role-playing is like a 'free-form' radio play; you have actors (the Game Master and players), a director (the Game Master), and a setting and plot (provided by the Game Master). There is no script; the dialogue is ad-libbed.

Commonly, the game is played at the kitchen (or other) table. One person will act as the referee, director, producer, guide, and all-around target for player hostility (the Game Master). At least one other person will be needed to go through the story/adventure (the player). Throw in a few sad attempts at silly voices and a few snacks, and you are set.

Please note: at no time was the worship of Satan, or his cronies, mentioned as being a part of the gaming experience.

In. 2: Role-playing etiquette.

1. Do not become angry with the Game Master or other players because of something that occurred between your character and theirs. This would be like Robert DeNiro getting mad at Kevin Costner because in the movie "The Untouchables" Elliot Ness (Costner) sent Al Capone (DeNiro) to prison.

2. The Game Master is like an umpire in baseball, his decision is final! Settle any perceived 'bad calls' and name-calling for after the game session.

3. If you cannot make it to a game session, or you have to leave early, choose someone you trust/depend on to play your character for you (unless your character is not a part of the current adventure). Make sure the person you choose will play your character properly, or have the Game Master play him. If and when you do let someone else play your character, DO NOT get mad at him if your character dies, loses all wealth, or joins a snake cult. You chose the custodian of your character, live with it.

4. Calculate your success roll, announce it, and then roll the dice so that everyone can see it. This will alleviate any suspicion, or perception, of cheating.

5. Play nice. Your character can be as evil and nasty as you want, but you need to be sweet as pie. There is no reason to excessively argue, treat the others rudely, or 'roll-up' characters with the sole purpose of getting even with the guy that killed your last character.

I have actually talked to people whose game sessions have turned into no more than players rolling up a revolving door of characters whose sole purpose was to kill/screw-up the character of someone they were angry with. I don't know about you, but I damn sure would not want to play with a group of immature jerks like that.

6. Come ready to play. Try to get into mood and character when it is time. This will make the game a lot more interesting and enjoyable.

In. 3: The dice and how to use them.

Mystic Rune™, as well as many other role-playing games, uses many different types of dice. Most everyone is familiar with the six-sided die; but **Mystic Rune™** also uses a four-sided die (or d4), a d8, a d10, a d12, and a d20. A percentile/d100 die is also used on occasion; but don't worry, you will not need to buy a one-hundred-sided die, your d10 or d20 will do the trick (I will explain how below).

As you have probably noticed, the abbreviation for die or dice is 'd'. The abbreviation for a die type is 'd' plus the numerical value of the die (d4 for example). When a multiple of a die type is needed, the number of times you are to roll the die will precede the abbreviation (as in 2d4, or 3d6, etc.). If you are required to multiply or divide the sum of a die roll, it will be written as follows: ½d4 (roll a d4 and cut the result in half), or (3d4) x3, etc. There will also be times when you must add or subtract from a die roll (as in 2d4+3, or d4-1); if this occurs, simply roll the number of dice required and add or subtract from the result as required (generally, a result of 0 or less will equal 0). To roll a percentile (or d%), or a d100, simply roll two d10's or d20's (preferably of a different color); one will act as the10's the other as the1's. Once this is done you will have a score of 1 (01) to 100 (00). If you use a d20, look at the farthest right number (a 19 is 9, a12 is 2, etc.). There will also be occasions when you will be required to roll a 'd2' or 'd3'; all you need to do is roll any die for a 'd2'; odd = 1, even = 2. To roll a 'd3', roll a d6 and divided the result in half (or a 1-2 = 1; a 3-4 = 2; and a 5-6 = 3).

In. 4: Character classes.

In short, there are no 'character classes' in **Mystic Rune™**. 'Character classes' are, basically, templates for you to use as a basis for your character. **Mystic Rune™** allows you to create the character as you envision him, not as some game designer thinks he should be. The only thing in **Mystic Rune™** that closely resembles a 'character class' are the priesthoods; even then, your priest of the evil god 'Icky" will be different than my priest. It is true, though, that a man that casts spells will be called a wizard; and a man who steals is a thief; but that is different than rolling up a character based upon the limited view of a 'character class'.

In. 5: Alignments, ethics, etc.

Some games use restrictive titles to sum up in a word or two, the outlook and beliefs of your intricate character; **Mystic Rune™** does not. It is true that you should stay true to your character, much as a writer does with the characters in his book, play, or movie. However, a writer does not need to have an alignment label to know that 'Marshal Dillon' isn't going to shoot the bad guys in the back, then go upstairs and rape 'Miss Kitty'. I believe you will know better as well.

In. 6: What do I need to have to play Mystic Rune™?

All that you will need to play **Mystic Rune™** is the following: someone to serve as the Game Master (or GM); at least 1 Player; some scratch paper, pencils, erasers, etc.; the dice types mentioned earlier; this book; and a 'Character Sheet'. 'Character Sheets' are pages that hold the information about your character—such as his name, how strong he is, how smart he is, etc. More

details on 'Character Sheets' will be given in **Chapter 1: Character Generation**.

In. 7: The 10 laws of Mystic Rune. (Listed in no particular order.)

1. **The equation, and how to use it:** The equation is '(attacking force + 10) minus the resisting force = the success score'. You can easily, with no ill effect, change the equation to read: '(resisting force + 10) minus the attacking force = the success score'. The method of use depends on the Game Master and the situation. If, for example, your character were to be attacking a monster—you would be matching your ability to hit with his ability to defend. Therefore, let us say that your character has a 'to hit' score of 15, and the monster has a 'Dodge' score of 12; you would place the scores in the appropriate place, calculate, then roll that number or less on a d20.

The attacking force (the character's ability to hit) of 15 is going against the defending force (the monster's ability to dodge out of the way of the character's attack) of 12. When written as the equation, it would look like this:

(15 + 10) – 12 = a score of 13

The player of the character would have to roll a 13 or less on a d20 in order to hit the monster.

The equation is like a seesaw. The attacking force is sitting on one side; the defending force is on the other; and the number '10' acts as the balance beam. The resulting score denotes which way the scales tilt.

The other method of using the equation would come when, for instance, a thief is sneaking into a campsite. It would be time consuming for the GM to roll 15 times to see if anyone noticed; so he would, possibly, tell the players to each roll a resistance roll with the attacking force being (the thief's "Move Quiet' score, though, he wouldn't tell *them* that). The players want to see if they can succeed, and so they would use the equation from their perspective (their ability to hear the thief vs. the thief's ability to move quietly).

2. When making a 'Resistance Roll', a roll of a 'natural' 1 or 1/10 the 'Success Score' is always a 'Critical'.

For example, if the 'Success Score' is 27, the character will 'Critical' on a roll of 1, 2, or 3

A 2 is always a 'Success'. A 19 is always a 'Failure', and a 20 is always a 'Fumble'. If your 'Success Score' comes out to be 0, or a negative number, you will still have a chance; just roll a 1 or a 2 on a d20. If there is NO chance to succeed, the GM will disallow a roll.

3. When making calculations, always round off to the nearest whole number.

4. Unless instructed to do otherwise, always include modifiers when making calculations. You will actually have two scores, a base (unmodified) score, and a modified score (generally, when you are asked to give a 'To Hit' score, or a 'Dodge' score, etc.; you are giving the modified version).

Please keep in mind one thing—'Attribute' scores (your 'Strength', 'Health', etc.) will NOT be modified by the modifier to the right of the score. Your 'Attributes' are (in most cases) what derive the modifier

5. Always use common sense over random rolls and 'rules'. I am primarily speaking to the GM right now. If a situation calls for a roll, and the result of that roll is silly, even moronic, ignore that roll, re-roll, or decide what, by right, should happen.

6. Game Masters, from time to time, will make rolls in private (behind screens) and/or for the Player. This is common, fair, and oftentimes, needed. The GM will know when this practice is necessary, because I will tell him in the 'Rune Master's' section of this book (I guess this will be an appropriate spot to tell you that the term 'Game Master', or GM, is a generic term. The GM of the **Mystic Rune** game is referred to as the 'Rune Master', or RM. From this point on I will refer to GM's as RM's).

What are 'Screens'?
Screens are usually made of tri-fold cardboard, with useful information listed on the RM's side, and, often, artwork on the player's side. Screens serve several purposes: to serve as a quick reference for the RM; to hide information (such as floor plans to a monsters lair) and die rolls; and to give the Rune Master an ominous presence, while you sit on the other side quaking in fear.

7. If you accidentally see or learn something about an adventure, monster, or event that your character is not supposed to know; play dumb. Part of role-playing is separating what you know from what your character knows. If you are a nuclear physicist, and you could build a reactor from scratch; this does not mean your character, a medieval warrior, is capable of the same thing. How would you like it if you were watching 'Psycho', and because Janet Leigh read the script, she wasn't in the shower when 'Mother' Bates arrived? I hope you can see my point.

8. The game is designed as a building block. A vast majority of the rules and methods can be altered to suit the taste of any Rune Master or gaming group. Because of this, I will be vague in some areas, allowing a resourceful RM to flesh out the details. I will be more specific with certain topics when they pertain to me (in a world or setting of my creation for example). I want every RM to alter the game to suit himself. If 'Zombies' in your world are yellow and green with purple polka dots, do it (then seek psychiatric help).

9. Rune Masters, if there is not a rule, make one up. If you don't know how to handle a situation, ad-lib. When in doubt, guess. In other words, you have vast power (kinda neat, huh.).

10. The most important law of all... Have fun!

From time to time, words and phrases will pop up that you may not understand; don't worry about it. I will define words, discuss phrases, and explain rules throughout the book on a 'need to know' basis.

In. 8: Mini-Glossary (some things you need to know).

Adventure: The story and/or events the Players assemble their characters for.

Adventurer: Your character, as well as the other characters that go on adventures.

Campaign: A series of adventures using some degree of continuity (same characters, same storyline, etc.). There are two types of campaigns: **Continuous**, and **Episodic**. Generally, 'Continuous Campaigns' are the types used and are preferred by most GM's (including myself).

Continuous Campaigns takes into account most aspects of an adventurer's life (you can skip the boring parts). When play resumes at the next game session, you will pick up at the point you left off the last time.

"...When we ended last time, 'Porthos' was getting extremely drunk at the 'Shady Lady'. Eventually he passed out where he sat; and now that morning has broken, he awakens to find himself naked in an alley, holding a spatula in his right hand."

Episodic Campaigns begin and end with the story at hand. Like a movie series, the show begins when, for example, the bad guy steals a valuable artifact; and ends when he is brought to justice, and the artifact is recovered.

Non-Player Character (NPC)**:** a character under the control of the Game Master.

Player Character (PC)**:** a character under the control of a Player.

1. The 'Resistance Roll' equation is…
   a. (Attacking Force + 10) – the Defending Force = the Success Score.
   b. The Defending Force and Attacking Force can change places in the equation without any problem.
2. A roll of 1 (or 1/10 the Success Score) = a 'Critical'. A roll of 2 is always a Success. A roll of 19 is always a 'Failure'. A roll of 20 is always a 'Fumble'.
3. Round off all calculations.
4. Always use your 'Modified' Scores unless you are asked for your 'Base' Score.
5. Attribute Scores generate Modifiers.

In. 9: An example of play.

I will be teaching you how to

play (and the RM's how to run) **Mystic Rune™** progressively throughout the book. But, what I would like to do now, is show you an example of what a game session is like. To begin with, I will introduce you to the principal actors in our little exercise: first, there is Bob, a local business man; Samantha, Bob's wife; Jerry, Bob's best friend; and Susan, Jerry's wife. Bob will be serving as the RM; Samantha will play 'Ceril', a wizard; Jerry will play 'Gondor', a mighty warrior; and Susan will play 'Simon', a thief.

RM: "...You arrive at what you believe is the 'Temple of Agramellon'. The stone structure is covered by over-growth from the forest, but a path can be made to, what appears to be, the front entrance. What do you wish to do?"

Ceril: "Simon, why don't you slip up to the entrance and see if you spot anything."

Simon: "Okay." Then turning to the RM, "I will attempt to 'Move Quiet' toward the entrance."

RM: (After getting Simon's 'Move Quiet' score and secretly determining if he succeeded, which he did, Bob turns to Susan) "You approach the entry-way. It is darkly shaded due to the plant growth; but you manage to see the doorway. What was once a wooden door, now lies splintered in the doorway."

Gondor: (Interrupting) "Oh, oh! That could mean a creature of some sort has found a new home."
(The others nod in agreement.)

RM: (Continuing) "You can smell the putrid aroma of sour water and decayed plants. To enter the building, you will have to pass through a short 'tunnel' of overgrowth. What do you wish to do?"

Simon: "I will 'Move Quiet' through the 'tunnel' toward the doorway. Once I reach the doorway, I want to check it for traps."

RM: "As you pass through the overgrowth, a beast lunges from the doorway. Make an 'Average' surprise roll" (She does, and fails). "The beast has a lion-like body, and a proportional human-like head, which houses a large mouth, bearing razor-sharp teeth! While you stand, mouth agape, the beast strikes with its front claws" (He rolls some dice then continues). "You take 8 points to the left leg, and 4 to the abdomen." (He then turns to the others and says...) "You hear Simon cry out in alarm, and see him flail back violently. What do you wish to do?"

What would you do?

The next part of the book deals with **Character Generation**.

Character Generation:

Originally, this chapter was at the end of the 'rules chapters'. Therefore, I thought, you (the Reader) would have a better understanding of the rules before you dove into the intricate task of character generation. The reason I am changing my mind is that I want to create a character that can be used in the examples throughout the book.

I am going to begin by explaining and defining terms on the 'Character Sheet'. To make things easier on you, you may want to refer to the blank character sheet at the end of this chapter (just before the 'Summary'). I will go down the sheet, in order, section by section, from left to right. The specific rules relating to each section will be detailed later in this book.

CG (Character Generation)**. 1: The Character Sheet:**

Player Name	
Char Name	
Race	

1. **Player Name:** Your parents probably made this up for you.
2. **Character Name:** You make this one up. Try not to pick a silly/joke name; the fun wears off fast, and then you are stuck with a character with a stupid name. Imagine if your parents named you 'Goobersmooch'-- I bet it would get old fast.
3. **Race:** In a fantasy campaign, there are usually more races than Human. When you list your character's race; you will write Human, Elf, or whatever races the RM has available.

Nationality	
Religion	
Status/Title	

4. **Nationality:** This is where you will list the country/city-state/region your character comes from.
5. **Religion:** This is where you would list your character's religious beliefs, if any, and/or the deity he worships.
6. **Status/Title:** This is where you would list your character's 'Wealth Level', noble/royal title, or other titles (such as 'High Exalted Grand Poobah').

Age		**Height**	
Sex		**Weight**	
Size		**Hair/Eyes**	

7. **Vital Statistics:** Simply fill in the Age, Sex, etc. of your character. Check with the RM because he may have specific information about the typical make-up of your character's race and nationality (what they look like, etc).

Attribute	Original	Variance	Current	Mod
Strength				
Endurance				
Health				

8. **Attributes:** This where you would list your character's Attributes. These are the stats that comprise the 'skeleton' of your character; how strong he is, how smart he is, etc. The space labeled "Original" is where you would write down the character's 'Base' score. "Variance" is

where you would write any modifications to the character's original score. "Current" is what the character's score is after the consideration of any

Attribute	Original	Variance	Current	Mod
Strength	17		17	+4
Endurance	12	+4	16	+3
Health	14		14	+1

As you can see, there is a place for everything, and everything in its place. How to get the numbers listed above will be explained later.

modifications. "Mod" is where you would place the 'Modifier' generated by your character's current score in that particular 'Attribute'.

You may notice that there is a blank space between the Attributes "Presence" and "Intelligence". This is to allow you to write down a descriptive word for an unusually high or low "Presence". This will be detailed a little later.

Attributes are broken down into four types: Mind, Body, Soul, and Charisma. The Mind is comprised of Intelligence and Wisdom (and Psychic Power—if used). The Body is comprised of Strength, Endurance, Health, Agility, and Speed. The Soul is comprised of Willpower, Mystic Power, and Karma (the Mind and Charisma play a part in it too, but that will be discussed later in the book). Charisma is comprised of Charm and Presence.

9. **Point Pool:** This is where your character's (usually) renewable source of abstract abilities are listed. "Original" is where the character's 'Base' points are listed. "Modifier" is where you would list any bonuses or

Point Pool	Original	Modifier	Current
Luck			
Sanity			
Spell W			
Spell P			
Faith			
Reserve			

penalties to the point total. "Current" is where you would list the modified point total (taking into consideration all bonuses, penalties, and points spent).

Fatigue	Rating	No Food =	
Total Score		No Water =	
3/4 Minor		No Sleep =	
1/2 Moderate		Regenerate	
1/4 Heavy		Vision Norm	
1/8 Very			
Incapacitated			

10. **Character Limitations:** Here you will list your character's 'Fatigue Rating', how long he can go without food and water, etc. The blank spaces below "Vision Norm" is for listing alternate forms of Vision your character may possess (It is a fantasy game after all).

Trauma	Score
Mental	
Physical	
Spiritual	

11. **Trauma:** You will note your character's resistance to "Mental" (sanity shaking events), "Physical" (events that are a shock to the body), or "Spiritual" (soul-rending events) trauma that he may be exposed to.

Difficulty	Resist	Spell Points
Very Easy	0	1
Easy	5	5
Average	10	10
Difficult	15	25
Very Difficult	20	50
Hard	25	100
Very Hard	30	250
Ext. Hard	35	500

12. **Resistance Chart:** The above chart is a quick-reference. It shows the 'Difficulty Levels' and the corresponding 'Resistance' and 'Spell Point' cost (for casting spells of the associated 'Difficulty').

Combat	Original	Base	Modifier	Current
+Grab (Ag)1				
+Throw (Ag)1				
+Dodge(Ag/Spd)1				

(Only a portion of this section is shown here.)

13. **Combat Section:** Listed here are some Skills that are usually associated with Combat. By rights, they could be listed on the second page with the rest of the Skills—but I put them here as a quick-reference. Most Skills get to start at a rating higher than 0. Because of this, you may want to put the "Original" roll in the appropriately titled box. "Base" is for your 'Base' score (after you have finished spending all your 'Skill Points')—before being adjusted by any modifiers. "Modifier" is for any modifiers that the character may receive in connection to the appropriate skill. "Current" is for your total skill (after being modified). The two sections to the right of the one shown above are for 'Weapon Skills'. This will allow you to denote any modifiers "To Hit" and "Parry".

Keep in mind that the listing for 'Weapon Skills' will be for noting what weapons you are skilled in, *not* the weapons you are carrying.

14. **Life Points and Hit Locations:** The next three sections are for listing your character's 'Life Points' (broken down by location), a 'Hit Location Chart', how much damage your character has taken, and what kind of armor (and its rating) your character is wearing in each 'Hit Location'.
15. **Psychic Power:** This area is for those campaigns that use 'Psychic Power'. You may notice that the 'Attribute' "Psychic Power" is not listed with the others, but is instead listed here. The reason for this is due to the fact that most gamers do not use 'Psychic Powers' in their fantasy campaigns.

Psy Combat	# Actions			
	Original	Variance	Current	Mod
Psychic Power				
Psy Pnts				
Psy LP				
Psychic Def				

16. **Movement and Encumbrance:** This is where you will note how much your character can lift and carry, how fast and far he can move, etc.
17. **Page 2, Skills and Equipment:** On the second sheet is a listing of all of the Skills discussed in the

main rulebook. You will note your character's Skill levels here. There is also room to note what equipment your character carries, how much it weighs, the ranges of his weapons, etc. In addition, there is a section for noting what spells are in your character's spell books, the spell 'Difficulty', etc.

CG. 2: How to 'roll up' a character:

It is now time to roll-up (create) my sample character. I will explain how it is done as we proceed. At the end of this explanation of 'Character Generation', I will list a summary for you to refer to when rolling-up your future characters.

I already have in mind the character I want to create. I am going to create a 'bad guy' by the name of "Darien—the merciless". He is going to be a cold-blooded assassin who dabbles in magic.

I will use this character to show you how to handle most situations that occur when rolling up a character. I will also be able to use him to illustrate most of the rules as we progress through this book.

"Darien—the merciless":

1. **Player Name:** Easy enough… Curtis Patranella
2. **Character Name:** Darien—the merciless
3. **Choose the general make-up of your character.** In other words, decide what your character is going to be like. If you have a general idea of what you want before you begin, it makes it easier to place 'Attributes', 'Skill Points', etc.
   I have decided to roll-up a man who has learned to survive by living a parasitic life-style. He kills and steals for a living. He dabbles in magic to supplement his 'survivor' skills; but he would have access to very few spells (what he, most probably, has stolen from his victims).
4. **Race:** Human
5. **Nationality:** Andorian (I just made that up—your RM will have countries/places for you to choose from).
6. **Religion:** Currently I am going to choose to say that Darien puts his faith in nothing but himself.
7. **Status/Title:** I will leave this blank until we get to the part that determines Darien's 'Wealth Level'. I could go ahead and put "The Merciless"—but I'll wait.
8. **Age:** The RM may want you to randomly determine this, or set limitations, etc.—but in this case, it is open season. I am going to make Darien a bit of a seasoned veteran—35 yrs old.
9. **Sex:** Yes, I know… a lot. Darien is a male.
10. **Size:** Darien is a human being with a build that lies within human boundaries—therefore; he is of 'Medium' size.
11. **Height:** I am going to have Darien stand 5' 10" tall.
12. **Weight:** Darien weighs 165 lbs.
13. **Hair/Eyes:** Darien will have brown hair and cold blue eyes.

I may need to come back and make alterations to some of these choices later to better suit the Attributes I roll, new ideas that spring to mind, etc.

14. **Determine Attribute scores:**

The RM may have races available other than 'Human'—each race may have its own specific method of Attribute generation. Examples of other Races and the manner to generate their Attributes will be found in the RM portion of this book.

Attributes are rolled/modified dependant on the age and sex of the character.

The effects of age (and sex) are as follows: You will roll your Attributes normally (regardless of the starting age of your character)—then adjust the appropriate scores dependent upon age. If your character's starting age is below 16, keep a record of the original Attribute scores. The initial scores are what your character will 'grow into' when he reaches 16 years of age (the age in which he will have 100% use of his 'adult' statistics).

The Mystic Rune™ rules has the Attribute 'Strength' lowered for Human female characters. This represents the fact that women are not as physically strong as men. If you (as an RM) believe this to be sexists, or otherwise offensive—don't use the rule. It is that simple. If the men and women of your fantasy campaign are equally capable of looking like Arnold Schwarzenegger—so be it.

At age 41, a character begins a downward progression in his physical Attributes. Essentially, a character will be in peak form between the ages of 16 and 40.

Prior to age 16, the character does not have full use of his abilities—after age 40, a character begins losing his 'edge'.

Human females will have a maximum Strength equal to 80% of their die roll. In other words, whatever a player places as his female character's Strength attribute, he then multiplies that score by .8 to get the actual Strength Score. From birth to age 15, male and female characters have the same Strength range. After age 15, the female meets her max Strength at (Strength x .8)—making adult males (on average) 20% stronger than their female counterpart.

Multiply the appropriate Attribute by the number listed (up to age 16) in the chart below.

Age	Attributes					
	Strength	End	Hlt	Agil	Spd	Wisdom
0-2	0.1	0.25		0.1	0.2	0.1
3-4	0.2	0.25		0.25	0.4	0.2
5-6	0.3	0.25		0.4	0.6	0.4
7-9	0.4	0.5		0.6	0.8	0.6
10-12	0.5	0.5		0.75		0.8
13-15	0.75	0.75				
16-25	***					
26-40						+1 at 26**
41+	-1*	-1*	-1*	-1*	-1*	

* = With an additional –1 for every 5 years over 41.

** = +1 per 10 years over 26.

*** = Human females will be at .8 times Strength as their adult score.

Darien is a 35-year-old Human male. According to the chart above, Darien would receive a +1 to his Wisdom score, bringing it from a 12 to a 13.

14a. **Roll the Scores:**
Moving on…
…For Human characters, you will roll (15) 20-sided dice, recording each result separately. Drop the lowest 3 results, and place the remaining scores on the Attributes of your choice.

I have rolled the following scores: 18, 20, 7, 6, 11, 8, 8, 20, 1, 13, 4, 12, 10, 9 and 19. I will then drop the lowest three (1, 4 and 6), leaving me with 12 Attribute Scores to place where desired.

I have placed Darien's scores as follows:

Attribute	Original
Strength	13
Endurance	10
Health	8
Agility	20
Speed	20
Charm	8
Presence	7
Intelligence	11
Wisdom	12
Karma	19
Willpower	18
Mystic Power	9

14b. **Modify the Attribute Scores:**
At this point you will modify the Attribute scores by the age, race, and sex of your character. No Attribute (except Wisdom) can be modified above the maximum allowed by Race or Sex, unless it is through special circumstance, divine intervention, or magic. The Human maximum for all Attributes is 20 (16 Strength for a Human female). Furthermore, no Attribute (at Character Creation) can be reduced below 1 (during play, this can occur—the effects will be detailed in **Chapter 3: The Laws of Nature.**

Darien has a Presence of 7, which yields a –1 Modifier; an Intelligence of 11, and a Wisdom of 12, for a Modifier of 0 on each; a Karma of 19, for a +6 Modifier; a Willpower of 18, for a +5 Modifier; and a Mystic Power of 9, for a big, whopping Modifier of 0.

The possibility of further manipulation of the Attribute Scores will be discussed in step number **19** below.

15. **Place Attribute Modifiers:**
Your character's Attributes derive a set of modifiers that will affect just about every other aspect of the character. To determine what the modifiers are, simply give a (-1) for every point of an Attribute below 8—and a (+1) for every point above 13. All Attributes that fall between 8 and 13 have a modifier of 0.

At this point it would be best to only place the Modifiers for all Attributes except for 'Charm', and the 'Body Attributes' (Strength, Endurance, Health, Agility, and Speed). The reason for this is simple—you will be given an opportunity in step number **19** to increase these Attributes. After step **19** is complete, return to the remaining Attributes and determine their Modifiers.

16. **Choose 'Presence' Type:**
If your character has an extremely high (over 13) or low (below 8) Presence, you will

need to determine what kind of Presence the character conveys. Does the character look like a jerk—or grandfatherly, etc. Consider this a 'first impression'—the character's 'Charm' will determine if the 'first impression' is true. For example, let's say you go to a party, and you see a very attractive woman. Looking at her, she seems to come across as sweet and sexy. You go over and introduce yourself, and after spending a little time with her, you discover that she is (in reality) a 'major bitch'. This would be the result of the woman having a high Presence, and a low Charm score. Do not misunderstand me though, a character can have a low Presence, and still be attractive—they may just come across as 'snobby looking' or 'sinister looking', etc. A character can have a high Presence and be unattractive—instead looking 'kind' or 'grandmotherly'.

Darien has a Presence of 7 (low), and I have chosen to make him come across as 'Sinister'. Therefore I will note 'Sinister' in the blank space below 'Presence' on the character sheet.

Presence	7
'Sinister'	N/A
Intelligence	11

17. **Determine Luck Points:**
To determine 'Luck Points', simply roll a d20. Take the result of the d20 roll, and add the character's Karma Modifier. This will give you your total 'Luck Point Score'. Luck cannot be 'Modified' below 1 at 'Roll-Up'.

I rolled an 18 for Darien; +6 for his 'Karma' gives him 24 Luck Points.

18. **Determine Wealth Level/Status:**
To determine your character's Wealth Level, simply roll a 'Very Difficult' Karma Resistance Roll, and compare the results to the list below:

Fumble: Roll a d4, on a roll of 1 or 2, the character is 'Flat Broke'—on a roll of 3 or 4, the character is 'Destitute'.
Failure: The character is 'Common'.
Success: The character is 'Wealthy'.
Critical: Roll a d20, on a roll of 1-18 the character is a 'Noble' (or similarly positioned character)—on a roll of 19-20 the character is a member of 'Royalty' (or similarly positioned character).

I roll for Darien [(18+10) - 20 = 8 or less on a d20] and I roll an 8, a 'Success'! Therefore, Darien is considered 'Wealthy'. It seems that Darien's 'survivor skills' paid off (or it could be that he came from a wealthy family; we'll find out in his history). On **'Status/Title'**, I will write 'Wealthy' (and perhaps 'Master Assassin').

If the character attains a 'Royal' status, roll a d20 to determine the position of power of the character (a '1' places the character next in line to assume the 'throne'/seat of power).

The effects of the Wealth Level attained (aside from the obvious) will be revealed as we progress throughout the remainder of this book.

19. **Increase 'Body' and Charm:**
In your character's life, he may have been able to increase his physical attributes, and his Charm through training and/or lifestyle.
There are three factors involved in determining this: Age, Wealth Level, and Environment. A point system is used to alter the Attributes—Age reflects the number of 'opportunities' to alter the Attributes, and the difficulty in applying the effect; Wealth Level reflects the access to nutrition, training, benefits, etc.; and Environment reflects the lifestyle effect (prolonged disease, living in unhealthy conditions, etc.).

Base Points:
Age 16 = 1, +1 for every 5 years thereafter.

Modifiers:
Wealth Level of 'Flat Broke' = -2, 'Destitute' = -1, 'Common' = 0, 'Wealthy' = +1, 'Noble' = +2, 'Royal' = +3

Traumatic Event (past or current prolonged illness, concentration camp, etc.) = -2

Live in unsanitary conditions = -2

Sedentary Lifestyle = -2

Active Lifestyle = +2

Special (up to RM—special training, labor giving productive exorcise, etc.) = +1 to 5

Add up the total points. If the number is negative, go to **'Altering the Attribute'** below. If the number is positive, divide the total by the number (corresponding to the age of the character) listed below (**round down**):

Age:	Number:
16-25	1
26-40	2
41-60	3
61-70	4
71-80	5
81+	6

Base Points			
1 at age 16, +1 per 5 years thereafter			
Modifiers			
Flat Broke	-2	Traumatic Event	-2
Destitute	-1	Unsanitary Conditions	-2
Common	0	Sedentary	-2
Wealthy	1	Active	2
Noble	2	Special	1 to 5
Royal	3	Other	Up to RM
Add results, if negative go to next step, otherwise…			

Divide by…	**If character age is…**
1	16 to 25
2	26 to 40
3	41 to 60
4	61 to 70
5	71 to 80
6	81+

Altering the Attribute:
If the point total is a **negative number**, this will be the number of

'Body Attributes' (and or Charm), of the Player's choice, that may possibly be *reduced*. Roll a d20—if the number rolled meets or exceeds the current Attribute score, the Attribute drops by 1 point. The same Attribute may be affected multiple times if the Player so chooses (the Attribute can be reduced to no lower than '1' at 'Roll Up').

If the point total is a **positive number**, this will be the number of 'Body Attributes' (and or Charm), of the Player's choice, that may possibly be *raised*. Roll a d20—if the number rolled meets or exceeds the current Attribute score, the Attribute raises by 1 point. The same Attribute may be affected multiple times if the Player so chooses (the Attribute can be raised no higher than the racial/gender maximum at 'Roll Up').

Darien is 35, so he gets a base of 1 (for age 16), +1 at 21, +1 at 26, +1 at 31 for a Base Total of 4. He then gets a +1 for being Wealthy, +2 for living an Active lifestyle (he works out, hones his skills, etc.), and (after speaking with the RM and getting the 'okay') a +1 for Special Training. This gives Darien a total of 8. Darien is 35, so I will divide this total by 2—giving me a new total of 4 [had he been 41, I would have divided by 3—for a total of 2 (after 'rounding down')].

I then decide that I will try to raise Darien's Health (Score of 8)—I roll a 10 on a d20, and it rises by 1. I then try 'Health' again—this time I roll a 3 and fail. I decide to try a third time—rolling a 20, causing Darien's Health to rise by 1 more point. On my fourth and final attempt, I try to raise his Strength (Score of 13)—I roll a 12 and fail.

20. **Quirks: (Optional—up to RM)** 'Quirks' are things that make each individual different. In **Mystic Rune™**, 'Quirks' could allow a character to exceed his racial or gender 'Attribute Maximums'; have increased 'Luck'; or (in rare instances) start the game with a disease. If the RM allows, you would roll a 'Difficult Karma Roll' to determine how many 'Quirks', if any, your character has. I will have a sample list of a few below; I urge the RM to create his own list to suit his own taste (and the various Races that populate his Campaign World).

    Result of roll: Critical = 2d4; Success = d4; Failure = none; Fumble = d4 'Bad Quirks'.

    Sample 'Quirks' (Roll a d10 and match the result to the chart below):

d10	Good	Bad
1	+d10 to 'Luck'	-d10 to 'Luck'
2	+d6 to resist 'Magic'	-d6 to resist 'Magic'
3	+d4 to any 1 Attribute	-d4 to any 1 Attribute
4	'Light Sleeper'-- as the skill of the same name	'Hard Sleeper'-- must make a 'Difficult' Willpower roll to be awakened prematurely
5	+d6 to resist poison	-d6 to resist poison
6	+d6 to resist diseases	-d6 to resist diseases
7	+d6 modifier to Perception	-d6 modifier to Perception
8	+d6 modifier to 1 Skill	-d6 modifier to 1 Skill
9	+10% to Life Point Total	-10% to Life Point Total
10	Ambidextrous-- as the skill of the same name	Suffer from a disease or curse

When rolling a die for one of the

'Quirks' listed above, the result will be permanently applied to the character. For example, if a character attained the 'Quirk' "+d6 modifier to Perception"—a d6 would be rolled, and the result would be added to the character's Perception Modifier. You would not roll a d6 each time the character used his Perception Skill.

I roll to see if Darien gets any 'Quirks'. Darien has a Karma of 19, +10 = 29, -15 (Difficult) = 14. I have to roll a 14 or lower on a d20. I roll an 18 and 'Fail'.

21. **Adjust Attribute Modifiers/Character:**
At this point, you will need to go through and adjust your character's modifiers (and make any notes needed) to reflect any changes you have made so far.

The only changes made to Darien so far, is an increase in Health from a Score of 8 to a Score of 10. The Modifier for Health remains 0.

22. **Point Pool:**
Determining the reminder of your character's 'Point Pool' ('Luck' has already been determined) is very simple—just do the following:
Sanity = 10 + a roll of a d10

I roll a 4 on a d10, giving Darien a 'Sanity' of 14.

Spell Points (Wizard) = a number equal to the character's Mystic Power Score as a Base. In order for you to determine the final, starting Spell Points for Wizard characters, you must come back and modify the Spell Point total after determining the character's Skills (detailed a little later). To modify the Base Spell Points, the character must be over age 25. The number of years older than 25 the character is determines a 'multiple'. The 'multiple' is used to multiply against a random die roll.
If the character is a Wizard, he will have to be skilled at Spell Craft—his level of skill will determine which die-type you will use.

Base Score of…	Die-type
1 to 5	1
6 to 9	d2
10 to 13	d3
13 to 17	d4
18 to 20	d6

Darien is 35, and (as I stated earlier) he 'dabbles' in magic. I am going to give him a 'Base' Spell Craft of '8' (determined a little farther in this section). Therefore, I would go by the following equation to determine his Spell Points: Mystic Power of 9 as a base—Modified by [(Age of 35 – 25 =) 10 x (I roll a d2, and get a 1) 1 =] 10, for a total of 19 Spell Points.

Spell Points (Priest) =
This will vary priesthood to priesthood (dependant upon what the RM has in mind). Some priesthoods may have a legion of spells, while others may not, by nature, be inclined to be linked to magic. Therefore, the amount of spell points available to a priest may be different than the example I give below (depending on what the RM has in mind for

the priesthood in question).

Base = Mystic Power Score
Modify as follows:
The number of years the character has been in the priesthood x '?'

The '?' equals a die type the RM feels is appropriate.

Example: The RM has a priesthood available that primarily act as teachers, nurturers, etc.; and, aside from a few curatives, they have little use for magic. The RM decides that, because of their nature, the '?' would equal '1'.
The RM could have another priesthood that has a large compliment of spells, deciding that the '?' would equal the roll of a d6.

RM's: this will be discussed in greater detail in the RM Section of this book.

Faith =
If your character is among the faithful, Faith Points will be determined as follows:
Worshippers = Age ÷ 5
Priests = As Worshippers + (Number of years in the priesthood x d4)
Only a total of '20' active Faith can be listed here—all excess will be listed under 'Reserve'.

Darien puts his faith in no one but himself—therefore I will not worry about determining 'Faith Points'.

Reserve =
Any 'Faith Points' exceeding a total of '20' would be listed here.

23. **Fatigue Rating:**
To determine Fatigue, simply take your character's Endurance Score, and modify it with the Health Modifier. The resulting Score will be the character's 'Total Score'. ¾ the 'Total Score' (or 'Total Score' times .75) will be the Score for 'Minor'—proceed with each level of Fatigue until you have all of the Ratings filled in.

Darien has an Endurance of 10, and a Health Modifier of 0. 10 + 0 = 10. Therefore, Darien has a Fatigue Rating of 10. ¾ of the 'Total Score' is (7.5, rounded to…) 8. ½ of the 'Total Score' is 5—and so on.

24. **No Food, Water, or Sleep:**
To determine how long a character can go without food, water, or sleep before detrimental effects take place is easy. First, average the character's Endurance and Health Score—this number will be used to achieve the desired statistics. Second, divide the Average Score by 3 to determine how many days the character can go without food. Third, divide the Average Score by 5 to determine how many days the character can go without water. Finally, multiply the Average Score by 1.5 to determine how many hours a character can go without sleep.

(Average Endurance and Health) ÷ 3 = Days without Food

(Average Endurance and Health) ÷ 5 = Days without Water

(Average Endurance and Health)
x 1.5 = Hours without Sleep

Darien has an Endurance and Health of 10, this averages out to (10 + 10 = 20, ÷ 2) 10.

10 ÷ 3 = (3.33) 3 Days without Food
10 ÷ 5 = 2 Days without Water
10 x 1.5 = 15 hours without Sleep

You will learn more about the effects of Food, Water, and Sleep deprivation in **Chapter 4: Laws of Nature**.

25. **Regenerate Score and Vision:**
Regenerate = the character's Health Modifier

Vision, Normal = for all Human characters, 12 + d6. The normal Human range is a Vision Rating of 13 to 18. If the number falls below this range, the character will receive a –1 per point to all Perception and Throw Rolls, and all 'To Hit' Rolls for Missile Attacks. If the number is higher than this range, the character receives a +1 per point.

Alternate Vision types will be determined by the description of the Race or Special Ability that allows the Alternate Vision type.

Modifier to Vision due to Age:
-1 at age 30, -1 per 5 yrs of age thereafter. If the Vision Rating reaches a score of 1, the reduction is at the rate of .1 (instead of 1) per 5 yrs.

You will learn more about Vision Ratings in **Chapter 4: Laws of Nature**.

Darien has a base Vision Rating of 12, + the roll of a d6 (I roll a '3') = 15. He is 35, so he has the Score reduced by 2 points, for a total Vision Rating of 13.

26. **Trauma Scores:**
To determine the respective Trauma Scores, do the following:
Mental = Average of Current Sanity and Willpower.
Physical = Average of Endurance and Willpower.
Spiritual = Average of Mystic Power and Willpower.

Darien has a the following Scores:
Mental = (14 + 18 = 32, ÷ 2 =) 16
Physical = (10 + 18 = 28, ÷ 2 =) 14
Spiritual = (9 + 18 = 27, ÷ 2 = 13.5 =) 14

27. **Combat:**
The Skills Grab, Throw, Dodge, Jump, and Wrestle will be discussed when we get to number **35** below. Skip these for now, and we will move on to 'Hit Base'.
Hit Base = Roll a d6; the resulting Score is the character's 'Hit Base'. Modify with the character's Agility (Ag) Modifier.
Parry Base = Roll a d6; the resulting Score is the character's 'Parry Base'. Modify with the character's Agility (Ag) Modifier.
Damage Modifier = Match the character's Strength Modifier to the table below—the associated die-type is the character's 'Damage Modifier'.

Strength Modifier:	**Die-Type:**
-7	-d10
-6	-d8
-5	-d6
-4	-d4
-3	-d3
-2	-d2
-1	-1 point
0	0
+1	+1 point
+2	+d2
+3	+d3
+4	+d4
+5	+d6
+6	+d8
+7	+d10

For Modifiers of +8 or higher = use the die-type for "+7" and the die-type for the remainder (using the least possible number of die-types). **Example** = a +8 Modifier yields the die-type for +7 (d10) and +1 (1 point) (7 + 1 = 8) or d10+1. A Modifier of +18 yields the die-type for +7 twice, and the die type for +4 (7 + 7 + 4 = 18) or 2d10+d4.

Another way to look at it is, divide the Modifier by 7—the number of times 7 will go into the Modifier, is the number of d10 to use. The remainder is the additional die-type. **Example** = 18 ÷ 7 = 2 with a remainder of 4—therefore, you would use 2d10 + (the die-type for a Modifier of 4) d4.

Number of Attacks/Actions:
The Base number of Attacks/Actions a character can perform in a Segment of Combat is equal to the character's Speed ÷ 5.

Surprise:
A character's 'Surprise Score' is equal to his Wisdom, modified by his Speed Modifier.

Darien has a Wisdom Score of 13, and his Speed of 20 yields a +7 Modifier. 13 + 7 = a Surprise Score of 20.

28. **Determine 'Life Points':**
Average the character's Endurance and Health Scores—this will be his 'Max LP'. The full number is used for all 'Hit Locations' except for the hands and feet-- ½ the number is used as the 'Max LP' for these 'Hit Locations'.

Multiply the 'Max LP' of each 'Hit Location' by .75 to get '¾ LP', and by .5 to get '½ LP'.

Darien has an Endurance and Health of 10, which averages out to (oddly enough) 10. Darien's 'Max LP' for all 'Hit Locations' (except hands and feet) is 10. Darien's 'Max LP' for his hands and feet is at half of 10, or 5.

29. **Psychic Combat:**
This will be covered in **Chapter 7: Psychic Powers**—so we are going to skip this for now.

Psychic Powers are rarely used in fantasy games, but it was included in the rules for those who wish to use it.

30. **Encumbrance Scores:**
To determine a character's 'Unencumbered Score' (in pounds), use his Strength Score and multiply it by 'X'. 'X' is determined by using the number in the chart below that

corresponds to the 'Strength Range' listed.

Strength of…	**Multiply by…**
1 to 7	2
8 to 13	5
14 to 20	7
21 to 25	10

Every range of 5 points thereafter (26-30, 31-35, etc.), increase the multiple by 1 (to 11, then 12, 13, etc.)

Darien has a Strength Score of 13. Looking at the chart, I see the multiple is '5'. 13 x 5 = 65. Darien can carry from 0 to 65 pounds without any loss of movement, etc.

Max Lift = 'Unencumbered' x 5
Lgt Enc = 'Unencumbered' x 2
Mod Enc = 'Unencumbered' x 3
Hvy Enc = 'Unencumbered' x 4
Vry Enc = 'Max Lift' - 1

Darien's 'Unencumbered' Score of '65 lbs' would become: Max = 325 lbs, Lgt = 130 lbs, Mod = 195, Hvy = 260, and Vry = 324 lbs. If, for example, Darien carried between 66 lbs and 130 lbs, he would be 'lightly encumbered'. At 131 lbs, he would be 'moderately encumbered'

31. **Movement Rate:**
The Base overland Movement Rate for normal-sized Humans is 20. This will be modified by variations in Size Catagories (see **Chapter 3: Laws of Nature** and the chart at the end of the segment). The Base overland Movement Rate for other creatures will be listed in their descriptions.

The Base swimming Movement Rate for Humans is ¼ their Land Base.

The Base Movement Rates for burrowing or flying will be listed in the description of the creature, or special ability, that allows this form of travel.

Modifiers to Movement:
For Humans, The Land Movement Modifier is equal to the character's Speed Modifier.

For Humans, The Swim Movement Modifier is equal to ¼ the character's Speed Modifier.

Size Category	Movement Base is…	Size
Minute	Base Move ÷ 5*	6" or less
Very Tiny	Base Move ÷ 4	6" to 1'
Tiny	Base Move ÷ 3	1' 1" to 2'
Small	Base Move ÷ 1.5	2' 1" to 4'
Medium	Base Move	4' 1" to 7'
Large	Base Move x 1.5	7' 1" to 12'
Huge	Base Move x 3	12' 1" to 25'
Gigantic +	Base Move x 4**	25' 1" +
* = +1 to the divisor for every 1" below 6"		
** = +1 to multiplier for every 10' over 25'		

It is no accident that the chart for 'Movement and Encumbrance' on the character sheet lines up like it does. When a character is at 'Light Encumbrance', he is at ¾ his normal movement rate—which is also the rate of movement for an unencumbered character to climb a flight of stairs.

32. **Determine Skill Category Modifiers:** (on page 2 of the Character Sheet)
Some Skill Categories will use the Modifier of a single associated Attribute Score—others will require you to average multiple Attributes, and use the

new Score to determine a Modifier.
Agility = Agility Modifier
Communication = Average Wisdom, Charm, and Presence
Knowledge = Intelligence Modifier
Manipulation = Average Intelligence, Wisdom, and Agility
Manual = Average Strength and Agility
Perception = Wisdom Modifier
Magic (except 'Summon' and 'Turn') = Average Mystic Power, Presence, and Willpower
Magic ('Summon' and 'Turn') = Average Mystic Power, Charm, and Willpower
Special: On the front page of the Character Sheet, under the 'Combat' section are the Skills Grab, Throw, Dodge, Jump, and Wrestle. Under 'Weapons' is the Skill 'Brawling'. You will need to notate their Modifiers as well.

Grab, **Throw**, the character's **Hit Base**, and **Parry Base** all are modified with the Agility Modifier. The modifier for Hit Base and Parry Base are only listed to remind you that when your character picks up a weapon he is unskilled at, you will be able to use the Modifier to modify your character's chances to hit or parry.

Dodge = Average Agility and Speed
Jump = is a 'Manual' Skill
Wrestle = Average Agility, Strength, and Speed
Brawling (like 'Grab' and 'Throw') = is an 'Agility' Skill

33. **Determine 'Maximum Spell Difficulty':**
To determine the Maximum Spell Difficulty that a character can normally memorize and cast—use the associated Attribute (listed below) and add 5 to the Score. Match this number to the 'Resistance Difficulties' (Average, Hard, etc.)—If the number is equal to or higher than the Resistance Number, he can normally cast spells up to and including that Difficulty.

Difficulty	Resistance
Very Easy	0
Easy	5
Average	10
Difficult	15
Very Difficult	20
Hard	25
Very Hard	30
Ext. Hard	35

Wizards = use Intelligence
Priests = use Wisdom

Darien has an Intelligence of 11. 11 + 5 = 16. Matching '16' to the 'Resistance Chart', we discover that Darien can normally cast spells with a Difficulty up to 'Difficult'.

34. **Further effects of age:**
Characters that are 41+ yrs of age attain a –1 modifier to rolls for the Skill 'Perception'. There is an additional –1 penalty for every 10 yrs of age over 41.

The RM may also impose other benefits or penalties to a character, dependant upon his age (physical/mental ailments,

disease, etc.).

35. **Determine Base Skill Scores:** Starting Skill Bases come in three forms, those marked with a '+', those marked with an 'x', and those that are unmarked.

    Skills marked with a '+' are 'Free Skills' that come to most people naturally. Skills marked with an 'x' are skills that start out as '0' (a character who is untrained would have no clue how to do it)—and must be learned (or have Skill Points applied to them—see number **36** below). Skills that are unmarked are skills that an untrained character could attempt—or have a basic understanding of (though only slightly).

    Special: A character's 'Own Language'—while marked with a '+', starts with a Base of 10 (for adults)—the result of the die roll will be added to the Base of 10.

    Age has an effect on what die-type to use to determine what these 'Base Scores' are:

    Age 0-2:
    Skills marked '+' = 1
    Own Language = d4 total
    Unmarked Skills = 0

    Age 3-4:
    Skills marked '+' = d2
    Own Language = d6 total
    Unmarked Skills = 0

    Age 5-6:
    Skills marked '+' = d4
    Own Language = d8 total
    Unmarked Skills = 0

    Age 7-9:
    Skills marked '+' = d6
    Own Language = 5 Base
    Unmarked Skills = 1 Base

    Age 10-12:
    Skills marked '+' = d8
    Own Language = 7 Base
    Unmarked Skills = d2 Base

    Age 13+
    Skills marked '+' = d10
    Own Language = 10 Base
    Unmarked Skills = d3

    Roll/Apply scores for all allowed Skills. The listed scores will be the base-value to which you will apply Skill Points (see number **36** below).

    The Skill Category 'Magic' is marked with an 'x'. All of the 'Magic' skills start at a base of '0'.

36. **Determine Skill Points:** Skill Points will be used to increase the various Skill Scores for your character during 'Roll Up'. Age will have an effect on the starting Skill Point total.

    Base Skill Point Total:
    100, + (d10 x 10), + (the character's Intelligence Score x 10) = Base Skill Points.

    Modifiers:
    +100 points if the character is **Human** (Non-Humans may get a percentage of this total, or no bonus at all—this will be discussed in the RM Section of this book).
    If over age 25: + (Age –25) x d6
    If under age 20: - (20-Age) x 15 (if this modifies the character's

Skill Point Total to a negative number, the Skill Point Total is '0').

Darien receives 100 + (I roll a 4 on a d10, x 10 =) 40, + (Intelligence of 11, x 10 =) 110 = 250. Darien is Human, so he gets an additional 100 points, for a total of 350 points. Furthermore, Darien is 35—giving him [35 – 25 = 10, x (I roll a 5 on a d6) 5 =) 50 additional points, for a grand total of 400 Skill Points to increase his Skills with

Write your total Skill Points on a piece of paper, you will be spending them shortly.

37. **Free Skills and Fields of Study:** Your character will receive a number of Free Skills and Fields of Study dependant upon his

Skills and Fields of Study will be discussed in detail in **Chapter 3: Skills**.

'Wealth Level' (see the chart at the end of this segment). For each Free Skill/Field of Study 'spent', roll a d10. Multiple Free Skills can be spent to increase a single skill, but a roll that places the Skill Base over 20 (the maximum) will have the excess points lost.

For the sake of argument, let's say that Darien has a Base 'Move Quiet' Skill Score of 9. If I choose to spend a Free Skill on it, and I roll a 10 on a d10, the Score would now be '19'. If I chose to use another Free Skill, regardless of what I rolled, the Skill Base would rise to no higher than '20' (1 point)—that would be a waste, so I would not choose to use any more 'freebies' for this Skill.

Destitute/Flat Broke:
Free Skills = d2
Free Fields of Study = 1

Common:
Free Skills = d4
Free Fields of Study = d2

Wealthy/Noble:
Free Skills = d4 + 1
Free Fields of Study = d3

Royal:
Free Skills = d4 + 2
Free Fields of Study = d3 + 1

Culture may dictate where to spend Free Skills. For example: Free Skills devoted to the profession of the character's father. The father passed down his knowledge to the son.

38. **Spend Skill Points:** You may notice that on the Character Sheet, next to the title of each specific Skill, there is a number. This number is a representitive of how hard a Skill is to learn and advance in. The corresponding difficulty is as follows:
1 = Average
2 = Difficult
3 = Very Difficult
4 = Hard

The numbers have another meaning as well—it is the number of points you must spend in order to increase the Skill Base by 1 point. If a Skill has a 3 next to it, you must spend 3 points for every 1 point the Skill increases.

At this point, you will need to take the Skill Point Total you have written down, and apply them (spend them) on the Skills you want to increase. This will set into stone everything the character has learned up to the point that you begin playing him.

You may also use your Skill Points to 'purchase' Special Skills. These skills will have a 'Total Point Cost' associated with them. You simply spend the allotted amount, and your character possesses the skill. For more information on this, see **Chapter 2: Skills**.

39. **List any other Skills and Powers:**
    If your character possesses any other skills or abilities that are not listed on the Character Sheet (which you have worked out with the RM), note them (and their associated Skill Score/Notes) in the appropriate boxes on the Character Sheet. Be sure to adjust the character's total Spell Points (number **22** above) if necessary.

40. **Equiping the Character:**
    Equiping your character comes in four stages:
    1. Determine free equipment attained due to Skills possessed (if the RM allows).
    2. Roll for 'Special Items' your character may have attained in his life.
    3. Determine Wealth (what cash is available to purchase starting equipment).
    4. Fine tuning Wealth with the RM (My guy is a nomad, can I 'cash-in' the home and lands that normally go with my 'title' for more money?)
    5. Purchasing starting equipment (your character has accumulated 'stuff' throughout his lifetime).

Free Equipment based on Skills:
If the RM allows, some skills (set at a certain Skill Level or above) allows a character to begin with an item that goes with the Skill (such as a lab for a master Alchemist). See **Chapter 2: Skills** for more details.

Roll for 'Special Items':
Special Items may not be Magical Items—it could be a map, an hierloom, etc. The RM will determine what the Special Items are.

To determine if your character recieves any Special Items, make a Karma Resistance Roll versus a Difficulty based on your character's Wealth Level.

Flat Broke = Extremely Hard
Destitute = Hard
Common = Very Difficult
Wealthy/Noble = Difficult
Royal = Average

Age will act as a Modifier to the Difficulty Rating. For **every 5 years** of age **under 20** the character is, **add 1 point** [At age 15, Difficult (Resistance 15) becomes a Resistance of 16].
For **every 5 years** of age **over 25** the character is, the Resistance is **reduced by 1 point** [At age 30,

Difficult (Resistance of 15) becomes a Resistance of 14].

The number of items received depends upon the result of the Resistance Roll:
Critical = d4+1
Success = d2
Failure = None
Fumble = 1 Cursed item, or an item that otherwise causes the character stress (Example: a useful item that is obsessively wanted by an evil creature).

Determine Wealth:
Wealth Level and age dictates what amount of funds your character has to purchase equipment with. The funds will be listed as a generic unit of money called 'Units'. The RM will have specifics money types with his Campaign.

Flat Broke = d100 x .01 Units
Destitute = Character Age ÷ 2 Units
Common = Age x d4 Units
Wealthy = Age x 2d4 Units
Noble = Age x 10 Units*
Royal = Age x 20 Units*

***Nobles and Royals** gain extra 'perks'. In addition to the cash listed above they *could* recieve…

1. d10 personal guards. These guards serve as a duty out of loyalty, but require pay/reward in order to survive (after all, their full time job is guarding your character).
2. The Player's choice of either a light warhorse with an 'over-lay' bearing the Noble's 'coat of arms', a carriage bearing the Noble's 'coat of arms'—pulled by 2 riding horses, or a page/errand-boy that serves out of duty/loyalty alone (he does not require pay—but he does need to be fed and cared for).
3. 5d20 acres of land. Roll a d4 for quality: 1 = poor, 2 = good, 3 = excellent, 4 = superior.
4. A (100 x 5d10 square foot) dwelling made of (roll a d4: 1 = sod, 2-3 = wood, 4 = stone). If the dwelling is large and made of sod, the RM may desire to have it broken down into several dwellings that comprise the total size rolled.

This list of additional items is generic, and will have to be worked out with the RM, to fit the Campaign he has created. He may deny any or all of the above listed items—or he may have a list to fit specifically with the region and/or family your character comes from.

Fine tuning Wealth with the RM:
If your character is not the type to have a house and home, you may be able to 'sell' the items back to the RM for its cash equivalent. Likewise, if a magic item is randomly assigned (via a chart, etc. the RM uses) that does not suit your character (Example: a holy warrior with a demon sword)—the RM may 'trade up' with a different item. This is completely at the RM's discretion.

41. **Receive other items:**
The RM may give your character other items that suit your characters position or station. A good example would be a

Priest's holy symbol—or a Wizard's Spell Book.

If the RM decides to *give* Wizard characters a spell book, I would suggest a book that keeps in size and scope of the character's age and Wealth. The book would be one that was handed down, purchased, collected, or stolen during the character's life up to the point you begin playing him.

Sample Spell Book size (round page totals off to the nearest 5 pages—a book of 94 pages would become 95 pages)
Flat Broke = Age ÷ 4
Destitute = Age ÷ 2
Common = Age x 5
Wealthy = Age x 10
Noble/Royal = Age x 20

Another method the RM could use is to use the character's maximum Spell Point total in the equation. The theory would be that the more powerful the Wizard, the more spells he has available.

42. **Purchase Equipment:**
Use your character's acquired funds to purchase his starting equipment. Details of equipment and its cost can be found in **Chapter 8: Money and Equipment**. You may want to save some of the money for the character to have as 'pocket change' when the game starts (see number **46** below).
43. **Determine the total weight carried:**
All of those weapons and armor, and other equipment your character carries can hold him back. Be sure to note the weight of each item carried (including Spell Books) and add up the total for the purpose of determining Encumbrance.
44. **Ask the RM about friends, family, and 'Contacts':**
Your character has lived 'x' number of years before you got a hold of him—it is very possible he has friends and relations out in the world. Your character may also have 'Contacts' in various areas that may be of use to him. Is your character the part of an organization? What title/position does he hold in the church? Is he a wanted man? These are details you need to work out with the RM.
45. **Fill in the Gaps**:
This would be the time to do some 'fine tuning' to your character—is your character right-handed, or left-handed? What is his sexual orientation? Does he have any hobbies? And so on.
46. **Spell Casters need to attain Spells**:
At this point, you need to use whatever method your RM desires to determine what spells your character has access to (in his book). The RM may allow you to choose your spells from a list, or he may desire to randomly roll for available spells, etc. Check with your RM.
47. **Starting the Game With New Spells, Magic Items, and/or Potions.**
I am sure that on more than one occasion, when playing other games, you have asked-- 'can I cast a spell or two before we

play?' or 'I want to have already summoned a demon'. At this point your GM may have stammered and looked from exit to exit trying to find a way out of this situation. You can now tell him to Relax. I have this as a normal part of Character Creation.

It is perfectly reasonable that the character in question, having lived a life before play, could have had spells cast, demons or familiars summoned, and/or poisons manufactured. The trick to all of this is deciding how many spells, demons, etc. have been created/cast/summoned/etc. prior to play, and what effect it will have on the character. We will determine this with the rules below.

Keep in mind the following things when you read the rules listed below:
1. The character's Spell Point, Luck, and Wealth total may not accurately reflect expenditure from casting, creating, or summoning spells, Entities, magic items, or alchemical potions. This is because it would be very difficult and time consuming to 'role-play' each of these events out with each individual Player prior to the initial game session. If you choose to do so, then you have no need for the rules below. The character may not have all of his Luck Points, but he has a magic item. He may not have all of his Spell Points, but he has a bound demon. Hey, it could be worse… Your RM could have role-played it out. He could have disallowed any chance for you to do it.
2. The character must have the Spell, Spell Points, Summoning, etc. in question in order to perform the act desired. In other words, a character cannot cast a 'Contingency' of "'Fireball' upon death" if he doesn't have enough Spell Points to cast them both at the same time.
3. The character must have access to a lab to make alchemical potions.
4. Wealth (see number **40-42** above) may disallow any chance to create items/potions, etc.
5. Using the rules below, the character can create or cast spells; create magic items, recipes, or alchemical potions, salves, etc.; and/or Summon, Imprison, Bind, or Bond Entities, all at the RM's discretion.
6. It is up to the RM to impose any further rulings, maladies, or repercussions due to Fumbled Summoning, created spells, etc. If the RM desires to have a character start with reduced Life Points due to an unfortunate accident, so be it.

The Rules:
1. The events will be divided into three sets: Spells Cast and Created, Entities and Magic Items Created, and Alchemical Goods Created.

2. For each SET of events a character will have his full Luck. If he has 13 Luck, he will have 13 Luck for Spells Cast and

Created, 13 Luck for Entities and Magic Items, and 13 Luck for Alchemical Goods Created. The amount of Luck he spends within each category will be gone, and unavailable, for each successive event within that category.

For example, if a character has 13 Luck and he wishes to cast 3 spells. He could spend 10 Luck on the first spell, but would only have 3 Luck to spend on the second or third spell.

3. Each category will have a number of points configured to use for the purpose of 'purchasing' the chance to cast, create, summon, etc. (Akin to Skill Points used to purchase Skills). The cost of each event and the points used to buy them (Event Points) will be listed below. The Event Points attained for each category can only be spent within *that* category. Use them or lose them.

4. The amount of Luck, Spell Points, and 'Units' the character starts play with depends on the number of categories the character participated in. For each Set the character used Luck (even if he only spent 1 Luck Point), Spell Points, or a Wealth Modifier (see below)-- Luck, Spell Points, or 'Units' available for purchasing equipment will be reduced by 25% of the maximum total the character had. The character could conceivably begin the game with a total of ¼ his maximum Luck, Spell Points, and Wealth. Keep in mind though, that he could also start with a bound demon, a magic dagger, and a new spell.

5. All expenditures occur whether the character was successful or not. If he tries to summon a demon and Fumbles—tough-titties. He still spends the Spell Points, Luck Points, and Wealth.

6. There is give and take-- any character that Imprisons, Binds, or Bonds an Entity will only be spending the points to do that event; it will be assumed the prior requirements were performed successfully some time beforehand.

7. The brewing of a magical potion will take 1 event from the Spells Cast and Created and 1 event from the Alchemical Goods Created categories. A character would both be brewing and enchanting the potion.

Event Points:
Spells Cast and Created: (age ÷ 5) + (Spell Points ÷ 5) = Event Points

Entities and Magic Items: (age ÷ 5) + (SP ÷ 5) + Wealth Modifier = Event Points

Alchemical Goods Created: (age ÷ 5) + Wealth Modifier = Event Points

Wealth Modifiers:
Flat Broke = -10
Destitute = -5
Common = 0
Wealthy/Noble = +3

Royal = +25 - (number in line to throne)

Event Cost:
Spells Cast and Created:
VE = ½, Easy = 1, Avg. = 2, Difficult = 4, VD = 8, Hard = 16, VH = 32, EH = 64

Entities and Magic Items:
Summon/Imprison/Bind/Bond of a Minor Entity = 1/2/4/8; Lesser = 2/4/8/16; Greater = 4/8/16/32, Lord = 8/16/32/64

Magic Item: (The assigning of power to an item is at the RM's discretion) Minor = 4; Average = 8; Powerful = 16; Very Powerful = 32; Extremely Powerful = 64

Alchemical Goods Created:
(Cost is per dose)
Poison = Type (Type 1 costs 1, Type 2 costs 2, etc.); Magic Potion = Each level of Difficulty costs +1 point (VE = 1, Easy = 2, Avg. = 3, etc.) + Participation of another category; Medicines = +1 per Difficulty Level

48. **Develop a history for your character:** (Discuss this with your RM; 'Where and when was your character born?' 'What adventures, if any, has he been on?' etc.)

Darien's History:
Darien was born in the city of Kormera, which sits along the rocky coast of Andoria's eastern shores. His father, a noble merchant by the name of Dalmar Vormari, was a wicked and cruel man who spent his leisure time getting extremely drunk and beating his wife Salia. One night, when Darien was 11, Dalmar was in the process of beating Salia for serving his dinner too hot. Darien believed enough was enough, so he took a stand.

Leaping from the table, Darien landed upon his father's back. Dalmar flung Salia to the side to deal with the threat; in doing so, Salia struck her head on the hearth and died. Dalmar pulled Darien from his back and punched him in the face, sending Darien hurtling to the floor. As Darien rose from the ground, Dalmar turned and noticed his wife's condition. In a voice of pure evil, Dalmar spoke to Darien. "Look what you made me do, boy!" He exclaimed, as he pulled a knife from the table. Darien looked first at his helpless mother, dead upon the floor, then his father. He knew he would soon be dead, so he threw an over-turned chair at his father, then ran for the door. Dalmar deflected the chair, and beating Darien to the door, slashed him across the face. Darien did not let loose a sound; instead, he kicked his father in the groin and ran for the window. Darien barely managed to escape before his father rose to make chase.

Darien returned to the house later that day to see his father pay for the murder of his mother; instead, he arrived in time to see his father pay a bribe to escape justice. Darien was furious, and

vowed revenge. He waited until his father drank himself to sleep, then he slipped into the house. He took the knife his father used from the table, and plunged it into Dalmar's heart. Darien then looted his father's possessions and fled to the streets of Kormera.

Darien spent the next 10 years learning all he could about stealth. Slowly developing a feeling of apathy toward his fellow man, Darien also learned the art of murder; and began making a living removing the 'trash' from society. He justified his profession by proclaiming that there is greed and corruption and wickedness behind everyone's social veil.

At the age of 21, Darien became a member of Kormera's Guild of Assassins. Since that time, Darien has done away with many elite members of Kormera's ruling class, as well as city officials, and the occasional commoner. Darien has done each job without remorse or emotion; and because of this, he has been dubbed 'The Merciless'.

About 3 years ago, Darien was sent to murder the wizard 'Taglieri'. As he studied Taglieri's habits and life, he became interested in the methods of wizardry, believing it would aid him in his profession. Darien was given an open amount of time to kill Taglieri, so he sought him out as a mentor (telling the guild he was going 'undercover').

Over the next 2 years, Darien and Taglieri became friends, and Darien learned the basics to spell casting; but professional pride had to take precedence, so Darien had to return to his original task. One night during dinner, as Darien and Taglieri sat laughing and talking (typical of their evenings), Darien took a knife from his boot and slit Taglieri's throat. As Taglieri lay dying, gazing up at his 'friend' in disbelief, Darien rose from the table and walked away. Darien has never had a friend before, or since, he met Taglieri.

I understand that Mystic Rune™ Character Generation is a very involved process, but the payoff is that after you are done, you will only have to reference the Rule Book for Spell Descriptions and the like.

Mystic Rune™
Character Generation Summary

Character Generation Summary:

1. **Player Name:** Your Name Here.
2. **Character Name:** Choose your character's name.
3. **Choose the general make-up of your character.** In other words, decide what your character is going to be like. If you have a general idea of what you want before you begin, it makes it easier to place 'Attributes', 'Skill Points', etc.
4. **Race:** Choose your character's Race. Your RM will have the details of Races for you to choose from.
5. **Nationality:** Your RM will have a list of regions for you to choose.
6. **Religion:** Your RM should have a list of available religions to choose from.
7. **Status/Title:** Leave this blank until you get to the part that determines 'Wealth Level'.
8. **Age:** The RM may want you to randomly determine this, or set limitations, etc. Check with him.
9. **Sex:** Yes, I know… a lot.
10. **Size:** Unless you are playing a special character, or an alternate Race, this is usually 'Medium'.
11. **Height:** Set this within racial boundaries.
12. **Weight:** Set this within racial boundaries.
13. **Hair/Eyes:** Set this within racial boundaries.
14. **Determine Attribute scores:** Attributes are rolled/modified dependant on the age and sex of the character.
    The effects of age (and sex) are as follows: You will roll your Attributes normally (regardless of the starting age of your character)—then adjust the appropriate scores dependent upon age. If your character's starting age is below 16, keep a record of the original Attribute scores. The initial scores are what your character will 'grow into' when he reaches 16 years of age (the age in which he will have 100% use of his 'adult' statistics).
    At age 41, a character begins a downward progression in his physical Attributes. Essentially, a character will be in peak form between the ages of 16 and 40. Prior to age 16, the character does not have full use of his abilities—after age 40, a character begins losing his 'edge'.

The RM may have races available other than 'Human'—each race may have its own specific method of Attribute generation. Examples of other Races and the manner to generate their Attributes will be found in the RM portion of this book.

Human females will have a maximum Strength equal to 80% of their die roll. In other words, whatever a player places as his female character's Strength attribute, he then multiplies that score by .8 to get the actual Strength Score. From birth to age 15, male and female characters have the same Strength range. After age 15, the female meets her max Strength at (Strength x .8)—Making adult males (on average) 20% stronger than their female counterpart.

Mystic Rune™
Character Generation Summary

Multiply the appropriate Attribute by the number listed (up to age 16) in the chart below.

Age	Attributes					
	Strength	End	Hlt	Agil	Spd	Wisdom
0-2	0.1	0.25		0.1	0.2	0.1
3-4	0.2	0.25		0.25	0.4	0.2
5-6	0.3	0.25		0.4	0.6	0.4
7-9	0.4	0.5		0.6	0.8	0.6
10-12	0.5	0.5		0.75		0.8
13-15	0.75	0.75				
16-25	***					
26-40						+1 at 26**
41+	-1*	-1*	-1*	-1*	-1*	

* = With an additional –1 for every 5 years over 41.
** = +1 per 10 years over 26.
*** = Human females will be at .8 times Strength as their adult score.

The Mystic Rune™ rules has the Attribute 'Strength' lowered for Human female characters. This represents the fact that women are not as physically strong as men. If you (as an RM) believe this to be sexists, or otherwise offensive—don't use the rule. It is that simple. If the men and women of your fantasy campaign are equally capable of looking like Arnold Schwarzenegger—so be it.

14a. **Roll the Scores:**
Moving on…
…For Human characters, you will roll (15) 20-sided dice, recording each result separately. Drop the lowest 3 results, and place the remaining scores on the Attributes of your choice.

14b. **Modify the Attribute Scores:**
At this point you will modify the Attribute scores by the age, race, and sex of your character. No Attribute (except Wisdom) can be modified above the maximum allowed by Race or Sex, unless it is through special circumstance, divine intervention, or magic. The Human maximum for all Attributes is 20 (16 Strength for a Human female).

Furthermore, no Attribute (at Character Creation) can be reduced below 1 (during play, this can occur—the effects will be detailed in **Chapter 3: The Laws of Nature.** The possibility of further manipulation of the Attribute Scores will be discussed in step number **19** below.

15. **Place Attribute Modifiers:**
To determine what the modifiers are, simply give a (-1) for every point of an Attribute below 8—and a (+1) for every point above 13. All Attributes that fall between 8 and 13 have a modifier of 0.

At this point it would be best to only place the Modifiers for all Attributes except for 'Charm', and the 'Body Attributes' (Strength, Endurance, Health, Agility, and Speed). The reason for this is simple—you will be given an opportunity in step number **19** to increase these Attributes. After step **19** is complete, return to the remaining Attributes and determine their Modifiers.

16. **Choose 'Presence' Type:**
If your character has an extremely high (over 13) or low (below 8) Presence, you will need to determine what kind of Presence the character conveys.

Mystic Rune™
Character Generation Summary

17. **Determine Luck Points:**
To determine 'Luck Points', simply roll a d20. Take the result of the d20 roll, and add the character's Karma Modifier. This will give you your total 'Luck Point Score'. Luck cannot be 'Modified' below 1 at 'Roll-Up'.

18. **Determine Wealth Level/Status:**
To determine your character's Wealth Level, simply roll a 'Very Difficult' Karma Resistance Roll, and compare the results to the list below:

Fumble: Roll a d4, on a roll of 1 or 2, the character is 'Flat Broke'—on a roll of 3 or 4, the character is 'Destitute'.
Failure: The character is 'Common'.
Success: The character is 'Wealthy'.
Critical: Roll a d20, on a roll of 1-18 the character is a 'Noble' (or similarly positioned character)—on a roll of 19-20 the character is a member of 'Royalty' (or similarly positioned character).
If the character attains a 'Royal' status, roll a d20 to determine the position of power of the character (a '1' places the character next in line to assume the 'throne'/seat of power).

19. **Increase 'Body' and Charm:**

Base Points			
1 at age 16, +1 per 5 years thereafter			
Modifiers			
Flat Broke	-2	Traumatic Event	-2
Destitute	-1	Unsanitary Conditions	-2
Common	0	Sedentary	-2
Wealthy	1	Active	2
Noble	2	Special	1 to 5
Royal	3	Other	Up to RM

Add results, if negative go to next step, otherwise…

Divide by…	**If character age is…**
1	16 to 25
2	26 to 40
3	41 to 60
4	61 to 70
5	71 to 80
6	81+

Altering the Attribute:
If the point total is a **negative number**, this will be the number of 'Body Attributes' (and or Charm), of the Player's choice, that may possibly be *reduced*. Roll a d20—if the number rolled meets or exceeds the current Attribute score, the Attribute drops by 1 point. The same Attribute may be affected multiple times if the Player so chooses (the Attribute can be reduced to no lower than '1' at 'Roll Up').

If the point total is a **positive number**, this will be the number of 'Body Attributes' (and or Charm), of the Player's choice, that may possibly be *raised*. Roll a d20—if the number rolled meets or exceeds the current Attribute score, the Attribute raises by 1 point. The same Attribute may be affected multiple times if the Player so

chooses (the Attribute can be raised no higher than the racial/gender maximum at 'Roll Up').

20. **Quirks: (Optional—up to RM)**
    If the RM allows, you would roll a 'Difficult Karma Roll' to determine how many 'Quirks', if any, your character has. I will have a sample list of a few below; I urge the RM to create his own list to suit his own taste (and the various Races that populate his Campaign World).

    Result of roll: Critical = 2d4; Success = d4; Failure = none; Fumble = d4 'Bad Quirks'.

    Sample 'Quirks' (Roll a d10 and match the result to the chart below):

d10	Good	Bad
1	+d10 to 'Luck'	-d10 to 'Luck'
2	+d6 to resist 'Magic'	-d6 to resist 'Magic'
3	+d4 to any 1 Attribute	-d4 to any 1 Attribute
4	'Light Sleeper'-- as the skill of the same name	'Hard Sleeper'-- must make a 'Difficult' Willpower roll to be awakened prematurely
5	+d6 to resist poison	-d6 to resist poison
6	+d6 to resist diseases	-d6 to resist diseases
7	+d6 modifier to Perception	-d6 modifier to Perception
8	+d6 modifier to 1 Skill	-d6 modifier to 1 Skill
9	+10% to Life Point Total	-10% to Life Point Total
10	Ambidextrous-- as the skill of the same name	Suffer from a disease or curse

    When rolling a die for one of the 'Quirks' listed above, the result will be permanently applied to the character. For example, if a character attained the 'Quirk' "+d6 modifier to Perception"—a d6 would be rolled, and the result would be added to the character's Perception Modifier. You would not roll a d6 each time the character used his Perception Skill.

21. **Adjust Attribute Modifiers/Character:**
    At this point, you will need to go through and adjust your character's modifiers (and make any notes needed) to reflect any changes you have made so far.

22. **Point Pool:**
    Sanity = 10 + a roll of a d10
    Spell Points (Wizard) = a number equal to the character's Mystic Power Score as a Base. In order for you to determine the final, starting Spell Points for Wizard characters, you must come back and modify the Spell Point total after determining the character's Skills (detailed a little later). To modify the Base Spell Points, the character must be over age 25. The number of years older than 25 the character is determines a 'multiple'. The 'multiple' is used to multiply against a random die roll.
    If the character is a Wizard, he will have to be skilled at Spell Craft—his level of skill will determine which die-type you will use.

Base Score of…	Die-type
1 to 5	1
6 to 9	d2
10 to 13	d3
13 to 17	d4
18 to 20	d6

Spell Points (Priest) =
This will vary priesthood to priesthood (dependant upon what the RM has in mind). Some priesthoods may have a legion of spells, while others may not, by nature, be inclined to be linked to magic. Therefore, the amount of spell points available to a priest may be different than the example I give below (depending on what the RM has in mind for the priesthood in question).

Base = Mystic Power Score
Modify as follows:
The number of years the character has been in the priesthood x '?'

The '?' equals a die type the RM feels is appropriate.

Faith =
If your character is among the faithful, Faith Points will be determined as follows:
Worshippers = Age ÷ 5
Priests = As Worshippers + (Number of years in the priesthood x d4)
Only a total of '20' active Faith can be listed here—all excess will be listed under 'Reserve'.
Reserve =
Any 'Faith Points' exceeding a total of '20' would be listed here.

23. **Fatigue Rating:**
To determine Fatigue, simply take your character's Endurance Score, and modify it with the Health Modifier. The resulting Score will be the character's 'Total Score'. ¾ the 'Total Score' (or 'Total Score' times .75) will be the Score for 'Minor'—proceed with each level of Fatigue until you have all of the Ratings filled in.

24. **No Food, Water, or Sleep:**
(Average Endurance and Health) ÷ 3 = Days without Food

(Average Endurance and Health) ÷ 5 = Days without Water

(Average Endurance and Health) x 1.5 = Hours without Sleep

25. **Regenerate Score and Vision:**
Regenerate = the character's Health Modifier

Vision, Normal = for all Human characters, 12 + d6. The normal Human range is a Vision Rating of 13 to 18. If the number falls below this range, the character will receive a –1 per point to all Perception and Throw Rolls, and all 'To Hit' Rolls for Missile Attacks. If the number is higher than this range, the character receives a +1 per point.

Alternate Vision types will be determined by the description of the Race or Special Ability that allows the Alternate Vision type.

Modifier to Vision due to Age:
-1 at age 30, -1 per 5 yrs of age thereafter. If the Vision Rating reaches a score of 1, the reduction is at the rate of .1 (instead of 1) per 5 yrs.

26. **Trauma Scores:**
To determine the respective Trauma Scores, do the following:
Mental = Average of Current

Sanity and Willpower.
Physical = Average of Endurance and Willpower.
Spiritual = Average of Mystic Power and Willpower.

27. **Combat:**
The Skills Grab, Throw, Dodge, Jump, and Wrestle will be discussed when we get to number **35** below. Skip these for now, and we will move on to 'Hit Base'.
Hit Base = Roll a d6; the resulting Score is the character's 'Hit Base'. Modify with the character's Agility (Ag) Modifier.
Parry Base = Roll a d6; the resulting Score is the character's 'Parry Base'. Modify with the character's Agility (Ag) Modifier.
Damage Modifier = Match the character's Strength Modifier to the table below—the associated die-type is the character's 'Damage Modifier'.

Strength Modifier:	**Die-Type:**
-7	-d10
-6	-d8
-5	-d6
-4	-d4
-3	-d3
-2	-d2
-1	-1 point
0	0
+1	+1 point
+2	+d2
+3	+d3
+4	+d4
+5	+d6
+6	+d8
+7	+d10

For Modifiers of +8 or higher = use the die-type for "+7" and the die-type for the remainder (using the least possible number of die-types). **Example** = a +8 Modifier yields the die-type for +7 (d10) and +1 (1 point) (7 + 1 = 8) or d10+1. A Modifier of +18 yields the die-type for +7 twice, and the die type for +4 (7 + 7 + 4 = 18) or 2d10+d4.

Another way to look at it is, divide the Modifier by 7—the number of times 7 will go into the Modifier, is the number of d10 to use. The remainder is the additional die-type. **Example** = 18 ÷ 7 = 2 with a remainder of 4—therefore, you would use 2d10 + (the die-type for a Modifier of 4) d4.

Number of Attacks/Actions:
The Base number of Attacks/Actions a character can perform in a Segment of Combat is equal to the character's Speed ÷ 5.

Surprise:
A character's 'Surprise Score' is equal to his Wisdom, modified by his Speed Modifier.

28. **Determine 'Life Points':**
Average the character's Endurance and Health Scores—this will be his 'Max LP'. The full number is used for all 'Hit Locations' except for the hands and feet-- ½ the number is used as the 'Max LP' for these 'Hit Locations'.

Multiply the 'Max LP' of each 'Hit Location' by .75 to get '¾

LP', and by .5 to get '½ LP'.

29. **Psychic Combat:**
This will be covered in **Chapter 7: Psychic Powers**—so we are going to skip this for now.

30. **Encumbrance Scores:**
To determine a character's 'Unencumbered Score' (in pounds), use his Strength Score and multiply it by 'X'. 'X' is determined by using the number in the chart below that corresponds to the 'Strength Range' listed.

Strength of…	**Multiply by…**
1 to 7	2
8 to 13	5
14 to 20	7
21 to 25	10

Every range of 5 points thereafter (26-30, 31-35, etc.), increase the multiple by 1 (to 11, then 12, 13, etc.)
Max Lift = 'Unencumbered' x 5
Lgt Enc = 'Unencumbered' x 2
Mod Enc = 'Unencumbered' x 3
Hvy Enc = 'Unencumbered' x 4
Vry Enc = 'Max Lift' - 1

31. **Movement Rate:**
The Base overland Movement Rate for normal-sized Humans is 20. This will be modified by variations in Size Catagories (see **Chapter 3: Laws of Nature** and the chart at the end of the segment). The Base overland Movement Rate for other creatures will be listed in their descriptions.

The Base swimming Movement Rate for Humans is ¼ their Land Base.

The Base Movement Rates for burrowing or flying will be listed in the description of the creature, or special ability, that allows this form of travel.

Modifiers to Movement:
For Humans, The Land Movement Modifier is equal to the character's Speed Modifier.

For Humans, The Swim Movement Modifier is equal to ¼ the character's Speed Modifier.

Size Category	Movement Base is…	Size
Minute	Base Move ÷ 5*	6" or less
Very Tiny	Base Move ÷ 4	6" to 1'
Tiny	Base Move ÷ 3	1' 1" to 2'
Small	Base Move ÷ 1.5	2' 1" to 4'
Medium	Base Move	4' 1" to 7'
Large	Base Move x 1.5	7' 1" to 12'
Huge	Base Move x 3	12' 1" to 25'
Gigantic +	Base Move x 4**	25' 1" +
* = +1 to the divisor for every 1" below 6"		
** = +1 to multiplier for every 10' over 25'		

It is no accident that the chart for 'Movement and Encumbrance' on the character sheet lines up like it does. When a character is at 'Light Encumbrance', he is at ¾ his normal movement rate—which is also the rate of movement for an unencumbered character to climb a flight of stairs.

32. **Determine Skill Category Modifiers:** (on page 2 of the Character Sheet)
Some Skill Categories will use the Modifier of a single associated Attribute Score—others will require you to average multiple Attributes, and use the new Score to determine a Modifier.
Agility = Agility Modifier
Communication = Average

Wisdom, Charm, and Presence
Knowledge = Intelligence Modifier
Manipulation = Average Intelligence, Wisdom, and Agility
Manual = Average Strength and Agility
Perception = Wisdom Modifier
Magic (except 'Summon' and 'Turn') = Average Mystic Power, Presence, and Willpower
Magic ('Summon' and 'Turn') = Average Mystic Power, Charm, and Willpower
Special: On the front page of the Character Sheet, under the 'Combat' section are the Skills Grab, Throw, Dodge, Jump, and Wrestle. Under 'Weapons' is the Skill 'Brawling'. You will need to notate their Modifiers as well.

Grab, **Throw**, the character's **Hit Base**, and **Parry Base** all are modified with the Agility Modifier. The modifier for Hit Base and Parry Base are only listed to remind you that when your character picks up a weapon he is unskilled at, you will be able to use the Modifier to modify your character's chances to hit or parry.

Dodge = Average Agility and Speed
Jump = is a 'Manual' Skill
Wrestle = Average Agility, Strength, and Speed
Brawling (like 'Grab' and 'Throw') = is an 'Agility' Skill

33. **Determine 'Maximum Spell Difficulty':**
To determine the Maximum Spell Difficulty that a character can normally memorize and cast—use the associated Attribute (listed below) and add 5 to the Score. Match this number to the 'Resistance Difficulties' (Average, Hard, etc.)—If the number is equal to or higher than the Resistance Number, he can normally cast spells up to and including that Difficulty.
Wizards = use Intelligence
Priests = use Wisdom

Difficulty	Resistance
Very Easy	0
Easy	5
Average	10
Difficult	15
Very Difficult	20
Hard	25
Very Hard	30
Ext. Hard	35

34. **Further effects of age:**
Characters that are 41+ yrs of age attain a –1 modifier to rolls for the Skill 'Perception'. There is an additional –1 penalty for every 10 yrs of age over 41.

The RM may also impose other benefits or penalties to a character, dependant upon his age (physical/mental ailments, disease, etc.).

35. **Determine Base Skill Scores:**
Starting Skill Bases come in three forms, those marked with a '+', those marked with an 'x', and those that are unmarked.

The Skill Category 'Magic' is marked with an 'x'. All of the 'Magic' skills start at a base of '0'.

Mystic Rune™
Character Generation Summary

Skills marked with a '+' are 'Free Skills' that come to most people naturally. Skills marked with an 'x' are skills that start out as '0' (a character who is untrained would have no clue how to do it)—and must be learned (or have Skill Points applied to them—see number **36** below). Skills that are unmarked are skills that an untrained character could attempt—or have a basic understanding of (though only slightly).

Special: A character's 'Own Language'—while marked with a '+', starts with a Base of 10 (for adults)—the result of the die roll will be added to the Base of 10.

Age has an effect on what die-type to use to determine what these 'Base Scores' are:

Age 0-2:
Skills marked '+' = 1
Own Language = d4 total
Unmarked Skills = 0

Age 3-4:
Skills marked '+' = d2
Own Language = d6 total
Unmarked Skills = 0

Age 5-6:
Skills marked '+' = d4
Own Language = d8 total
Unmarked Skills = 0

Age 7-9:
Skills marked '+' = d6
Own Language = 5 Base
Unmarked Skills = 1 Base

Age 10-12:
Skills marked '+' = d8
Own Language = 7 Base
Unmarked Skills = d2 Base

Age 13+
Skills marked '+' = d10
Own Language = 10 Base
Unmarked Skills = d3

Roll/Apply scores for all allowed Skills. The listed scores will be the base-value to which you will apply Skill Points (see number **36** below).

36. **Determine Skill Points:**
Skill Points will be used to increase the various Skill Scores for your character during 'Roll Up'. Age will have an effect on the starting Skill Point total.

Base Skill Point Total:
100, + (d10 x 10), + (the character's Intelligence Score x 10) = Base Skill Points.

Modifiers:
+100 points if the character is **Human** (Non-Humans may get a percentage of this total, or no bonus at all—this will be discussed in the RM Section of this book).
If over age 25: + (Age –25) x d6
If under age 20: - (20-Age) x 15 (if this modifies the character's Skill Point Total to a negative number, the Skill Point Total is '0').

Write your total Skill Points on a piece of paper, you will be spending them shortly.

37. **Free Skills and Fields of Study:**
Your character will receive a number of Free Skills and Fields of Study dependant upon his 'Wealth Level' (see the chart at the end of this segment). For each Free Skill/Field of Study 'spent', roll a d10. Multiple Free Skills can be spent to increase a single skill, but a roll that places the Skill Base over 20 (the maximum) will have the excess points lost.

Destitute/Flat Broke:
Free Skills = d2
Free Fields of Study = 1

Common:
Free Skills = d4
Free Fields of Study = d2

Wealthy/Noble:
Free Skills = d4 + 1
Free Fields of Study = d3

Royal:
Free Skills = d4 + 2
Free Fields of Study = d3 + 1

38. **Spend Skill Points:**
You may notice that on the Character Sheet, next to the title of each specific Skill, there is a number. This number is a representitive of how hard a Skill is to learn and advance in. The corresponding difficulty is as follows:
1 = Average
2 = Difficult
3 = Very Difficult
4 = Hard

The numbers have another meaning as well—it is the number of points you must spend in order to increase the Skill Base by 1 point. If a Skill has a 3 next to it, you must spend 3 points for every 1 point the Skill increases.

At this point, you will need to take the Skill Point Total you have written down, and apply them (spend them) on the Skills you want to increase. This will set into stone everything the character has learned up to the point that you begin playing him.

You may also use your Skill Points to 'purchase' Special Skills. These skills will have a 'Total Point Cost' associated with them. You simply spend the allotted amount, and your character possesses the skill. For more information on this, see **Chapter 2: Skills**.

39. **List any other Skills and Powers:**
If your character possesses any other skills or abilities that are not listed on the Character Sheet (which you have worked out with the RM), note them (and their associated Skill Score/Notes) in the appropriate boxes on the Character Sheet. Be sure to adjust the character's total Spell Points (number **22** above) if necessary.

40. **Equiping the Character:**
Free Equipment based on Skills:
If the RM allows, some skills (set at a certain Skill Level or above) allows a character to begin with

an item that goes with the Skill (such as a lab for a master Alchemist). See **Chapter 2: Skills** for more details.

Roll for 'Special Items':
Special Items may not be Magical Items—it could be a map, an hierloom, etc. The RM will determine what the Special Items are.

To determine if your character recieves any Special Items, make a Karma Resistance Roll versus a Difficulty based on your character's Wealth Level.

Flat Broke = Extremely Hard
Destitute = Hard
Common = Very Difficult
Wealthy/Noble = Difficult
Royal = Average

Age will act as a Modifier to the Difficulty Rating. For **every 5 years** of age **under 20** the character is, **add 1 point** [At age 15, Difficult (Resistance 15) becomes a Resistance of 16]. For **every 5 years** of age **over 25** the character is, the Resistance is **reduced by 1 point** [At age 30, Difficult (Resistance of 15) becomes a Resistance of 14].

The number of items received depends upon the result of the Resistance Roll:
Critical = d4+1
Success = d2
Failure = None
Fumble = 1 Cursed item, or an item that otherwise causes the character stress (Example: a useful item that is obsessively wanted by an evil creature).

Determine Wealth:
Wealth Level and age dictates what amount of funds your character has to purchase equipment with. The funds will be listed as a generic unit of money called 'Units'. The RM will have specifics money types with his Campaign.

Flat Broke = d100 x .01 Units
Destitute = Character Age ÷ 2 Units
Common = Age x d4 Units
Wealthy = Age x 2d4 Units
Noble = Age x 10 Units*
Royal = Age x 20 Units*

***Nobles and Royals** gain extra 'perks'. In addition to the cash listed above they *could* recieve…

This list of additional items is generic, and will have to be worked out with the RM, to fit the Campaign he has created. He may deny any or all of the above listed items—or he may have a list to fit specifically with the region and/or family your character comes from.

1. d10 personal guards. These guards serve as a duty out of loyalty, but require pay/reward in order to survive (after all, their full time job is guarding your character).
2. The Player's choice of either a light warhorse with an 'over-lay' bearing the Noble's 'coat of arms', a carriage bearing the Noble's 'coat of arms'—pulled by 2 riding horses, or a page/errand-boy that serves out of duty/loyalty alone (he does not

require pay—but he does need to be fed and cared for).
3. 5d20 acres of land. Roll a d4 for quality: 1 = poor, 2 = good, 3 = excellent, 4 = superior.
4. A (100 x 5d10 square foot) dwelling made of (roll a d4: 1 = sod, 2-3 = wood, 4 = stone). If the dwelling is large and made of sod, the RM may desire to have it broken down into several dwellings that comprise the total size rolled.

Fine tuning Wealth with the RM:
If your character is not the type to have a house and home, you may be able to 'sell' the items back to the RM for its cash equivalent. Likewise, if a magic item is randomly assigned (via a chart, etc. the RM uses) that does not suit your character (Example: a holy warrior with a demon sword)—the RM may 'trade up' with a different item. This is completely at the RM's discretion.

41. **Receive other items:**
The RM may give your character other items that suit your characters position or station. A good example would be a Priest's holy symbol—or a Wizard's Spell Book.

If the RM decides to *give* Wizard characters a spell book, I would suggest a book that keeps in size and scope of the character's age and Wealth. The book would be one that was handed down, purchased, collected, or stolen during the character's life up to the point you begin playing him.

Sample Spell Book size (round page totals off to the nearest 5 pages—a book of 94 pages would become 95 pages)
Flat Broke = Age ÷ 4
Destitute = Age ÷ 2
Common = Age x 5
Wealthy = Age x 10
Noble/Royal = Age x 20

Another method the RM could use is to use the character's maximum Spell Point total in the equation. The theory would be that the more powerful the Wizard, the more spells he has available.

42. **Purchase Equipment:**
Use your character's acquired funds to purchase his starting equipment. Details of equipment and its cost can be found in **Chapter 8: Money and Equipment**. You may want to save some of the money for the character to have as 'pocket change' when the game starts (see number **46** below).
43. **Determine the total weight carried:**
All of those weapons and armor, and other equipment your character carries can hold him back. Be sure to note the weight of each item carried (including Spell Books) and add up the total for the purpose of determining Encumbrance.
44. **Ask the RM about friends, family, and 'Contacts':**
Your character has lived 'x' number of years before you got a hold of him—it is very possible he has friends and relations out in the world. Your character may

also have 'Contacts' in various areas that may be of use to him. Is your character the part of an organization? What title/position does he hold in the church? Is he a wanted man? These are details you need to work out with the RM.

45. **Fill in the Gaps**:
    This would be the time to do some 'fine tuning' to your character—is your character right-handed, or left-handed? What is his sexual orientation? Does he have any hobbies? And so on.
46. **Spell Casters need to attain Spells**:
    At this point, you need to use whatever method your RM desires to determine what spells your character has access to (in his book). The RM may allow you to choose your spells from a list, or he may desire to randomly roll for available spells, etc. Check with your RM.
47. **Starting the Game With New Spells, Magic Items, and/or Potions.**

    The Rules:
    1. The events will be divided into three sets: Spells Cast and Created, Entities and Magic Items Created, and Alchemical Goods Created.

    2. For each SET of events a character will have his full Luck. If he has 13 Luck, he will have 13 Luck for Spells Cast and Created, 13 Luck for Entities and Magic Items, and 13 Luck for Alchemical Goods Created. The amount of Luck he spends within each category will be gone, and unavailable, for each successive event within that category.

    For example, if a character has 13 Luck and he wishes to cast 3 spells. He could spend 10 Luck on the first spell, but would only have 3 Luck to spend on the second or third spell.

    3. Each category will have a number of points configured to use for the purpose of 'purchasing' the chance to cast, create, summon, etc. (Akin to Skill Points used to purchase Skills). The cost of each event and the points used to buy them (Event Points) will be listed below. The Event Points attained for each category can only be spent within *that* category. Use them or lose them.

    4. The amount of Luck, Spell Points, and 'Units' the character starts play with depends on the number of categories the character participated in. For each Set the character used Luck (even if he only spent 1 Luck Point), Spell Points, or a Wealth Modifier (see below)-- Luck, Spell Points, or 'Units' available for purchasing equipment will be reduced by 25% of the maximum total the character had. The character could conceivably begin the game with a total of ¼ his maximum Luck, Spell Points, and Wealth. Keep in mind though, that he could also start with a bound demon, a magic dagger, and a new spell.

5. All expenditures occur whether the character was successful or not. If he tries to summon a demon and Fumbles—tough-titties. He still spends the Spell Points, Luck Points, and Wealth.

6. There is give and take-- any character that Imprisons, Binds, or Bonds an Entity will only be spending the points to do that event; it will be assumed the prior requirements were performed successfully some time beforehand.

7. The brewing of a magical potion will take 1 event from the Spells Cast and Created and 1 event from the Alchemical Goods Created categories. A character would both be brewing and enchanting the potion.

Event Points:
Spells Cast and Created: (age ÷ 5) + (Spell Points ÷ 5) = Event Points

Entities and Magic Items: (age ÷ 5) + (SP ÷ 5) + Wealth Modifier = Event Points

Alchemical Goods Created: (age ÷ 5) + Wealth Modifier = Event Points

Wealth Modifiers:
Flat Broke = -10
Destitute = -5
Common = 0
Wealthy/Noble = +3
Royal = +25 - (number in line to throne)

Event Cost:
Spells Cast and Created:
VE = ½, Easy = 1, Avg. = 2, Difficult = 4, VD = 8, Hard = 16, VH = 32, EH = 64

Entities and Magic Items:
Summon/Imprison/Bind/Bond of a Minor Entity = 1/2/4/8; Lesser = 2/4/8/16; Greater = 4/8/16/32, Lord = 8/16/32/64

Magic Item: (The assigning of power to an item is at the RM's discretion) Minor = 4; Average = 8; Powerful = 16; Very Powerful = 32; Extremely Powerful = 64

Alchemical Goods Created: (Cost is per dose)
Poison = Type (Type 1 costs 1, Type 2 costs 2, etc.); Magic Potion = Each level of Difficulty costs +1 point (VE = 1, Easy = 2, Avg. = 3, etc.) + Participation of another category; Medicines = +1 per Difficulty Level

48. **Develop a history for your character:** (Discuss this with your RM; 'Where and when was your character born?' 'What adventures, if any, has he been on?' etc.)

Player Name	
Char Name	
Race	

Nationality	
Religion	
Status/Title	

Age		Height	
Sex		Weight	
Size		Hair/Eyes	

Attribute	Original	Variance	Current	Mod
Strength				
Endurance				
Health				
Agility				
Speed				
Charm				
Presence				
Intelligence				
Wisdom				
Karma				
Willpower				
Mystic Power				

Point Pool	Original	Modifier	Current
Luck			
Sanity			
Spell W			
Spell P			
Faith			
Reserve			
Fatigue	**Rating**	**No Food =**	
Total Score		**No Water =**	
3/4 Minor		**No Sleep =**	
1/2 Moderate		**Regenerate**	
1/4 Heavy		**Vision Norm**	
1/8 Very			
Incapacitated	0		

Trauma	Score
Mental	
Physical	
Spiritual	

Mystic Rune

Fantasy Character Sheet

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Difficulty	Resist	Spell Points
Very Easy	0	1
Easy	5	5
Average	10	10
Difficult	15	25
Very Difficult	20	50
Hard	25	100
Very Hard	30	250
Ext. Hard	35	500

Combat	Original	Base	Modifier	Current
+Grab (Ag)1				
+Throw (Ag)1				
+Dodge(Ag/Spd)1				
+Jump (Man)1				
+Wrestle(Ag/St/Sd)1				
Hit Base (Ag)				
Parry Base (Ag)				
Damage (Str)				
^Number of Att				
^^Surprise!!!				

Weapon Skill	Damage	Hit Base	Modifiers
+Brawling (Ag)			

Total "To Hit"	Parry Base	Modifiers	Ttl Parry

^ = Spd ÷ 5 ^^ = Wis Modified by Spd

Location	Roll	Max LP	3/4 Life	1/2 Life
Head	38-40			
Upper Torso	29-37			
Abdomen	20-28			
Right Arm	17-19			
Left Arm	14-16			
Right Hand	11-13			
Left Hand	08-10			
Right Leg	06-07			
Left Leg	04-05			
Right Foot	3			
Left Foot	2			

Minimum LP	Damage	Current LP	Location
			Head
			Upper Torso
			Abdomen
			Right Arm
			Left Arm
			Right Hand
			Left Hand
			Right Leg
			Left Leg
			Right Foot
			Left Foot

Armor	Rating	Modifiers	Absorb

Psy Combat	# Actions			
	Original	Variance	Current	Mod
Psychic Power				
Psy Pnts				
Psy LP				
Psychic Def				

	Max Lift	Unencum

Move Rate	Base	Modifier	Current
Land			
^Swim			
Fly			
Burrow			

^ = 3/4 move at +1 Difficulty, 1/2 @ +2, 1/4 @ +3, 1/8 @ +4

Light Enc	Mod Enc	Hvy Enc	Very Enc
3/4 Movement	**1/2 Move**	**1/4 Move**	**1/8 Move**
Stairs	**Knot Rope**	**Rope/Crawl**	**Belly Crl**

Skill	Original	Base	Current

x = 0 Base, + = d10 base, * = Can Specialize, Blank = d3 Base

Agility			
*Acrobatics 1			
Forgery 2			
+Move Quiet 2			
xSleight of Hand 2			

Communication			
Begging 1			
*Disguise 1			
Gather Info 1			
xMimicry 2			
Torture 2			

Knowledge			
xFund/Math (FS) 2			
x*Spell Craft (FS)2			
x*Spell Lore (FS) 2			
x*SpeakLang(FS)			
+Own Lang 1 (10)			
x*Write Lang (FS)			

Manipulation			
Alchemy 3			
Animal Riding 1-3			
+Conceal 2			
Healing 2			
+Hide 2			
xPick Lock 2			
*Rope Use 2			
Seamanship 1			
Set/Remove Trap 2			
Small Boat Craft 1			
xSurgery 3			
Vehicle Drive 1-2			

Skill	Original	Base	Current

Manual			
+*Climb 2			
Swimming 1			

Perception			
*Appraising 2			
+Find 2			
Fire Building 1			
Gambling 1			
xLooting 1			
Navigation 2			
+Perception 2			
Read Lips 2			
Tracking 2			
Trailing 2			

xMagic			Wizard
Banish 4			
Bind 4			
Bond 4			
Exorcise 4			
Imprison 2			
Summon			
Turn 2			

↑

xMagic			Priest
Banish 4			
Bind 4			
Bond 4			
Exorcise 4			
Imprison 2			
Summon			
Turn 2			

↑

Max Spell Dif	
Wizard	
Priest	

↑

SP Cost	
Ban = 50	Exo = 75
Bind = 50	Imp = 25
Bond = 75	Sum = 10

Other Skills	Original	Base	Current	Notes

Equipment		Range					
Weapons	Wgt.	Close	Short	Med	Long	Max	Init

Item	Wgt.

Player Name	Curtis Patranella
Char Name	Darien "The Merciless"
Race	Human

Nationality	
Religion	None
Status/Title	"The Merciless"/Master Assassin/Wealthy

Age	35	Height	5' 10"
Sex	Male	Weight	165
Size	Medium	Hair/Eyes	brown/brown

Attribute	Original	Variance	Current	Mod
Strength	13		13	0
Endurance	10		10	0
Health	10		10	0
Agility	20		20	7
Speed	20		20	7
Charm	8		8	0
Presence	7		7	-1
Sinister				
Intelligence	11		11	0
Wisdom	12		12	0
Karma	19		19	6
Willpower	18		18	5
Mystic Power	9		9	0
Bonus Luck				

Point Pool	Original	Modifier	Current
Luck	18	6	24
Sanity	14		14
Spell W	19		19
Spell P	0		0
Faith	0		0
Reserve	0		0
Fatigue	**Rating**	**No Food =**	3
Total Score	10	**No Water =**	2
3/4 Minor	8	**No Sleep =**	15
1/2 Moderate	4	**Regenerate**	0
1/4 Heavy	1	**Vision Norm**	13
1/8 Very	0		
Incapacitated	0		

Trauma	Score
Mental	16
Physical	14
Spiritual	14

Mystic Rune
Fantasy Character Sheet
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Difficulty	Resist	Spell Points
Very Easy	0	1
Easy	5	5
Average	10	10
Difficult	15	25
Very Difficult	20	50
Hard	25	100
Very Hard	30	250
Ext. Hard	35	500

Combat	Original	Base	Modifier	Current
+Grab (Ag)1	7	13	7	27
+Throw (Ag)1	7	13	7	27
+Dodge(Ag/Spd)1	2	18	7	27
+Jump (Man)1	2	10	4	16
+Wrestle(Ag/St/Sd)1	6	6	6	18
Hit Base (Ag)	3		7	10
Parry Base (Ag)	3		7	10
Damage (Str)	0			
^Number of Att	4			4
^^Surprise!!!	19			19

^ = Spd ÷ 5 ^^ = Wis Mod by Spd

Weapon Skill	Damage	Hit Base	Modifiers
+Brawling (Ag)		20	7
Swords		18	7
Dagger		18	7
Bow		20	7
Brawling Points	Hit =	11	

Total "To Hit"	Parry Base	Modifiers	Ttl Parry
27	20	7	27
25	10	7	17
25	10	7	17
27		7	7
0			0
0			0
0			0
0			0
0			0
0			0
Brawling Points	Parry =	13	

Location	Roll	Max LP	3/4 Life	1/2 Life
Head	38-40	10	8	5
Upper Torso	29-37	10	8	5
Abdomen	20-28	10	8	5
Right Arm	17-19	10	8	5
Left Arm	14-16	10	8	5
Right Hand	11-13	5	4	3
Left Hand	08-10	5	4	3
Right Leg	06-07	10	8	5
Left Leg	04-05	10	8	5
Right Foot	3	5	4	3
Left Foot	2	5	4	3

Minimum LP	Damage	Current LP	Location
-10		10	Head
-10		10	Upper Torso
-10		10	Abdomen
-10		10	Right Arm
-10		10	Left Arm
-5		5	Right Hand
-5		5	Left Hand
-10		10	Right Leg
-10		10	Left Leg
-5		5	Right Foot
-5		5	Left Foot

Armor	Rating	Modifiers	Absorb

Psy Combat	# Actions	2	
	Original	Variance	Current	Mod
Psychic Power			0	-8
Psy Pnts				
Psy LP	0		0	

	Original	Mod	Current
Psychic Def	5		5

Max Lift	Unencum
325	65

Move Rate	Base	Modifier	Current
Land	20	7	27
^Swim	5	2	7
Fly	0	0	0
Burrow	0	0	0

^ = 3/4 move at +1 Difficulty, 1/2 @ +2, 1/4 @ +3, 1/8 @ +4

Light Enc	Mod Enc	Hvy Enc	Very Enc
130	195	260	324
3/4 Movement	**1/2 Move**	**1/4 Move**	**1/8 Move**
20	14	7	3
5	4	2	1
0	0	0	0
0	0	0	0
Stairs	**Knot Rope**	**Rope/Crawl**	**Belly Crl**

Skill	Original	Base	Current

x = 0 Base, + = d10 base, * = Can Specialize, Blank = d3 Base

Agility	7		
*Acrobatics 1	3	17	27
Forgery 2	2		9
+Move Quiet 2	5	15	27
xSleight of Hand 2	0	7	14
			7

Communication	0		
Begging 1	2		2
*Disguise 1	3		3
Gather Info 1	2	18	20
xMimicry 2	0		0
			0
			0
Torture 2	2		2

Knowledge	0		
xFund/Math (FS) 2	0	5	5
x*Spell Craft (FS)2	0	8	8
x*Spell Lore (FS) 2	0		0
x*SpeakLang(FS)	0		0
+Own Lang 1 (10)	11	18	29
Magic	0	10	10
			0
			0
x*Write Lang (FS)	0		0
Own Language		15	15
Magic	0	10	10
			0
			0
			0
			0

Manipulation	1		
Alchemy 3	3	12	16
Animal Riding 1-3	2		3
			1
			1
+Conceal 2	2	16	19
Healing 2	1		2
+Hide 2	7	18	26
xPick Lock 2	1	16	18
*Rope Use 2	2		3
Seamanship 1	2		3
Set/Remove Trap 2	1		2
Small Boat Craft 1	1		2
xSurgery 3	0		1
Vehicle Drive 1-2	3		4
			1
			1

Skill	Original	Base	Current

Manual	4		
+*Climb 2	6	4	14
Swimming 1	2		6
			4
			4

Perception	0		
*Appraising 2	3	7	10
+Find 2	7		7
Fire Building 1	1		1
Gambling 1	3		3
xLooting 1	0	10	10
Navigation 2	1		1
+Perception 2	10		10
Read Lips 2	1		1
Tracking 2	1		1
Trailing 2	3		3
			0
			0
			0
			0

xMagic	0	0	Wizard
Banish 4			0
Bind 4			0
Bond 4			0
Exorcise 4			0
Imprison 2			0
Summon			0
Turn 2			0

xMagic	0	0	Priest
Banish 4			0
Bind 4			0
Bond 4			0
Exorcise 4			0
Imprison 2			0
Summon 2			0
Turn 2			0

Max Spell Dif		SP Cost	
Wizard	16	Ban = 50	Exo = 75
Priest	17	Bind = 50	Imp = 25
		Bond = 75	Sum = 10

Other Skills	Original	Base	Current	Notes
330 Skill Points			0	
			0	
			0	
			0	
			0	
			0	
			0	
			0	
			0	
			0	
			0	
			0	
			0	
			0	
			0	

Equipment		Range					
Weapons	Wgt.	Close	Short	Med	Long	Max	Init
		0	0	0	0		
		0	0	0	0		
		0	0	0	0		
		0	0	0	0		
		0	0	0	0		

Item	Wgt.
Total Wgt =	0

SP Book	Dif	Notes	Pgs

Psy Tal	Dif

Skills 2:1: Minimum Requirements with 'Skills' and 'Weapons'.

Many 'Skills' will have a minimum requirement that you must meet before you may purchase that skill normally. If your character does not meet the minimum requirement, don't worry; you may still purchase the skill, but you must purchase it at **double** the **'Point Cost'** ('Point Cost' and spending 'Skill Points' will be discussed shortly).

Weapons often have a minimum Str. requirement that one must meet to wield the weapon properly. Your character may wield a weapon that he does not have the Str. for, but the difference in the Str. required and *his* Str. equals the **penalty 'To Hit', to 'Parry' and 'Initiative'** with that weapon.

Let's say your character has a Str. of 5, and a Str. of 8 is required to wield a weapon he has picked up in the heat of battle; he would have a (Str.5 - 8 =) -3 'To Hit', 'Parry', and to 'Initiative' with that weapon. Bows that are above the character's Str. will require a 'Strength Resistance Roll' versus the Str. of the bow in question (the character's Str. is 'attacking' the bows Str.) in order to pull the bow back for firing.

The only other effect of not having the proper 'Attribute' for a 'Weapon' or 'Skill' is that when it comes time to raise the skill, the **'Difficulty'** to raise the skill is **increased by one** ('Average' becomes 'Difficult'; 'Difficult' becomes 'Very Difficult', etc.).

Skills 2:2: What if age (and the like) causes my attribute to drop below the minimum requirement?

For purposes of buying 'Skills' at 'roll-up', purchase the skill in question at the most beneficial age the character has been.

For example, a seventy-five year old character would buy his skills as if he had the Wis. he has now, and the 'Physical Attributes' (Body) he had in his youth.

Please note that age, and its effect on 'Attributes', will affect the 'Difficulty' in which you raise a 'Skill' during play.

Skills 2:3: How to acquire a skill at the creation of your character ('Roll-Up').

Before I can discuss with you how to 'Purchase' 'Skills' with 'Skill Points', you must understand what a 'Skill Point' and 'Point Cost' are and what their purpose is.

Skill Points are the number of points you receive when you roll-up your character. This initial number of points will reflect the opportunities your character has had in life to learn things prior to you playing him. You use these 'Skill Points' like money to 'purchase' the 'Skills' dependent on it's 'cost'.

Darien is 35 yrs. old; he has had 35 yrs. of experiences before I got a hold of him to play. The 'Skill Points' reflect what Darien has learned throughout his life before.

In the list of available skills, there will be a 'cost' (such as 1, 2, 3, and 4). The number represents how much it costs to purchase **one** point of that 'Skill'. Therefore, a '3 point skill' will cost 3 points to receive an increase of 1 to that skill.

Some 'Skills', such as 'Light Sleeper', have a 'Total Point Cost'. For example, if a 'Skill' list "Total Cost: 20", that does not mean you must spend 20 points to get 1 point in that skill. It means that the

total cost is 20; and if you spend 20 points, you have that 'Skill'.

The 'Skill Cost' has another function as well. As will be discussed in **Skills 2:4** below, when you go to increase your character's 'Skills' during the course of play, the 'cost' of the 'Skill' will reflect the 'Difficulty' to 'Learn' it or increase it. The higher the 'Point Cost', the harder the 'Skill' is to learn. The 'Skill Cost' and it's related 'Difficulty' is as follows:

1 = Average
2 = Difficult
3 = Very Difficult
4 = Hard

If the 'Learn' attempt is ever fumbled, the 'Skill' cannot either be 'Learned' or raised beyond its current 'Base' (as is appropriate) unless the character's Intelligence is raised (or you do it while the RM isn't looking).

Skills 2:4: How to acquire and increase 'Skills' during the course of play.

If your character has absolutely no ability with a 'Skill' (a 0 'Base'), he may acquire the 'Skill' one of three ways.

1. Have someone teach him the 'Skill'. Someone with a 'Base' of 10 in a 'Skill' can teach others the 'Skill'.

   To be taught, your character must spend at least 4 hrs a day with a teacher, for no less than 30 days (the time can be interrupted for only a few days at a time). After the allotted time, the pupil must roll an Int. resistance roll versus the 'Difficulty' of the 'Skill'. A 'Critical' = the character has a 'Base' of d6; 'Success' = 'Base' of d3; 'Failure' = must train another 30 days; 'Fumble' = the 'Skill' cannot ever be attained (unless his Int. is increased). Once the 'Base' is attained, raise the 'Skill' as a 'Known Skill' (see **Skills 2:5**).
2. If your character has a 'Skill Modifier' to a 'Skill' that has a 0 'Base', you may (at the RM's discretion) attempt to use the skill with the 'Modifier' as the 'Base'. If the character 'Criticals', the 'Skill' it may be raised as a 'Known Skill' that has been 'Criticalled' (see **Skills 2:5**).

Let us say, for the sake of argument, that Darien had a '0' for the Skill 'Sleight of Hand'. Darien's 'Agility Modifier' is +7; therefore (if the RM allows) he could use his Modifier of '7' as a Base Skill Score, and attempt a 'Sleight of Hand' maneuver. In other words, Darien was so 'Agile' that it compensated for his lack of actual Skill.

3. If the 'Skill' is 'Succeeded' three times in a row during the course of 7 days (at an 'Average' or higher 'Difficulty'), the 'Skill' will be treated as if it were at 10 'Base' for the purpose of "how to raise" it (see **Skills 2:5**).
4. If books (and the like) are available, each month of study can replace a teacher (but the 'Difficulty' to 'Learn' is increased by 1). The quality of the books will dictate any additional penalty or reward used to modify the 'Learn' roll. Another problem to consider will be the character's ability to read the language in question (a 'Resistance Roll' may be required).

Skills 2:5: How to increase 'Skills' you know.

Any 'Skill' that your character has

any degree of knowledge in, that is below a 10 'Base', cannot be raised until the following criteria is met:

1. The 'Skill' must be successfully used at a 'Difficulty' of 'Average' or higher. If the 'Skill' roll is successful, the character must train (as **Skills 2:4**) for d6 days; after which time, an Int. resistance roll may be made. If the roll is successful, the 'Skill' raises 1 point; if criticalled, the 'Skill' raises 2 points.
2. If a 'Skill' (at 'Average' or harder 'Difficulty') is critically successful, the teaching may be foregone, and an immediate Int. resistance roll may be made.

Any 'Skill' that is at a 10 'Base' or higher (up to the maximum 'Skill Base' of 20) can be raised the following way:

1. If the 'Skill' (of 'Average' or higher 'Difficulty') is successfully performed, a roll on a d20 must be made. If the roll is equal to, or higher than, the current 'Base' score of the 'Skill', an Int. resistance roll versus the 'Skill Difficulty' may be made [the RM may wait to inform you of some successes until after the result is fully known (for example, a character may 'Fumble' a 'Move Quiet' roll, but the RM leads the player to believe he is successfully sneaking into a bandit's camp)].
2. If a 'Skill' (of the appropriate 'Difficulty') is critically successful, an Int. resistance roll may immediately be made (no initial d20 roll required).

The purpose of the initial d20 roll is to simulate the fact that the better you are with a 'Skill', the harder it is to learn something new; but, once something new is learned, it is easier to apply it.

A character with a 10 or higher 'Base' score may teach others. If a teacher has a 'Base' score 3 higher than their pupil, a +2 is added to the pupil's Int. (for the purpose of the 'Learn' roll only).

Skills 2:6: Masters.

Any character that has a 'Skill Base' score of 18+, or a weapon 'To Hit' of 18+ and a 'Parry' of 10 (if applicable), is considered a 'Master' of that 'Skill' (the RM may allow the reverse of the 'To Hit' and 'Parry' requirements for mastery with shields). Being a 'Master' allots the following benefits:

1. A pupil of a 'Master' can roll to learn a 'Skill' at 1 degree of 'Difficulty' less than usual ('Difficult' becomes 'Average', 'Average' becomes 'Easy', etc.).
2. A 'Master' can attain an extra 'Action' (see **Combat 4:1, #5 and 4:3**) using 'Skills' he is a 'Master' of.
3. 'Weapon Masters' may get altered 'Initiative' with firearms and crossbows (see **Combat 4:2, #3**) at the RM's option.

Before I proceed with this chapter, I would like to explain something that is relatively important. You must keep track of what 'Skills' your character successfully uses and critically uses. This way you will know what 'Skills' are available for you to raise when the RM tells you it is time.

Another important thing for you to remember is that even though your character may fail at a 'Skill', you may have a second chance to attempt to succeed at it (if the situation allows). For example, let us say Darien is trying to 'Pick Locks'. He has been working on the lock for quite some time and then the RM has the Player roll his 'Skill Resistance Roll' and he fails. Because he is in no immediate danger, he could continue to work on the lock and may make a consecutive roll to open it. But, in doing so, if he were to succeed later, he will not be able to raise his 'Skill'. The reason for this is that it took him several attempts to get the lock picked.

Skills 2:7: Blind Fighting.

'Blind Fighting' may be 'Learned' in the usual way, but there is no 'Skill Score'. 'Blind Fighting' is your ability to reduce the penalties of fighting combatants you cannot see. Initially, when your character 'Learns' 'Blind Fighting' during the course of play, penalties will go from ½ his 'Hit Rating' (see **Combat 4:5**) to ¾. As he gets better using the 'Skill', it will rise from ¾ to his full 'Hit Rating'.

Skills 2:8: Becoming a priest during the course of play.

If Darien were fighting someone, and that person threw dirt in Darien's face, Darien would then have to fight at ½ his 'Hit Rating'. If Darien were studying 'Blind Fighting' (dependent on how far along he was) his 'Hit Rating' could well be at ¾ or Full.

1. The character must meet the minimum requirements of the priesthood.
2. He must be an active worshipper of the deity in question (he must have 'Faith Points'-- see **Magic 5:16**).
3. He must seek out a temple or shrine of the deity in question and gain acceptance as an initiate. This could possibly lead to a quest, dependent on the religion and the RM's desires.
4. The character must remain at the temple, or with a priest, for 1 yr. of training. During the year of training, the initiate will be learning the rituals, secrets, doctrines, 'Bonus Skills' and 'Granted Powers' prescribed by the religion.
5. After the training, your character would be a low-ranking member of the church. He would have to abide by the rules and restrictions of the religion. The character will also gain a bonus of +d4 'Faith Points' once he is ordained as a priest.
6. When a character gains 'Bonus Skills', he will gain +d10 to any 'Base' in that 'Skill' up to the maximum of 20. Any 'Granted Powers' attained that have a 'Skill Score' will start at a 'Base' of d4, and can be raised (through use) normally.

Skills 2:9: How to 'Learn' other skills (such as 'Light Sleeper').

To 'Learn' the other various 'Skills' that do not have a 'Skill Score', such as 'Light Sleeper', the character will do as prescribed in **Skills 2:7**. The 'Skill' will get progressively better, beginning at ½ effectiveness, then ¾, then full.

Skills 2:10: Specialization.

Various 'Skills' and 'Fields of Study' can be 'Specialized' in. The effects of 'Specialization' will vary from 'Skill' to

'Skill', and will be listed with the 'Skill' description. The 'Cost' of 'Specialization' at 'Roll-Up' is 10 'Skill Points'. To 'Specialize' during play, your character must do as prescribed for 'Learning' the appropriate 'Skill'; and he will progressively gain the benefits of 'Specialization' (½ effectiveness, to ¾, to Full).

Skills 2:11: How to 'Learn' the 'Magic Skills'.

1. The character must seek out a spell-caster with a 'Base' of 10+ in 'Speak Magic and Read and Write Magic' (a generic language, the RM will have specific ones), 'Spell Craft', and any other 'Skill' he will be teaching ('Summoning', 'Binding', etc.); and begin training as per 'Skills' or 'Fields of Study' (as is appropriate).
2. Once the 'Magic Languages' are 'Learned' then, and only then, may the character begin 'Learning' the 'Skills' 'Summoning', 'Imprisoning', etc. in the usual manner.

Skills 2:12: Fields of Study.

Whereas 'Skills' are basically what you can do, 'Fields of Study' are what you know. 'Fields of Study' are 'Learned' in the usual manner, but raising the knowledge is handled differently.

To raise a 'Field of Study', one must successfully use the 'Field'; then, within 1 month study (or be taught) the subject. The character must spend d10 hours studying to attempt an increase. Once all is accomplished, attempt to raise the 'Field' in the manner prescribed for 'Skills' in "**Skills 2:5**, Skills at 10 'Base' # 1".

Because of the nature of 'Fields of Study', one can spend his time hanging around libraries and sages, discussing and learning about his chosen 'Field'—increasing his knowledge all the while. Though no real world application would be attained, every 30 hrs of study can replace successful use of the 'Field' for the purpose of attempting to raise the 'Field'.

Let us say that Darien has some degree of competence in 'Read and Write Kormeran', and he happens upon a book written in a fairly antiquated manner. Darien successfully reads the book, but there were a few words he did not fully understand, though the overall meaning of the passage (and a general idea of the words' context) was. Though Darien has increased his knowledge in this field (being exposed to new words), he must research (or be taught) about the meaning/significance of what he has discovered. Only then may he attempt to raise the 'Field' in question. In other words, any 'Success', regardless of a characters 'Base' score with a 'Field of Study', requires research or training before an attempt can be made to raise the ability. If a 'Critical' occurs, it is assumed that the character in question gained an additional insight, and can forego study/training.

Skills 2:13: Compatible 'Skills' and 'Fields of Study'.

Dependent on the RM's wishes, certain 'Skills' and 'Fields of Study' may *aid* compatible 'Skills'. For example, if a character were to be 'Appraising' an ancient artifact from the region of Gotora, and he happened to be versed in the 'Ancient History of Gotora', the RM may allow his knowledge of the history of the region to aid his appraising of the artifact. To do this, you would take ¼ of the aiding 'Skill' and add it (as a 'Modifier') to the original 'Skill'.

For example, if your character had an 'Appraising' score of 23, and an 'Ancient History of Gotora' of 25, you would take ¼ of the 'Ancient History' score (6) and would add it to 'Appraising' for a total of (23 + 6 =) 29.

For a 'Skill' to compliment another, it must have a 10+ for a 'Base' score. If a character is using two compatible 'Skills' in the same 'Category' ('Manipulation', 'Perception', etc.), he does not get to add the 'Modifier' twice.

Skills 2:14: What if two or more people wish to work together using their 'Skills'?

If, for example, two or more people wanted to attend to a wounded person, the person with the highest 'Base' score would be the one that is aided; the others would assist him. Each person, up to the maximum the RM will allow (too many cooks spoil the soup), may add ¼ of his 'Skill' score as a 'Modifier'. Any person who assists using their 'Skill' that has lower than a 10 'Base' will have their 'assistance' act as a negative 'Modifier' (in other words, subtract their '¼' from the total).

Skills 2:15: Becoming a Priest character when he is initially "Rolled Up".

In order to "Roll Up" a priest character, you will expend a set of Skill Points. The amount of Skill Points to spend varies, dependant upon the priesthood—check with the RM for available priesthoods and their associated 'cost'.

The expenditure of Skill Points reflects the time in study and training your character used in order to acquire his 'Granted Powers' and 'Bonus Skills'. If you choose to play a priest, it would be best to purchase this *skill-set* (or template) before you purchase the remainder of your skills.

Skills 2:16: Skill descriptions.

The 'Skill' description will be set up the following way. It will have…

1. The **'Skill' Name**
2. The 'Skill's' **Minimum Requirement**
3. The 'Skill's' **Cost**
4. The 'Skill's' **Tech. Level** (meaning that the 'Skill' was not in use prior to that time).

At the end of the description will be the effects of 'Specialization' and suggestions for bonus equipment (if any).

If there is no list of 'Specialization' effect, the 'Skill' cannot be 'Specialized' in. If no suggestions are made for bonus equipment, then it is suggested none be available. The entire set-up will look like this:

Skill Name: Min. Req.; Cost; Tech. Level:
Description.
Specialization Information
Bonus Equipment

Further details of some of the 'Skills' listed below will be discussed in other appropriate chapters. The chapters in question will be listed with the 'Skill' description. Only those 'Skills' that are primarily used during adventures are listed. The RM and the Players are urged to discuss other 'Skill' ideas. It is up to the RM to flesh out the details of future 'Skills'.

Check with the RM to find out what 'Skills' are available. It may be that the RM will want to play a historical campaign, and disallow 'Magic Skills', and the like.

Acrobatics: Agility 8; 1; 0:

This is simply the ability to tumble, tightrope walk, and do cartwheels, etc. The

RM may require a separate 'Skill' for juggling and the like.

Your character can specialize in a specific type of acrobatics (such as tumbling), giving him a +5 when performing that specific task.

Alchemy: Int. 8; 3; 9:

Historically, this was the method by which men tried to turn lead into gold; in **Mystic Rune™**, it is a method to manufacture poisons, antidotes, medicines, etc. It is also used to break down the components of various substances to determine their ingredients. The RM will have detailed information on these procedures.

Bonus equipment: If the alchemist has a 'Base' of 10 to 17, he could start out with d4+1 recipes and a portable lab (in a suitcase-like container). If the alchemist has a 'Base' score of 18+, he could start with that listed above, and +d4 recipes, and a small lab.

Animal Riding: Agility 8; 1 land, 2 sea, 3 fly; 11:

The type of animal must be specified. Horses, for example, would include donkeys, mules, and ponies.

Appraising: Int. 8; 2; 6:

This 'Skill' is used to tell the relative worth of an item.

Your character can 'Specialize' in a type of 'Appraising', such as 'Weapon Appraising', 'Coin Appraising', etc. When dealing with an area of 'Specialization', the character will gain a +5 to his roll.

Astrology: Int. 8; 2; 9:

Astrology is the method of using the stars to tell fortunes. This will only allow one to tell possible futures in a very cryptic, very simplistic way. For example, if, by chance, an astrologer went out and gazed upon the stars to try to foretell the possible future of his friend, he might read "death and vengeance". Of course, the participants in the reading might not know that the astrologer's friend will be murdered, and the astrologer will have a chance to avenge his death.

Begging: none; 1; 6:

This 'Skill' is used to play off the sympathies of (or possibly coerce) the populous—hoping, in return, to receive trinkets. As a general rule, d4 hours of begging will yield the equivalent of 2d10 x .01 units, food and drink (of variable quality) for d3 meals, and possibly other trinkets (shoes, blankets, etc.). A 'Fumble' may well result in the beggar being robbed, beaten, or arrested.

Bonus equipment: A tin cup.

Brawling: none; 1; 0:

'Brawling' is the ability to punch and kick with a degree of competence. When kicking, the character will suffer a -2 to his 'To Hit'.

Climb: none; 2; 0:

A 'Climb' roll is truly only needed when climbing ropes, vertical (or near vertical) surfaces, steep hills, etc.

A character can 'Specialize' in the type of obstacle he can best climb (ropes, mountains, etc.). He will gain a +5 when climbing his 'Specialized' obstacle.

Conceal: none; 2; 5:

When a person 'Conceals' something, they are hiding it on their person, behind a bush, etc. 'Conceal' is used for objects outside of the character. If the character wanted to hide himself, he would use the 'Hide' 'Skill'.

Disguise: none; 1; 6:

This is physical *and* vocal disguise.

The materials needed must be on hand before he can don the disguise. The time required to disguise oneself will be discussed in **Nature 3:5**.

Your character may 'Specialize' in a type of disguise (physical, vocal, posing as opposite sex, etc.), and will gain a +5 when performing that action (the 'Specialization' cost could be higher for general 'Specializations' like 'Physical Disguises').

Dodge: none; 1; 0:

Dodge is a type of defense used in combat and as a resistance versus various events (certain spells, 'breath weapons', etc.).

Field of Study: Int. 8; variable; variable:

The 'Cost' and 'Tech. Level' of a 'Field of Study' varies dependent on what it is; and considering that there could be countless 'Fields of Study', I cannot conceivably cover them all here. The RM is urged to decide what he thinks is best when the various 'Fields' come into play. I have listed a few 'Fields' on the 'Character Sheet' that is used often in the game. They are:

Fundamentals of Math: Int. 8; 2; up to RM:

The ability to count, add, subtract, multiply, divide, do decimals and fractions, and deal with percentages, etc. A 'Base' of 1 would allow a character to count to 10. As the 'Base' gets higher (up to a 10), the more the character can do. A roll would be needed (at the RM's option) only if the event was something that challenged the character's ability (counting past 10 when his 'Base' is a 1, etc.).

Spell Craft: Mys. 10; 2; up to the RM:

This is a character's ability to access his 'Spell Points' (see **Chp. 5**).

Spell Lore: Int. 8; 2; up to the RM:

A person with this 'Field' could study the effects of a spell, and theorize as to what spell was cast, what further effects to expect, what type of spell-caster it was, etc.

Other possibilities: Heraldry, Herbalism, Religion/Theology, Demonology, Mathematics, Mythology, Ancient History of..., Modern History of..., Philosophy, etc.

'Specialization' is possible, and completely up to the RM; as is 'Bonus Equipment'.

Find: none; 2; 0:

This 'Skill' would be required when trying to find hidden or concealed items, people, doors, etc.

Fire-Building: Wis. 8; 1; 3:

This allows the fire-builder the ability to start fires without the benefit of fuel, flint and steel, etc. He would start fires by rubbing two sticks together, or some similar feat.

Forgery: Agility 8; 2; 8:

The person must have studied a sample of the writing style before, or must have a copy of it on hand, before he will be able to forge that particular person's handwriting.

Gambling: Wis. 8; 1; 6:

'Gambling' gives the character the knowledge of most games of chance, and the ability to run/detect scams, aid in detecting bluffs, and of course, gamble.

Gather Information: none; 1; 4:

This gives the character the ability to 'pick up' or 'put out' the 'word' on the street. Occasionally, bribes, and the like,

will be required.

One could 'Specialize' in a particular region (the slums) or class of people (the nobility), and would gain a +5 modifier when dealing with such.

Grab: none; 1; 0:

'Grab' is used for grabbing an opponent, or a vine as you fall from a tree, etc.

Healing: Wis. 8; 2; 5:

This is the ability to diagnose and treat disease, wounds, infections, etc. 'Surgery' is required to fix internal injuries, amputate limbs, and perform surgery; someone with 'Healing' may try, but he will be at ½ his 'Skill' score versus the 'Resistance'.

Hide: none; 2; 0:

Foliage, darkness, and the like, will aid those who 'Hide'. The lack of darkness, etc., may very well hinder a person's 'Hide'. The RM should modify the roll accordingly.

Jump: none; 1; 0:

Used to hurdle drunks in the alley as your character runs from the law; or to jump a small chasm in a cavernous mountain, etc.

Languages, Spoken/Written: Int. 5/8; 1/2; 3/8:

Modern languages are languages still in use today. Ancient languages are languages that are mostly forgotten, lost, dead, etc. Magic languages are not, in and of themselves, magical; but convey the information necessary to unlock certain mystical events powered by 'Spell Points'.

Note: 'Ancient Languages' may very well 'Cost' more than that listed above.

One may 'Specialize' in a particular aspect of a language in question—such as 'Southern Dialects', for example. The specialist will gain a +5 modifier when dealing with his 'Specialization'.

Looting: Int. 8; 1; 6:

'Looting' allows a character, in a rush, to grab the most useful or valuable goods.

Let us say that Darien has just assassinated a local jeweler for non-payment of 'protection' money, and the city watch is on its way. Darien does not have time to inspect and thoroughly search the building, so he decides to loot the jewelry case (not having time to get it all). The RM has the Player make a roll versus Darien's 'Looting' score of (15 'Base' + 7 =) 22. Surprisingly, Darien fails his roll. He grabbed items, but probably the junk jewelry (cut glass instead of diamonds, etc.).

Mimicry: Chr. 8; 2; 3:

The Player must choose between 'Voice', 'Animal', or 'Bird'. To mimic the sound, the character must have heard the sound before. The more he hears it (and the more he practices), the easier it will be for him to mimic the sound.

Move Quiet: Agility 8; 2; 0:

Clothing, terrain, loud background noises, etc. will all modify the ability to 'Move Quiet'. The RM is urged to use common sense in judging how to handle each situation.

Navigation: Wis. 8; 2; 9:

This is the ability to determine direction, steer by the stars, chart courses, etc.

Perception: none; 2; 0:

'Perception' is used to detect a person sneaking up on you, notice poison on

your food, spot an ambush, listen at a door, etc.

Pick Locks: Agility 8; 2; 15:
This 'Skill' allows the person, with the proper tools, to pick locks.

Read Lips: Int. 8; 2; 5:
The person who is attempting to 'Read Lips' must be able to clearly see his target's face from the frontal or profile view. The reader must know the language the target is speaking.

Rope Use: Agility 8; 2; 6:
The ability to tie intricate knots, perform rope tricks, and use a lasso. 'Rope Use' may also be used to allow a character to wriggle out of his bonds.
The character can 'Specialize' in 'knots', or 'rope tricks', etc. and will gain a +5 modifier when performing that feat.

Seamanship: Agility and Wis. 8; 1; 8:
This is the ability to sail and control a ship, and the ability to understand a ship's workings and the dangers of the sea.

Set and Remove Traps: Agility, Int., and Wis. 8; 2; 6:
This is the ability to set/remove traps, snares, etc.

Sleight of Hand: Agility 8; 2; 5:
The ability to 'palm' coins, pick pockets, slip poison into a drink, etc.

Small Boat Craft: Wis. 8; 1; 8:
The ability to construct rafts, barges, rowboats, canoes, etc.

Surgery: Wis. 8, and a 'Base' 'Healing' of 10; 1; 8:
As stated earlier, the ability to fix internal injuries, amputate limbs, and perform surgery.

Swimming: none; 1; 0:
A person with a low 'Base' would be able to 'dog paddle' in calm waters, but would probably drown in rough waters.

Throw: none; 1; 0:
This 'Skill' is used when a 'Weapon Skill' does not cover the circumstances. For example, a character will use his 'To Hit' with daggers to throw a dagger, but he would use his 'Throw' score to hurl a flask of acid at his enemy.

Torture: none; 2; 5:
This 'Skill' imparts the knowledge of how to gain information, damage without killing, etc. While it is possible for the clever Player to invent all sorts of horrid things to do to others, he may do so clumsily and accidentally kill his victim. The 'Torture' 'Skill' allows the character to know when to 'back off' and when to press forward.

Tracking: Wis. 8; 2; 0:
The ability to follow a trail, determine what a track is, and tell the number of creatures that left tracks behind.

Trailing: Wis. 8; 2; 4:
The ability to follow someone unnoticed. Unlike 'Tracking', you follow the person, keeping him in sight.

Vehicle Drive: Agility 8; 1; 8:
As with 'Animal Riding', you must specify the type of vehicle. Samples include the wagon, cart, and chariot.

Weapon: variable (see weapon in question); 1; variable (see weapon in question):
This is the ability to wield a weapon. The 'Min. Req.' and 'Tech. Level' will be listed with the weapon in **Equipment 8:7**.

It 'Costs' 1 point 'To Hit' *and* 1 point to 'Parry' (if applicable).

Wrestle: none; 1; 0:
This is the ability to attempt to subdue an opponent ('pin' him) without harming him. This also includes other combat techniques such as 'Tackling', 'Ramming', 'Flipping', etc.

Special Skills:

Ambidexterity: Agility 8; Total Cost = 40; 0:
This is the ability to use your right and left hand with equal ability. Further effects will be found in **Combat 4:13, #1**.
One can 'Specialize' in this 'Skill' and gain a reduction in penalties as prescribed in **Combat 4:13, #1**.

Blind Fighting: Perception 'Base' of 8; Total Cost = 40; 0:
This 'Skill' allows the character to battle unseen opponents without the usual penalties (see **Combat 4:5**), but are unable to defend against attack.
If someone 'Specializes' in this 'Skill', they may defend against opponents as well as strike them.

Berserker: none; Total Cost = 20; 0:
The rules for 'Berserking' will be found in **Combat 4:25**.

Light Sleeper: none; Total Cost = 20; 0:
A 'Light Sleeper' needs little to awaken them. If an event occurs, such as an unusual sound, the RM may allow a 'Perception' resistance roll at a 'Difficulty' he sees fit. If the character 'Succeeds' he will awaken. Keep in mind that just because he wakes up does not mean he will be alert. It could be hard for a person with this 'Skill' to rest in a noisy environment.

Priesthood: variable; variable (100 on average is suggested); 4:
The RM will work out the particulars of priesthoods-- check with him. RM's, don't panic! I will tell you all about it in the 'RM Section' of this book.

Magic Skills: (See Chp. 5 for more details.)

Banish: Mys., Pre., and Will of 8; 4; 9 Wizard, 4 Priest:
This is the ability to banish 'Entities' back to their home 'Plane'.

Bind: Mys., Pre., and Will of 8; 4; 9 Wizard, 4 Priest:
This is the ability to bind 'Entities' to objects and areas.

Bond: Mys., Pre., and Will of 8; 4; 9 Wizard, 4 Priest:
This is the ability to cause 'Bound' 'Entities' to bond with (become a part of) items, etc.

Exorcise: Mys., Pre., and Will of 8; 4; 9 Wizard, 4 Priest:
This is the ability to expel 'Entities' from the people, areas, and items they 'possess'.

Imprison: Mys., Pre., and Will of 8; 3; 9 Wizard, 4 Priest:
This is the ability to imprison 'Entities' in containers, special prisons, etc.

Summon: Mys., Chr., and Will of 8; 2; 9 Wizard, 4 Priest:
This is the ability to summon 'Entities'.

Turn: Pre., and Will of 8; only available to the 'Faithful' and few others; 4:
This is the ability to repel (or in some religions, command) the Undead (or animals, or lycanthropes, etc.).

Skills 2:17: Final note on 'Skills'.

It would be totally inconceivable for me to second-guess every Player and every RM, and to allot for every situation; that is why final arbitration of unique uses for 'Skills' and the specifics of new 'Skills' rest with them. Use common sense and a bit of educated guessing, and you will do just fine.

Nature 3:1: Vision types.

Because this is a fantasy game, and fantasy games deal with the fantastical, it is quite possible that your character, and the creatures he encounters, will have a 'Vision Type' other than normal Human vision. These types are detailed below.

1. **Normal:** The type of vision Humans normally have.

2. **Night Vision (NV):** 'Night Vision', simply put, is the ability to see in darkness as if it were just before dawn; when the sun is just about to peer above the horizon. Night Vision is a type of generic vision, covering all creatures that can see in the dark. All listed creatures, races, etc. that are in this book that can see in the dark (unless otherwise noted) have 'Night Vision'. If the RM desires to get more specific, or vary these creatures, he may choose another 'Vision Type' for them. The generic 'Night Vision' is used so that an RM can mold the game to his specific taste.

3. **Infravision:** 'Infravision' allows a character to see heat sources. Warmer areas would appear yellow, hotter areas would appear red, cold areas appear blue, and so on. A good example of 'Infravision' can be found in the movies "Predator" and "Westworld".

Other heat sources, of course, could interfere with 'Infravision'. For example, if a creature had no other means of vision aside from 'Infravision' and they were to gaze upon a camp of sleeping individuals, they would probably be able to clearly see all the individuals except for the ones lying really close to the campfire because the heat of their bodies and the heat of the fire would blend with one another and, in a sense, blind the creature.

'Infravision' also allows for other interesting effects. For example, if a warm creature were to walk across a cool dungeon floor, for a time, a creature with 'Infravision' would be able to see the warm-blooded creature's footsteps traced along the dungeon floor. The same would hold true if something cold walked across a warm surface. The creature with 'Infravision' would see blue footsteps traced along the dungeon floor. Obstacles such as furniture, walls, and the like (if the RM so desires), could be distinguished by a creature with 'Infravision' as a grayish area, and could distinguish them by their tint and shape.

As an optional rule, the RM may decide that creatures with 'Infravision' have poor depth perception. Bad depth perception, at the RM's option, could very well have adverse effects (such as causing penalties for the creature in Combat).

4. **Ultravision:** 'Ultravision' allows a creature to see ultraviolet radiation. In darkness, the creature with 'Ultravision' would be able to see as if he were looking at a negative of a photograph. Keep in mind that 'Ultravision' will only work in places where ultraviolet radiation exists. Deep in caverns (and the like), 'Ultravision' would be useless.

Note to the RM: If you would like to invent and detail various kinds of 'Vision Types', feel free; some examples of interesting ones include Hawk-like and/or Telescopic Vision, X-Ray Vision, Heightened Peripheral Vision, and 360 degree Vision.

Nature 3:2: Vision Rating (VR).

All characters will have a 'Vision Rating' (VR), which will tell how well they

can see in the light (or darkness). While it may be possible for a Human to, on a flat plain, during the day, see mountain ranges 75-100 miles away, or the horizon roughly 10 miles away, or the sun 93,000,000 miles away, it does not mean that he can see an encampment 10 miles away or even the horizon if a forest blocked the view. These are all factors we will have to consider with common sense.

For the purpose of the game, we will use the method of vision measurement called a 'Vision Rating', which will be based on the common, average, human ability. The rating will be listed as a number ranging from 0 (blind) to an infinitely high number. The number represents how may 100's of yards one can normally see during the day (or night). The rating is broken down into ranges: Close, Near, Far, Very Far, and Max. The effects of the ratings are detailed below.

Close Range: Within this range, all but the most intricate of details can easily be seen. Intricate details (very small print, etc.) would require a range of 1/20 Close range (or magnification).

Near Range: Within this range, individuals can be identified and flags and most symbols are clear. All but the smallest actions ('Sleight of Hand', etc.) can be seen.

Far Range: Within this range, only general size, shape, color, and creature type can be seen. It is possible to see distinctive dress and flag colors.

Very Far Range: Within this range, a person can see the general size and shape of a man-sized creature, but determination of the creature's type cannot be done.

Maximum Range: Within this range, only a moving man-sized (or larger) creature can be seen, but one cannot tell what it is or what it is doing.

Visibility Chart (in yards)

VR	Close	Near	Far	Very Far	Max.
15	15	100	500	1000	1500
14	9	93	467	933	1400
13	9	87	433	867	1300
12	8	80	400	800	1200
11	7	73	367	733	1100
10	7	67	333	667	1000
9	6	60	300	600	900
8	5	53	267	533	800
7	5	47	233	467	700
6	4	40	200	400	600
5	3	33	167	333	500
4	3	27	133	267	400
3	2	20	100	200	300
2	1	13	67	133	200
1	.67 (2 feet)	7	33	67	100

For 'Vision Ratings' above 15, simply add the VR numbers together to create the new VR. For example, if you needed to know the particulars of a VR of 21, you would add the rating of VR 15 and VR 6 (making a VR 21's Close Range 19, Near 140, etc.). For VR's less than 1, simply refer to VR's 1-9 and add a decimal to the left of the number. You would then have to move the decimal place to the left of each corresponding range (the Close Range of a .9 VR = .6, Near = 6, Far = 30, etc.).

Note to the RM: Use common sense when modifying VR's due to weather, levels of darkness, terrain, etc. It should be obvious that a giant can be seen from farther away than a man, and that the Max. Range will be hindered greatly at night, and so on.

Nature 3:3: Time.

You must understand that in a role-playing game, time is a matter of saying; " a day has passed" for it to be so. If nothing of importance is going on in a game, the RM may very well skip time to a point where the story can continue in an interesting fashion. In other words, the real time equivalent does not have to correspond with game time.

Nature 3:4: Units of Time Measurement:

For the purpose of game mechanics, there are units of time measurement unique to role-playing games. The terms and their corresponding time equivalent for **Mystic Rune™** are as follows:

Phase: 5 seconds
Segment: 10 seconds (2 Phases)
Minute: 60 seconds (6 Segments)
Turn: 10 Minutes
Hour: 60 Minutes (6 Turns)

Nature 3:5: Time required to perform various actions.

Function:	Time Required:
Quickly search body *	1 minute
Intense search of body +	2 minutes
Complete search of body #	5 minutes
Looting	1 segment
Light a torch	1 minute
Search for secret door/trap	1 minute per 10' of area searched
Bind/treat wound	1 minute
Hammer a spike	1 minute
Withdraw and drink a potion:	
Close at hand	1 segment
In backpack, etc.	2 segments or more
Don a disguise:	
Simple	5 minutes
Difficult	d6 turns
Complex	d6 hrs.
Shout a simple command	During 'Circle of Combat' (see Chp. 4)
Drop excess equipment for combat	-2d4 to 'Initiative' (see Chp. 4)
Pick lock:	
Simple	1 segment
Difficult	1 minute
Complex	d10+2 minutes
Set trap:	
Simple	d6 minutes
Difficult	d6 turns
Complex	d6 hours
Remove Trap:	
Simple	1 minute
Difficult	d10+2 minutes
Complex	d6 turns

* = One cannot find 'Concealed' items this way.
+ = One may find 'Concealed' items this way.
# = A strip search: This will reveal most 'Concealed' items without rolling a 'Find' roll-- unless the item is hidden in a body orifice.

Nature 3:6: Movement.

Because most living things can move (with the exception of plants; but then again, in a fantasy campaign, anything is possible), we must concern ourselves with rules on how quickly creatures can move, how much land they can travel in the course of a day, and so on. This part of the chapter will deal with these problems.

Nature 3:7: What the 'Movement Rate' score means.

The 'Movement Rate' score represents the following:

1. The number of miles per day (10 hrs of travel) one can travel.
2. The M.P.H. one can sprint.
3. Movement divided by 5 = ft./sec.

walked.

4. Movement x 2 = feet/segment walked.
5. The numbers in '3' and '4' above can be altered the following way:

   walking speed x 3 = jogging speed
   walking speed x 4 = running speed
   walking speed x 5 = sprinting speed*

   *The character must make a 'Strength Roll' to attain and maintain this speed each segment.

6. Flying, a creature can rise at ½ speed and dive at double.

Nature 3:8: Overland movement.

Modifiers to land speed will depend upon the 'Difficulty' of a journey. Obviously, trying to travel through a dense, brambly forest will be slower than walking a well-traveled downhill path.

Difficulty of Journey:	Movement Changed To:
Very Easy	Move x 1.5
Easy	Move x 1.25
Average	Movement Rate
Difficult	Move x .75
Very Difficult	Move x .5
Hard	Move x .25
Very Hard	Move x .125
Extremely Hard	½ mile per day or less

Nature 3:9: Jumping.

1. Standing High Jump: (avg. Strength and Agility) divided by 5 in feet (we will call this 'X')
2. Running High Jump: 'X' x 2 in feet (we will call this 'Y')
3. Pole Vault: 'Y' x 2 in feet
4. Standing Long Jump: (avg. Strength and Agility) divided by 1.6 in feet (we will call this 'Z')
5. Running Long Jump: 'Z' x 2 in feet
6. Hurdle (from run): as 'X'
7. Vault: as 'Y'

Nature 3:10: Size's effect on jumping distance.

Adjust the distance (in feet) a character can jump by the list below.

Size:	Effect:
Minute (6")	Jump x .1*
Very Tiny	Jump x .125
Tiny	Jump x .25
Small	Jump x .5
Medium	Normal Jump
Large	Jump x 2
Huge	Jump x 3
Gigantic	Jump x 4**

*Down to .05 at 5", .03 at 4", .025 at 3", .02 at 2", .017 at 1"

** Raise the Multiple up +1 for every 25' over 25'

Nature 3:11: Encumbrance and its effect on Movement, etc.

When a character is 'Encumbered', not only will he 'Move' at ¾, ½, etc.; he will also attack, defend, (cast spells—at the RM's option) and perform all other physical actions at ¾, ½, etc.

For example, if Darien were carrying from 66-130 lbs. he would be 'Lightly Encumbered', causing him to perform physical actions at ¾ the normal effectiveness. He would have a 'Movement Rate' of 20 instead of 27, 'Dodge' at 18 instead of 24, etc.

Nature 3:12: Can I lift more than my 'Max. Lift' will allow?

The answer to the above question is yes. To do so, your character must make an 'Average Strength Resistance Roll' with a -1 modifier to Strength for every 5 pounds over the 'Maximum' he tries to lift.

Note to RM: If the character 'Criticals', you may allow him a chance to raise his Strength, even if it is beyond the maximum allowed. If a character 'Fumbles', he may hurt his back or break a bone. The details are up to you.

Nature 3:13: The effects of the 'No Food', 'No Water', and 'No Sleep' scores.

1. **No Food or Water:**
   The effects for each occur separately.

   a. Beginning each day beyond the 'No Food (Water)' score, the character must make a 'Fatigue' roll at an increasing 'Difficulty' (starting with Average, becoming Difficult the next day, Very Difficult the day after that, and so on).

   Critical: The Difficulty will be the same the next day.
   Success: 'Max. Fatigue' will temporarily drop by 1 point.
   Failure: 'Max. Fatigue' will temporarily drop by 2 points and Health temporarily drops by 1.
   Fumble: The character dies.

   b. When the 'Max. Fatigue' drops to Incapacitated, the character will pass out and 'Health Levels' (see **Nature 4:10**) will begin dropping at the rate of 2/day. At 0 Health the character dies. If nourished, 'Health Levels' will return at a rate of 1/week.

   If Health drops to beyond ½ its Maximum score, a 'Difficult Endurance Roll' must be made.
   Critical and Success: No further ill effect has occurred.
   Failure: The character's maximum Health score will permanently be at ¾ its former total.
   Fumble: The character's maximum Health score will permanently be at ½ its former total. (See **Nature 3:13:** 1b.)

2. **No Sleep:**
   a. For each hour beyond the character's 'No Sleep' score he stays awake, the character must make a 'Fatigue' roll at a Difficulty appropriate to the situation.
   Critical: Skip the next roll.
   Success: Lose 1 'Fatigue Level' (see **Nature 3:14** below).
   Failure: Lose 2 'Fatigue Levels'.
   Fumble: The character passes out.

   b. When the 'Fatigue Level' is at 'Incapacitated', the character may still be awake, but an immediate 'Difficult Will Resistance Roll' must be made; if failed, the character passes out. Each hour after that, the character must make an increasingly more difficult roll.

   When 'Incapacitated' due to loss of sleep, all 'Skills' will be at ⅛ normal effectiveness; and the 'Resistance' to those 'Skills' will be at +5. When sleep finally does occur, the character will sleep 1½ to 3 times longer than normal.

Nature 3:14: Fatigue.

The 'Fatigue Rating' list on the 'Character Sheet' denotes various 'Fatigue Levels' (Minor Fatigue, Moderate Fatigue,

etc.). These 'Fatigue Levels' represent the fact that the more tired you are the less competent you are, and the harder it is for you to accomplish various tasks. When your character gets tired enough to drop from normal (the 'Fatigue Rating' score) to one of the 'Levels' below it, all abilities and 'Skills' will be at the effectiveness noted to the left of the 'Level Name'. In other words, if a character were to be at 'Minor Fatigue', he would perform all actions at ¾ effectiveness (¾ 'Movement', ¾ 'Dodge', etc.). When a character must make a 'Fatigue' roll, he will do so at his current 'Level' of 'Fatigue'.

For example, if Darien were at normal 'Fatigue', he would use his score of 10 for 'Fatigue' rolls; if he were at 'Minor Fatigue', he would roll with a score of 8.

Any time your character performs strenuous activity (combat, marching, etc.) the RM may call for a 'Fatigue' roll at a 'Difficulty' he sees fit (dependent on the activity and other circumstances).

Critical: The character may skip next roll during this activity.
Success: No effect.
Failure: The character's 'Fatigue Level' drops by 1.
Fumble: The character's 'Fatigue Level' drops by 2.

When a character drops to 'Incapacitated', the appropriate effect will take place dependent on the RM's wishes (collapse, unconsciousness, etc.). The length of time, and what the character must do to erase the 'Fatigue', is completely up to the RM (based upon the circumstances of the 'Fatigue'). At the RM's option, a character that drops to the 'Level' of 'Incapacitated' may be required to make a 'Physical Trauma' roll, dependent on how strenuous the activity was that caused the 'Level' to drop (a 'Fumble' could cause the character to have a heat stroke, a heart attack, etc.).

All 'Modifiers' to abilities and 'Skills' due to 'Fatigue' (¾ effectiveness, ½ effectiveness, etc.) are in addition to those for 'Encumbrance'.

For example, if Darien had a 'Dodge Score' of 24, and he were at 'Light Encumbrance' and 'Minor Fatigue', and he were trying to 'Dodge'; he would do so at (¾ of 24 = 18, ¾ of 18 =) 14 instead of 24.

Note to RM: Insufficient food, water, sleep, etc. may cause a slow loss (or limited restoration) of 'Fatigue Levels', at your option.

War 4:1: Things to remember.

Because this is a fantasy role-playing game, and the genre of 'Sword and Sorcery' is filled with conflict, there is a good chance your character will face combat during his adventuring career. Below I will detail the rules of combat, but first I must list a few very important things; they are as follows:

1. Remember the 'Resistance Roll Equation': (Attacking Force + 10) - The Resisting Force = Success Score.
2. Remember that the 'Resistance Roll Equation' can be 'reversed' to (Defending Force + 10) - The Attacking Force = Success Score.
3. A 'Fumble' can occur on more than a roll of a 'natural' 20 (**In. 7, #2**). If a character receives a modifier to his 'Fumble Rate' (the chance that he will 'Fumble'), that number (listed as a '+') will be subtracted from 20. If a character rolls the new number or higher, he will 'Fumble'. The modifiers to the 'Fumble Rate' will be listed further in this chapter. Those not listed are for the RM to decide.

   For example, if Darien were to receive a +5 to his 'Fumble Rate', he would 'Fumble' on a roll of (20 - 5 =) 15, 16, 17, 18, 19, and 20.

4. If a character is making a 'Resistance Roll' where he is using another character's 'Skill' as the resistance (one man's 'Perception' versus another man's 'Move Quiet' for example), a 'Success' for the 'roller' will mean the other man 'Failed', a 'Fumble' will mean the other man 'Criticalled', and so on; all for the purpose of raising 'Skills' (or anything else the RM desires).
5. Combat will use an elastic form of time called a 'Circle of Combat'. Every 'Segment' of combat is broken down into a number of actions each participant in combat can perform. The time it takes for each person to perform 1 action is called a 'Circle of Combat'. If 3 people perform an action, 1 'Circle' will have passed; if 10 people perform an action, 1 'Circle' will have passed; and so on. There are circumstances where more than 1 action is allowed in a 'Circle of Combat'; when two (or more) actions can reasonably be performed together (when 'Attacking' *and* 'Defending' for example).

   The RM and Players must remember that during combat, 'Time' will slow down. Whereas before, minutes, days, and weeks of game time could pass in a few seconds of real time, a few seconds of combat may take several minutes of real time to play out. If your character is performing an action that takes 2 minutes while combat is going on, several minutes of real time (and the combat) may be over before his action is finished.

   I have gotten into more than one 'discussion' with my Players because they keep forgetting to keep everything in perspective. One time, my Player's characters were 200 yards away and they saw their buddy in combat. They wished to help him, so they started running. The combat was long over by the time they arrived, and the Players got 'pissy'. I tried to remind them that that particular battle took all of 6 seconds, and they only crossed about 40 yards during that time.

They were looking at it as the number of actions they were performing, not at the time it took to perform those actions. Please do not make this same mistake. If your character is performing an action that takes 1 segment, the other characters may get 1 to 5 (or more) combat actions before he is through. If you would like to test this theory, ask your friends to begin beating the crap out of you while you open your backpack, take out a flask, open the flask, and drink the contents of the flask. I will be willing to bet that you will have been hit many, many times before you are through drinking the contents of the flask (Before you go unconscious, ask your friends to put the lid on the flask so it will not spill; we don't want a bigger mess than there already is).

War 4:2: The sequence of combat.

1. The RM will decide (secretly) what actions the NPC's, monsters, etc. will perform; then he will ask the Players (in whatever order he desires) what actions they wish to perform. A character can perform any action listed below or any combination of actions allowed by the RM, spell description, or the rules.

   Actions:
   Move
   Attack and/or Defend
   Cast a Spell
   Perform an action (talk, drink a potion, etc.)

2. Determine 'Initiative' according to the action(s) performed. 'Initiative' is a method of telling which character can perform which action first, who is next, etc. Using the Speed Attribute, and modifying it by the speed of the action calculates 'Initiative'.

   For example, if Darien were attacking with a sword with an 'Initiative' modifier of -3, he would have an 'Initiative' of (Speed 20 - 3 =) 17.

3. Play out the actions in order of 'Initiative', from the highest number (the first to act) to the lowest number (the last to act). If two or more characters have the same 'Initiative' score, they can roll a d6. The highest d6 score goes first, the second highest second, etc. If the d6 roll is the same, the characters are in 'Simultaneous Initiative'; they both get to act at the same time. During 'Simultaneous Initiative', the character can perform his action, even if he were killed on his opponent's roll. The reason is simple; the two combatants swung their swords at the same time, and connected at the same time, even though the Players rolled at different times.

War 4:2:A: Initiative Modifiers:

Cast a spell	-1*
Use innate spell or power	-1
Use 'Breath Weapon'	-2
Each second of 'Movement'	-2
Drop excess equipment	-2d4
Use 'Magic Item'	Variable**
Have slippery footing	-2
Draw sheathed weapon	-5†
Grab dropped item	-7‡
Charging	Special Ω
Weapon attack	Special ΩΩ

* Per Difficulty of the Spell (Very Easy is –1, Easy is –2, etc.).

** A (+) or (-) equal to the bonus/penalty of the item, or up to the RM.

For example, if Darien had a +5 sword, his 'Initiative' would be (Speed 20 -3 +5 =) 22. If Darien had a magic ring, the RM may decide a modifier of -1 is all that is needed to activate it.

† Or may 'Quick Draw' -1 (with a -5 to 'Hit' and 'Parry' that 'Circle of Combat').

‡ Plus any penalties due to any 'Movement' needed.

Ω See 'Charging' rules in this chapter.

ΩΩ See the weapon in question. If your character is fighting with two weapons that have the same 'Initiative Modifier', you must subtract 1 from the second weapon. Otherwise, attack with the weapons in order.

War 4:2:B: Initiative Continued.

When combining most actions (not Attacking *and* Defending), combine the 'Initiative Modifiers' as well.

For example, if Darien were going to grab the sword he dropped (-7) and attack with it (-3), he would have an 'Initiative' of (Speed 20 – 7 – 3 =) 10.

If 'Initiative' were to be reduced to 0 (or less) for any reason, that character would attack/take action 'dead last', with no other action allowed that segment (a character with a 3 Speed attacking with a sword with a -3 'Initiative Modifier' would have an 'Initiative' of 0, having only 1 attack in an entire segment of combat).

War 4:2:C: Altered 'Initiative' for 'Masters' of firearms and/or crossbows:

Masters of firearms and/or crossbows can be handled many different ways according to the RM's desires; I will list two suggestions below.

A. Normally, a loaded firearm or crossbow can be fired with an 'Initiative Modifier' of 0. Reloading the fired firearm/crossbow takes an 'Initiative Modifier' of (–10), and then it will be ready to fire. The character (if any 'Actions' are left, see **War 4:3**) could then fire the loaded weapon at a 0 'Initiative Modifier' on the next (what would be the third) 'Circle of Combat'. 'Masters' could have the 'Initiative Modifier' reduced to -7.

B. The RM could say that any character could fire a firearm/crossbow at an 'Initiative Modifier' of 0. The character would then spend the remainder of the 'Segment', and the duration of the next 'Segment', reloading the weapon so that it would be ready to fire on the first 'Circle' of the third 'Segment'. 'Masters', on the other hand, would only have to use the remainder of the 'Segment' he fired in to re-load, and would be ready to fire again the first 'Circle' of the second 'Segment.

4. Determine effects of actions, roll 'Damage', apply effects, etc.
5. Begin the next 'Circle of Combat'. After all the characters have performed their allowed number of actions (Darien has a 4 'Base'), a new 'Segment of Combat' begins.

War 4:3: Number of actions allowed.

The 'Base' number of actions allowed is equal to the characters Speed ÷ 5. The

number of actions can rise and fall due to various circumstances.

1. +1 action for being a 'Master' of the particular action.
2. +1 action for every +5 'Initiative Modifier' (do not round up).

For example, if Darien were to use his +5 sword, he would gain a +5 to 'Initiative', and a +1 to his number of actions with his sword. If his sword were a +8, he would still only get 1 bonus action. If the sword were a +10, then he would get 2 bonus actions.

3. -1 action for every -5 to the 'Initiative Modifier' (do not round up).

A character is allowed actions with various parts of his body independent of one another (within reason) at the RM's discretion.

For example, Darien could attack 5 times with a sword in his right hand, and 5 times with his left hand, while 'Dodging' 5 times with his body. Darien could NOT attack 5 times each with his 2 hands, and 2 feet. There is a thing called gravity.

If a character wanted to attack and parry with the same weapon, he would have to divide his actions between the two events.

For example, if Darien were to attack and parry with his sword, he would have only 5 total actions with that weapon. He could only attack 3 times and parry twice, etc.

War 4:4: Spell-Casting and other actions.

If allowed by the RM or the spell description, a character could conceivably decide to cast a spell while dodging blows or while trying to move or attack. If this is attempted, the 'Fumble Rate' of the spell will be increased as follows:

Some spells require the caster to 'Grab' or strike the victim. In that case no increase to the 'Fumble Rate' occurs. Combining events combines increases to the 'Fumble Rate'.

Sample Fumble Rates:

RM's may add to/alter the list as they see fit.

Spell-Casting and...	Fumble Rate at...
Attacking	+4
Defending	+2
Falling	+3
Walking, Marching, etc.	+1
Running, Swimming, etc.	+4
Encumbered	+2*
Fatigue	+1**

* Per level of 'Encumbrance' over 'Un.'
** Per level of 'Fatigue' over Light.

War 4:5: Combat modifiers.

Opponent is...	Attack at...
Invisible *	½ Hit Rating
Off balance	+2
Prone/Stunned	+4
Sitting/Kneeling	+2
Blind, etc. *	+4
Surprised	+2
Hindered	+3
"Hastened"	-4
"Slowed"	+4

* If your character is invisible, and his opponent is not, your character will hit at +4, and his opponent will strike using ½ his 'Hit Rating'.

Attack is...	Attack at...
A kick	-2
A called shot	-4 'Base', +/- at RM's discretion.
From higher elevation	+3
From lower elevation	-3
From behind	+2
Versus Larger creature	+1 per category larger (+1 per 6' over 24').
Versus Smaller	-1 per category smaller (-1 per 1" under 6").
'Grab' for weapon	'A Called Shot'
Thrown non-missile weapon	-4
All out attack	+4
All out defense	+4 to defense
Point Blank attack	+4 (Bows, Crossbows, and Firearms only)
With 'off' hand	Penalty listed on the right side of slash in **4:13, # 1**

Missile Modifiers:		
Range:	**To Hit at...**	**Damage is at...**
Medium	-2	¾
Long	-4	½
Maximum	-8	¼

1. At Close range, hurled weapons get the Strength bonus to damage.
2. At Short range, hurled weapons get ½ the Strength bonus to damage.
3. Strength penalties to damage occur at any range.

Bows set to Strength:

Bows can be 'Set to Strength' so that, for example, if a character had a Strength Score of 18, his bow would give a Strength bonus to damage (as per hurled weapons). Any character that has a Strength lower than the bow's can still use it, but a 'Strength Resistance Roll' would be required to pull the bow back; and the character would fire the bow at a minus 'To Hit' equal to his Strength subtracted from the bow's Strength.

War 4:6: 'Point Blank' range:

'Point Blank' range is equal to Agility divided by 5 in feet. If a character is using a shot weapon (such as firearms, bows, and crossbows) at 'Point Blank' range he will gain a +4 to hit.

'Point Blank' range has no effect on hurled weapons. Some weapons, such as bows, are ineffective at very short distances.

War 4:7: Falling Damage:

A person who falls may take damage. Below is a table of the relative damages and events resulting from falls. The 'Hit Location' for falls will be listed in the RM section of this book.

For the purpose of this game, terminal velocity will be 200'. Therefore, a person could fall 200' or 1000' and take the same amount of damage. After terminal velocity is reached, the falling object will hit the ground at the same velocity regardless of the distance traveled.

1. Damage from a fall of 1' (at the RM's option) to 10' will cause d6-2 damage. Every 10' of a fall past the first 10' (or fraction thereof, up to 200') will be +d6 to damage (a fall of 40' = 4d6-2 damage).
2. If the character is prepared for the fall, he may make a 'Jump' roll at a 'Difficulty' prescribed by the RM. If the roll is successful, the character may subtract d8 of the damage.

3. The bigger they are, the harder they fall. Below is a list of 'Modifiers' to the damage due to the 'Size' of the creature that falls

Size:	Damage at...
Minute	⅛
Medium	Normal
Very Tiny	¼
Tiny	½
Small	¾
Large	x2
Huge	x3
Gigantic	x4

4. If a creature falls on another creature, the one who fell will take ½ damage, and the one who stopped him will take ¾ damage.

War 4:8: Boulder damage.

If rocks, boulders, and the like were to be thrown or dropped on a character, he would suffer damage. Below I have listed the damage and throwing range of rocks (and their friends).

Weight of Rock (in lbs.):	Damage:	Bonus per 10' dropped:
⅛ to ¼	d2	N/A
¼+ to ½	d4	N/A
½+ to 5	d6	N/A
6 to 10	d8	+1
11 to 25	d10	+d2
26 to 50	2d10	+d4
51 to 100	3d10	+d6
101 to 200	4d10	+d8
201 to 400	5d10	+d10
401 to 800	6d10	+d12
801 to 1600	7d10	+d20
per 1000 (or fraction) thereafter	+d10	+d20

If the item is dropped from heights of 1' or less, the damage is ¼; if the distance is over 1' up to 5', the damage is at ½.

Throwing Range of non-standard items:

Weight of Hurled Item	Range (in feet):
If Unencumbered weight or less	Strength
If Light Encumbrance	½ Str.
If Moderate Encumbrance	¼ Str.
If Heavy Encumbrance	1/7 Str.
If Very Encumbered	1/10 Str.
If at Max. Encumbrance	May only drop it
If at ¾ Un. Weight	Str. x 1.25
If at ½ Un. Weight	Str. x 2.5
If at 1/5 Un. Weight	Str. x 5
If at 1/10 Un. Weight	Str. x 10
If at 1/20 Un. Weight	Str. x 20

War 4:9: Hurled acid, oil, etc.

When a character throws acid or flaming oil on a creature, there is a 50% chance (if the container is open) that if the target is missed they will still be 'splashed' by the liquid. Closed containers that miss their target will land 2d6 feet away in a random direction.

Substance:	Direct Hit Damage:	Splash Damage:
Acid	3d10/2d10/1d10 *	2d8/d8/d4 *
Burning Oil	3d10/segment	d6/segment
Holy Water	As acid to various creatures (the RM has details).	
Boiling Water	d6/d3/1 *	d3/1 *
Boiling Oil	2d10/d10/d6/d4 **	d10/d6/d4/1 **

* = The first segment/second segment/third segment.

** = The first and second segment/third and fourth segment/fifth segment/sixth segment.

Make 'Karma' rolls when necessary to see if combustibles ignite due to exposure to fire. Burning clothes cause d6 damage per segment.

War 4:10: Damage and death.

When a character receives damage, it is applied to the area wounded. The amount of damage a character sustains is temporarily deducted from his total in the area wounded (or 'Hit Location). If a character takes ½ or more of his 'Maximum Life Point' total of damage *from one hit*, he is 50% likely to suffer a 'Major Wound'. If a character takes ¾ or more of his 'Maximum LP' total, he will (100% chance) take a 'Major Wound'. The RM has information on the effects of 'Major Wounds'.

If a character's LP total drops to 0 in any area, that area will be unusable until LP's rise to at least 1 point. If the area in question is the head, upper torso, or abdomen the character must make a 'Physical Trauma' roll (at a 'Difficulty' the RM deems appropriate) or go unconscious (even if the roll is succeeded, he would most likely be in a semi-conscious state). If the amount of damage taken were significant enough, the character could even die if the roll were 'Fumbled'. If the damage taken is below his 'Minimum LP' total, the area in question will be USELESS from that day forward. If the area reduced in such a manner is the head, upper torso, or abdomen, the character dies.

A way to avoid/reduce damage is to wear armor. Armor 'absorbs' damage inflicted upon a character. The amount of damage it will absorb depends on its 'Armor Rating' (see **Equipment 8:3 and 8:4**).

If Darien were wearing a chain vest (which absorbs d6 damage) and he was struck in the chest for 8 points of damage, his Player could roll a d6 to counteract the damage inflicted. If the Player were to roll a 5, he would subtract that from 8 and apply the new total (3) to Darien's 'Current LP' total.

Another type of damage is the loss of 'Health Levels'. When a character loses blood, suffers from poison, or many diseases, the damage will be subtracted from the character's total Health (affecting 'Maximum LP', etc.). Once the damaging effect is gone, the character will heal at a rate of 1/10th his Maximum Health per week (or as prescribed by the event). If a character's Health is ever reduced to 0, he will die. If Health is ever reduced to under ½, he must make a 'Difficult' Endurance roll, or have his Maximum Health reduced to ¾ the original total.

There are two other types of damage, 'Subduing' and 'Knockout'. 'Knockout' damage is inflicted with blunt objects (sorry, no bows and arrows) upon the head, upper torso, or abdomen (lower back). The damage is inflicted normally, but only ¼ of it is real; the rest will 'disappear' after [(20 + 4d10) - Health] minutes (numbers less than 0 = add total to 60 for number of seconds).

If the character is reduced to 0 or less due to Knock Out damage, the character will fall unconscious. If a character takes ½ his 'Maximum LP' total in one hit, he is 50%

likely to be immediately knocked out. If he takes ¾ his 'Maximum LP' total in one hit, he will (100% chance) fall immediately unconscious.

If a character is suffering from 'Knockout' damage, and he is hit with enough lethal damage to knock him below his 'Minimum LP' total, he will die—even though part of the damage was non-lethal.

'Subduing' damage is used when, for example, one character wishes to 'pin' another character; or he desires to hold a character—stopping him from running into a burning building, etc. To do this, the damage is taken off of the character's Endurance Score (for the purpose of 'Subduing' only), when the total reaches 0, the character is trapped and can no longer resist. When the character is set free, the 'Subduing' damage will 'disappear' at a rate of d4 points per segment. Damage is inflicted at the rate of *d?* [The '?' equals a die type equal to Strength divided by 5 (Strength 20 divided by 5 = 4, or a d4; a Strength of 12 divided by 5 = 2.4, or a d2; and so on)].

Damage and 'Fatigue':

For every ¼ of a characters 'Maximum LP' total he takes in damage, his 'Fatigue Level' will drop by 1 for the purpose of using that location in a fatiguing activity.

Note about death: Use common sense. If a character is placed in a guillotine and they release the blade, he is dead. If a character is tied up and another character decides to kill him, he is dead. If a character has a firearm held to his head and the trigger is pulled, he is dead! If these events occur with your character, 'roll-up' a new one.

War 4:11: Damage 'Modifiers' due to proportional weapons.

As should be obvious, a club held by a Giant is going to be bigger, and do more damage than a club held by a tiny Faerie. To represent this fact, it is assumed that the 'Damage Ratings' listed in **Equipment 8:7** are for man-sized weapons; below I will explain how to correct the damage to suit other-than-man-sized creatures.

1. For every 'Size Category' smaller than man-sized a creature is, the die-type will be decreased by one (a d6 becomes a d4, a d20 becomes a d12, a d2 becomes 1 point of damage, anything lower will be like stepping on a sticker.). The 'Size Category' changes for every inch below 6".
2. For each 'Size Category' larger than man-sized, the die-type will be increased by one (a d6 becomes a d8, a d20 becomes a d20 + d4, a d20 + d4 becomes d20 + d6, etc.). The 'Size Category' changes for every 6' over 24'.

War 4:12: Karma and Luck.

The Attribute 'Karma', can be used as a 'Resistance' roll: 'Karma' (Luck) rolls (at variable 'Difficulties) can be used to determine if torches go out when dropped, if a character is hit by stray arrows, or just about any circumstance not covered elsewhere.

'Luck Points' are used to alter success rates of 'Resistance' rolls: A character can 'spend' 'Luck' to raise his chance to succeed a roll, or to reduce the chance of another character from succeeding against

him. 'Luck' spent in such a manner will return at a rate of 1/10 the characters Karma total (round off) per day (minimum of 1 point per day).

Darien slips into the shadows of a rainy alleyway spying the target of the assassination, the Captain of the City-Watch of Kormera, who is currently extorting information from a local bum. Darien wishes to approach, 'Moving Quietly', hoping his steps will be masked by the pounding of the Captain's fist and the groans of the bum.

As Darien approaches his target, the Captain finishes his chore and leans against a pile of crates surveying his handy work. Darien must either reveal himself or climb the crates to get in position to earn his pay. Darien decides to climb the crates, but his foot snaps through the weak wood. (The RM has Darien's Player make a Very Difficult Karma Resistance Roll, he does and 'Criticals'!) Just then, a cat darts from under the crates and runs out of the alley. The Captain looks with suspicion as he steps away from the crates to look first at the cat, then at the crates where Darien has concealed himself. The Captain turns and looks at the unconscious bum and laughs "...seems we're not alone".

Darien slips from his cover and slowly approaches the back of the Captain. [The RM tells the Player to make a 'Move Quiet' roll versus a 'Resistance' of 27 (the Captain's 'Perception'), giving Darien a 10 or less on a d20 to succeed. The Player opts to spend 8 'Luck' to bring the success score to 18. He rolls and succeeds.] Darien raises his sword and... (To be continued.)

War 4:13: Attacking.

To attack, a character must match his 'Hit Rating' with the defender's 'Defense Rating' using the 'Resistance Roll Equation'. If 'Successful', the area hit will be randomly determined unless a 'Called Shot' was performed. The effects of a 'Critical' hit is listed below in **War 4:14**. A 'Fumble' will result in some ill effect (the RM will have the details). Damage and damage absorption is then rolled, and the effect noted.

There are many forms and methods of attack; I will detail some below. The RM can judge other situations that arise as he sees fit.

1. Attacking with two weapons: When a character attacks with two weapons, he may suffer penalties to 'Initiative' and 'To Hit' dependent on the weapons he uses. Otherwise, the procedure is normal.

   Modifiers 'To Hit' when using two weapons: (The number on the left side of the slash is for the first weapon to strike in the 'Circle of Combat'; the number on the right is for the second.)

Weapon Type:	**Penalty**
Two small weapons (a fist and dagger)**:**	0/-1
A small and medium weapon (a dagger and battle axe)**:**	-1/-2
Two medium weapons (two swords)**:**	-2/-4
A small (or medium) weapon and a body shield:	-2(-3)/-6

Note about Ambidextrous characters: 'Ambidextrous' characters receive ½ penalties; those 'Specialized' in 'Ambidexterity' receive ¼ penalties.

2. One-handed weapons (such as a dagger) used two-handed: When a character uses a one-handed weapon with two hands, he will gain a +d3 to damage.
3. Two-handed weapons (such as great axes) used as a one-handed weapon: A character must be 7' tall or taller, and have at least 15 Strength to wield a two-handed weapon as a one-handed weapon. Some weapons cannot be used in such a manner (staves, bows, etc.).
4. Throwing dirt in opponent's eyes: 'Throw' versus 'Dodge' or shield 'Parry'. If 'Successful', the victim must roll versus 'Physical Trauma' or be temporarily blind.
5. Combination attack (a two-fisted back blow with a knee to the face, etc.): Treat the attack as an attack with two weapons, using 'Called Shots' if need be. Certain 'Combination Attacks' can be used as a single attack (the sample attack listed above), but a higher over-all 'Initiative' penalty *may* be in order.
6. Feigning an attack: A character may wish to feign an attack so as to open the defenses of his opponent. To do this, the character must 'hold' (losing 1 action) his attack for 1 'Circle', making instead a Wisdom versus Wisdom roll. During this time the attack was feigned, and the attacking character gained an insight as to how the defender would react to his attack. On the character's next 'Circle' (and it must be on the very next 'Circle' or the benefits are lost) the character will gain a benefit dependent on how well the Wisdom roll went:
   'Critical': The character gains a +10 'To Hit'.
   'Success': The character gains a +5 'To Hit'.
   'Failure': The character gains nothing.
   'Fumble': The character opened himself up to attack, and his opponent will gain a +5 this 'Circle' to attack him!
7. Manipulating your opponent (maneuvering him toward a trap, backing him to a cliff, etc.): A Wisdom versus Wisdom roll is all that is needed.
8. Disarming opponents: The character must make a called shot followed by a 'Weapon Skill' versus 'Weapon Skill' roll.
   'Critical': The weapon is flung 5 + 2d10 feet away.
   'Success': The weapon is knocked to the floor.
   'Failure': The character has failed and has given his opponent a 50% chance to be able to riposte.
   'Fumble': The attacking character has been disarmed.
9. Riposte: A riposte is when a character turns another man's attack into an opportunity to attack (sliding his weapon off of his opponent's weapon, etc.). A riposte will occur in *addition* to any other actions allowed a character. It is a sort of '*bonus*

attack'. The riposte occurs during the opponent's action (actually a split second later, but not enough to allow the next person's action to occur).

For example, if Darien were to be attempting a 'Disarm', and he were to 'Fumble', there would be a 50% chance his opponent could immediately riposte even if he already exhausted his attack actions that 'Segment'.

A character does not choose to riposte (though he can choose *not* to) the opportunity presents itself to the character.

10. Wrestling: A character must successfully 'Grab' or already be holding his opponent, and then it is a simple 'Wrestle' versus 'Wrestle' roll. The character initiating the conflict will be considered the attacker (see the note on attacks below). If 'Successful', 'Subduing' damage will be inflicted.
11. Swarm attacks: There are times that a situation will occur when a character is the victim of a swarm attack. A swarm attack can occur with small creatures such as rats, insects, etc. When this occurs, the following rules apply:

    A. The swarm will have a total 'Swarm Attack Rating' (the 'To Hit'), 'Swarm Defense Rating', 'Swarm Life Points', and 'Swarm Damage' (how much damage they inflict).
    B. The victim of a swarm attack will be fighting the swarm, not individual rats, insects, etc.; when the swarm LP total reaches 0 the swarm is defeated/driven away.
    C. Damage inflicted by a swarm will be to d4 (or more) random 'Hit Locations'.
    D. To represent the sheer number of creatures in (and difficulty to drive away) a swarm, it is possible they will 'regenerate' LP back each 'Circle of Combat' (as new creatures replace the fallen ones).
    E. Certain attacks will be ineffective against a swarm (it would be hard to use your sword to strike rats that are all over you).

Special note about attacks (and other 'Skill' rolls): If a character 'Fails', it will be as though his opponent 'Succeeded'. If a Character 'Fumbles', it will be as though his opponent 'Criticalled'. This is in relation to raising 'Skills', 'Wrestling', etc. For example, if a character were attacking an opponent and he 'Fumbled', it would be as though his opponent 'Critically' 'Parried' or 'Dodged'. His opponent could then raise 'Parry' or 'Dodge' as prescribed in **Skills 2**, in addition to any other benefits.

War 4:14: The effects of a 'Critical' hit.

1. The attack is at maximum damage (no roll needed) and armor is at minimum absorption (no roll needed).
2. The area of armor struck will have its 'Armor Rating' (see **Equipment Chapter 7**) reduced by 1. If armor is reduced to an 'Armor Rating' (or AR) of 0, it is destroyed (in that area at least).

3. Parrying weapons will be 50% likely to have been broken (the attacking weapon passing right through it) or damaged (see **War 4:32**).

War 4:15: 'Knock Back'.

If, from one hit, a character were to take ½ his Maximum LP total or more in a hit location, the RM may rule that there is an opportunity for a 'Knock Back'. This is to simulate, for example, when in the movies a character is hit, then stumbles back a few feet, and tumbles over the edge of the balcony. If a 'Knock Back' situation occurs, the defender must make a 'Dodge' resistance roll versus the 'Difficulty' the RM deems appropriate. The effects are as follows:

'Critical': No effect.

'Success': The character is knocked back 2d6 feet and is 50% likely to be forcibly knocked to the floor.

'Failure': The character is knocked back 5 + d10 feet and is forcibly knocked to the floor.

'Fumble: The character is knocked back as prescribed in 'Failure' plus he must make a 'Karma' roll or be knocked unconscious when he hits the ground, or twist his ankle, etc.

War 4:16: Charging.

There may be times when your character wishes to charge into battle. When he does so, the following rules apply:

1. If both combatants have the same length weapons, see the rules on jousting (**War 4:17**).
2. If the defender has a long weapon (spear, etc.) and the attacker does not, he may 'Set Versus A Charge'. When a defender sets his weapon for a charge, he braces it so that his opponent will impale himself on arrival. The defender will win 'Initiative', gain a +2 'To Hit', and will gain a +d6 to damage if 'Successful'.
3. If the attacker has the long weapon, he wins 'Initiative'.
4. The charger receives a +d6 on damage versus his opponent.

War 4:17: Jousting.

1. The 'Initiative' is simultaneous.
2. No multiple Lance attacks are possible. The combatants approach, attack, and pass each other by.
3. If the combatant is mounted he must make a 'Ride' roll to successfully fight from horseback and maneuver without falling off, etc.; if damaged, he must make a 'Ride' roll or be dismounted (RM's use your best judgment on damage occurring from such a fall; and other effects, such as being dragged by a mount, etc.).
4. The combatants gain +d6 damage versus their opponents.

War 4:18: Backstabbing.

Any character that has his victim off-guard, caught unaware, taken by surprise (see **War 4: 20**), etc. may opt to 'Backstab'. The term 'Backstab' is somewhat misleading because the attack does not have to be from behind or with an edged weapon. The 'Backstab' does need to be done with a non-hurled, melee weapon (no bows!).

1. The attacker must state his intent to 'Backstab' to the RM before

he attacks.

2. The attack will be at -8 (usually versus a 0 'Defense' because the victim is unaware of the threat), but the character can choose to strike the head, upper torso, or abdomen (lower back). If 'Successful', the attack yields double damage (roll damage and multiply the result by 2).
3. After the initial attack, the victim must roll to see if they are surprised. If the victim is surprised, the effects of the surprise take place then.
4. When appropriate, normal combat can then take place. The 'Backstab' was a free attack.

War 4:19: Ambush.

An ambush occurs when one or more creatures attempt to launch a surprise attack. If the situation presents itself, the ambush can be treated as a 'Backstab' situation. If the situation is not a 'Backstab' situation (a group of bandits waiting in trees with bows for example), the following rules apply:

1. The initial attack is a free attack (more often than not versus a 0 'Defense' because the victims are unaware of the threat). Normal combat, if allowed, occurs after the ambush is launched.
2. The damage inflicted is treated normally—no bonus damage is inflicted.

War 4:20: Surprise.

'Surprise' occurs when a character is caught off-guard or unaware. When the RM feels that it is appropriate, he will ask a character to make a 'Surprise' roll versus the 'Difficulty' he deems appropriate. To do so, the character will use his Wisdom score modified by his Speed 'Modifier'. The effects of the roll are as follows:

'Critical': The character is completely on guard and aware, and may react normally. Normal combat occurs.
'Success': The character is somewhat alert. He may instinctively defend himself, but he may perform no other action for the first 'Circle' of combat.
'Failure': The character is caught completely off-guard and unaware (he could be 'Backstabbed' again) and is incapable of any action whatsoever the first 'Circle'. The second 'Circle' he may only defend himself (due to instinct). Normal combat will occur the third 'Circle'.
'Fumble': The character will be unable to perform any action for two 'Circles' (as 'Failure'). On the third 'Circle', he can defend himself (due to instinct). Normal combat occurs on the fourth 'Circle'.

War 4:21: An example of combat.

Continuing the story in **War 4:12**...

...Opting to 'Backstab' the Captain in the lower back, Darien attacks [the Captain has no idea Darien is behind him and offers no defense, so Darien's chance to hit is equal to (sword 'To Hit' of 25 + 10) = 35, - defense of 0 = 35, - Backstab' penalty of 8 = 27, + 2 because the attack is from behind =) 29. I roll a 14 and 'Succeed'. I then roll damage for the broadsword (d10); I roll a 5 + Darien's damage modifier of 0 = 5 points of damage, x 2 due to 'Backstab' = 10 total points of damage]. As Darien's blade bites deep, the Captain's back arches in a spasm of pain (the Captain has on a chain vest and so can absorb only d6 of the 10 points of damage).

(The RM rolls a 3, so the total damage taken is 10 - 3 = 7. The RM decides the Captain needs to make a 'Difficult' 'Surprise' roll. The Captain's 'Surprise' score is 17, + 10 - 'Difficult' (15) = 12; the RM rolls an 11 and 'Succeeds', but in the first 'Circle' of combat, the Captain can only defend. The RM also notes that the damage taken is equal to half the Captain's Maximum LP Total and rolls to see if he suffers a 'Major Wound' (he doesn't) and rolls for 'Knock Back'. The Captain has a 'Dodge' of 23, and the RM makes the roll 'Difficult', giving the Captain an 18 on a d20 to 'Succeed'. He rolls a 1 and 'Criticals'!).

With his opponent still standing, Darien decides to strike again, but the Captain (seemingly undaunted by the attack) attempts to 'Dodge' out of the way [because of this, Darien's chance to hit is [(25 'To Hit' + 10 =) 35 - 23 'Dodge' = 12, +2 because the attack is from behind =] 14. I roll a 13 and 'Succeed'. I did not specify where Darien was striking, so the place will be randomly determined. I roll two 20-sided die and discover Darien hit the Captain in the left arm (where he has no armor protection) doing 9 points of damage. The RM checks for a 'Major Wound' and discovers none occur. He rolls for 'Knock Back', and finds that the Captain fails his roll (he notes the result and describes it to me)]. Darien's attack catches the Captain in the left arm, biting hard into his flesh. The Captain cries out as he is thrust forward, smashing into the wall in front of him, before he tumbles into the trash. Darien can hear a call for the Captain beyond the alley as he approaches the prone man.

(This is the second 'Circle' of combat, and the Captain can react normally.) Lying on his back, the Captain gazes into the steely eyes of his assassin. As Darien prepares to attack, the Captain decides to 'Dodge' as he pulls his weapon to attack ('Initiative' is checked, Darien has a Speed of 20, + the weapon speed of -3 = 17. The Captain's Speed of 18, -5 for drawing a sheathed weapon gives him a 13, -3 for the speed of his sword gives him a 10. Darien goes first. Darien attacks, having a [(25 'To Hit' + 10 =) 35, - 23 'Dodge' = 12, + 4 due to the Captain being prone =] 16. He decides to make a called shot for the abdomen (an area wounded from behind earlier), knocking the total to 12. I roll an 8 and 'Succeed'. Darien does 10 points of damage (9 of which gets through the armor). The RM checks for a 'Major Wound', and discovers that one does occur. The RM then describes the results). The Captain howls as Darien's sword is buried deep into the Captain's stomach, blood pours from his mouth as he slumps in a dead heap. Darien can hear the approaching steps of the reinforcements, and decides to flee, having finished the job

War 4:22: Spells in combat.

Magic and spell casting will be covered in **Magic 5**, but there are a few things I would like to cover here before I finish this chapter.

1. Any person casting a spell that is hit in combat before the spell is cast must make a 'Spiritual Trauma' roll at a 'Difficulty' prescribed by the RM. If the roll is 'Failed' or 'Fumbled', so is the

spell being cast.
2. Any spells that require the victim to be touched, requires a 'Successful' 'Grab' or 'Brawling' roll.
3. When a situation arises in which a creature can only be harmed by special/magical weapons, any creature that has a 'Magic Immunity' (see **Magic 5:12**) or that also requires a special/magical weapon to be harmed may damage the creature using his natural weaponry (fist, claws, etc....).

War 4:23: Defending.

1. A character can only use 1 method of 'Defense' against each attack. You cannot 'Parry' *and* 'Dodge' the same sword blow.
2. If oil, acid, etc. is 'Parried', the container could break [50% chance to be required to make an 'Item Resistance' (discussed later in this chapter) roll], subjecting the defender to a spray of the liquid. Loose material can only be 'Parried' by shields and the like.
3. There may be times when a character is forced to use a particular type of 'Defense' even though they stated another preference. This will occur when, for example, someone is fighting and 'Parrying' with their sword, and someone throws a bucket of scalding water at them; they would have to 'Dodge' or have no 'Defense' at all.

War 4:24: Changing position in combat.

If a person is knocked to a prone position, they may stand on their next action if they do not attack or defend. If the character wishes to go from a prone position to a kneeling/sitting one, they may do so on their next action and may *either* attack or defend. If the character wishes to go from a kneeling/sitting position to a standing one, they may do so and *either* attack or defend. A character can dive from a standing position to a prone position and *either* attack or defend.

War 4:25: Berserking.

Berserking occurs when a person (usually) is filled with such a blood lust that he takes leave of his senses and gives in to pure adrenaline. He may foam at the mouth, turn beet red, howl in an animalistic rage, and destroy everything in his path (like a temperamental actress). When a Berserker character wishes to go berserk, he must incite his blood lust. There may even be times that he must try to keep his blood-lust in check, using all of his will to keep his head. To perform either of these feats, the Berserker must make a Will 'Resistance' roll at a 'Difficulty' the RM deems appropriate. It will take d4 'Circles of Combat' to incite the berserk fury. He will revert to normal d6 segments after the situation is over.

'Critical': The Berserker berserks and can snap out of it when he is ready, he has a moderate degree of control (or, the berserker is immune from berserking due to this incident, he is in complete control of his senses).
'Success': Normal berserking takes place (or, the Berserker is okay for now, but further exposure to the situation may cause a berserk).
'Failure': The character is unable to berserk (or, he berserks against his will).
'Fumble': The Berserker either berserks at

an inappropriate time, or is so consumed by his blood-lust/anger that he attacks *everyone* in his path.

The effects of a berserk:

1. The Player must tell the RM his current LP totals in all areas. The RM will record damage from that point. The Player/Character will have no idea how badly hurt he is until the berserk is over.
2. While berserk, the Berserker cannot retreat, cast spells, or use bows and firearms.
3. The Berserker must fight each 'enemy' until he is down or dead, and then he may move to the next one. If he is focused on a single enemy and he has to go through a group of people to get to him, he will fling them aside, etc. on his single-minded quest.
4. If allies make hostile gestures toward the Berserker, he must make a 'Difficult' Wisdom roll or treat them as enemies.
5. The Berserker will gain a bonus to Strength and Life Points (in all areas) equal to ¼ his maximum score (a Strength of 20 would become 25). The Berserker also receives a +4 'To Hit' with all weapons, a +4 to 'Grab', and a +4 to 'Throw'.
6. The Berserker will suffer no 'Fatigue' until he is out of his berserk state, then all levels that he should have lost are lost.
7. While berserk, the Berserker is immune to all mind-affecting spells and mental trauma. Any mental anguish that may arise due to loss of limbs, and the like, will come to light after the berserk is over.
8. While berserk, the Berserker can fight even when he is reduced to a negative 'Life Point' total (Physical Trauma or Willpower rolls may be required). He will drop to his normal state when the berserk is over.
9. Once the berserk is over, all benefits are lost and the effects of the loss take place (if the loss of the bonus LP puts the character at death, he dies, etc.).

War 4:26: Wounds and healing.

1. When an area of the body is reduced to 0 LP, it is unusable until it is raised to 1 LP or more. If the area is the head, upper torso, or abdomen, the character must make a 'Physical Trauma' roll at a 'Difficulty' the RM deems appropriate.

   'Critical': The character is conscious, but he is unable to do more than feebly speak and eat.
   'Success': The character is semi-conscious; he can only speak in broken sentences and eat, and he is prone to recurring blackouts.
   'Failure': The character is unconscious.
   'Fumble': Roll a d4: 1-2 = the character is in shock—he will ramble incoherently, pass out, etc. This will continue for d4 days after attaining a LP total of 1 or more. 3 = the character will be in a coma for d4 days after attaining a LP total of 1 or more. 4 = the character will go into shock and will die 4d12 hours later.
2. When an area's LP total reaches its 'Minimum' score, it is useless; if it is the head, upper torso, or abdomen, the character

dies.

3. Wounds will heal at a rate of 1 per (10 - 'Regenerate' bonus) in days to all areas. If the 'Regenerate' bonus is 10, the character will heal 2 LP per day. Each 'Modifier' over 10 = +1 LP per day. As time progresses, the amount healed in each time period increases. On the second period of healing the character will heal 2 LP; on the third 3; and so on. For example, if a character had no 'Regenerate' bonus, he would heal every 10 days. After 10 days, he would heal 1 LP. On the 20th day, he would heal 2 LP. On the 30th day he would heal 3 LP. This would continue until he was healed.
4. Special wounds, such as broken bones, require 6 to 8 weeks to heal. Each bonus/penalty 'Regenerate Modifier' the character has will decrease/increase the total by 3 days.

The time for healing starts fresh for each new wound. A wound that occurred 40 days ago will heal quicker than the one that happened yesterday.

Note about age: At the age of 36, it will take 1 extra day to heal wounds—up 1 day for every 10 yrs. thereafter. Special wounds require an additional 20% of time to heal at age 36—up +20% for every 10 yrs. thereafter.

5. Bed-rest will speed healing by doubling the amount healed each period. The character has to have been at bed rest the entire period to gain the benefit. Moving a wounded character can re-open old wounds.
6. The 'Healing' 'Skill's' effect on wounds:
   a. When a wound is initially treated, the area treated can be healed enough to restore 1 LP.

   b. If the victim remains under the care of a competent Healer, their wounds will heal at double the LP rate (the period of time needed to heal remains unchanged).

   c. 'Successful' 'Healing' may reduce/omit the chance of infection.

   d. When treated by a competent Healer, the victim may raise in status from unconscious to semi-conscious, or semi-conscious to conscious, etc.
   Blood loss damage is taken from the victim's Health score. The damage will heal at a rate of 1/10th 'Maximum Health' per week. If the damage reduces the victim to ½ his Max. Health, the victim must make a 'Difficult' 'Physical Trauma' roll. A 'Failure' results in the victim passing out, a 'Fumble' equals death due to shock, etc.
7. When certain injuries occur (amputation, etc.), the RM may call for a 'Mental Trauma' roll so that the character doesn't 'freak out'.

War 4:27: Infection.

1. To see if an infection occurs, the

character must make a Health 'Resistance' roll at a 'Difficulty' the RM sees fit. A 'Failure' = 'Mild' infection noticed within 4d6 hours; a 'Fumble' = (roll a d4: 1 or 2 = 'Moderate' infection, 3 or 4 = 'Serious' infection). The infection will be noticed in 4d6 hours.

2. The effect of infection:

   a. Wounds will not heal until all infection in that area is gone.
   b. **Healing Rate:**

Severity:	**Healing Rate if treated:**
Mild	1 to 5 days
Moderate	1 to 10 days until Mild
Serious	1 to 10 days until Moderate
Severe	Will kill in 1-5 days unless an amputation or 'Cure Disease' spell is used.
Severity:	**Healing Rate if untreated*:**
Mild	1-5 days/ 2-10 days/ Becomes a Moderate infection in 1-5 days/ Becomes Serious in 1-5 days
Moderate	Mild in 1-10/Mild in 2-20/Ser. in 1-5/Sev. in 1-5
Serious	Mod. in 1-10/Mild in 2-20/Sev.in 1-5/die in 1-5
Severe	Will kill in 1-5 days unless an amputation or 'Cure Disease' spell is used.

* An Endurance Roll is required. The number of days/effects at each hash mark, is the effect if the character Criticals/ Succeeds/ Fails/ or Fumbles the roll.

Note: Serious and Severe infections that last for over 5 days will result in the permanent loss of ¼ of the victim's Health total. Life Points, etc. will be affected.

War 4:28: Disease.

The RM may use many real and fictitious diseases in his campaign. It is up to him to detail the effects of such diseases. Below I will list the manner in which diseases should be detailed.

Contagion Rating: This will tell how contagious a disease is (represented as a number). The 'Contagion Rating' will act as a 'Difficulty Rating' versus Health to see if a person catches the disease. Some diseases will have no 'Contagion Rating', but the possibility exists to catch them (Cancer for example). The method of contracting non-contagious diseases is up to the RM.

Type of Transmission: This simply tells how a disease is transmitted to another being (airborne, sexual contact, touch, bite, etc.).

Dormancy Rating: This tells the length of time it will take before the symptoms of the disease are present. Keep in mind that many diseases are contagious before the carrier shows any sign of illness.

Potency Rating: The 'Potency Rating' will act as a 'Difficulty Rating' versus Endurance for the purpose of fighting the disease. Medications, etc., will act as modifiers to End.

Carrier Rating: This number represents the percent chance the person who contacted the disease (but did not get sick) will be a carrier. The length of time the person will act as a host is up to the RM.

Effect: This tells what effect the disease has on the victim.

Duration: This details how long the illness will last.

War 4:29: Sanity (an optional rule)**.**

Sanity can be reduced by many means: A 'Fumbled' 'Mental Trauma' roll, encountering horrifying events, and magic.

1. A character must make a 'Mental Trauma' roll whenever the following are encountered:

   a. Phobias

   b. When certain creatures are encountered (Undead, Demons, etc.), dependent upon the feel of the game. If the fantastical are commonplace, seeing the fantastical will have little effect.

   c. When suffering severe torture, suffering horrible losses, etc.

2. Phobias will be rated as a number; the higher the number, the more severe the Phobia. The 'Phobia Rating' will act as a 'Difficulty Rating' versus 'Mental Trauma'. If the character 'Criticals', the RM could reduce the 'Phobia Rating' by 1 (the character is conquering his fears).
3. Insanity occurs the following way:

   a. Every point of 'Sanity' lost will eat away at the character's mind; he could have temporary episodes of some appropriate behavior (cold sweats, shaking, gibbering, panic, etc.).

   b. Every time a character loses 20% of their 'Maximum Sanity' (all at once, or over a reasonable amount of time), an 'Insanity' will be attained. The character must make a 'Mental Trauma' roll at a 'Difficulty' the RM deems appropriate. A 'Critical' could represent a minor, temporary 'Insanity'—while a 'Fumble' could represent a permanent, major 'Insanity'. The RM is urged to have the 'Insanity' match the events that led the character to it. The more 'Sanity' lost at one time, the harder the roll should be.

Can a character get used to something, and no longer roll versus that event? Yes. If a character 'Criticals' a roll (at the RM's option), he may gain (at least temporarily) immunity to the event (such as seeing Undead) that led to the 'Mental Trauma' roll. Another way would be to be around/deal with these events so often that they *may* no longer phase the character (a war veteran seeing terrible battle, a 'Witch Hunter' tracking down Undead, etc.).

War 4:30: Poison.

Poison damage, as described earlier, will be taken from the Health total of the victim. For game purposes, all poisons will have the following properties:

Potency Rating: A number that serves as a 'Difficulty Rating' versus Endurance.

Type: Numbered poisons are lethal, lettered ones are non-lethal.

Form: This tells how the poison enters the system (ingested or swallowed, injected, contact or absorption through the skin, etc.).

Time of Onset: This tells how long it will take before the poison begins taking effect.

Duration: This tells how long it will take for the poison to run its course.

Dose Size: This tells how much poison is needed for full 'Potency'. The 'Potency Rating' will rise and fall depending upon the dose size being cut back, exceeded, etc.

Poison Effect Chart:

Type:	Damage (if save/if not):
1	0/1
2	0/d3
3	1/d6
4	d3/2d6
5	2d6/Death
6	2d8/Death
7	3d6/Death
8	3d8+5/Death
A	Causes a comatose sleep
B	Debilitative; -3d6 Strength and Endurance
C	Debilitative; -3d6 Intelligence, Wisdom, and Will
D	Purgative (diarrhea/vomiting)
E	Hallucinogen
F	Pain inducing drug

War 4:31: Holding your breath.

1. A character can hold his breath for a length of time equal to 'Physical Trauma' in 'Phases'. Past that time, the character will suffer the loss of 1 'Fatigue Level' each phase.
2. If a person struggles or was caught unprepared, the amount of time he can hold his breath will be reduced as the RM sees fit.

War 4:32: Integrity points.

'Integrity Points' are Life Points for inanimate objects. The only reason you will need to concern yourself with these points is because there will be occasions when, for example, your character is trying to chop through a door before his enemy escapes from a window on the other side; and it must be determined how long it will take.

Another example would be, if a character were to drop his sword into acid and then quickly retrieve it, it would then be possible to determine if the sword survived, and to what degree. I will give some 'Integrity Point' samples below; the RM is urged to expand upon the sample as he sees fit.

1. Weapons and armor: 'IP' = the maximum damage they deliver/absorb.
2. Magic weapons and armor: 'IP' = the maximum damage they deliver/absorb x 2.
3. Wood: 'IP' = d8 per ⅛ thickness.
4. Metal: 'IP' = to 2d8 per ⅛ thickness.

War 4:33: Resistances for inanimate objects.

The RM is urged to simply use common sense. If fire comes in contact with paper, there is a very good chance that it will burn. If he so desires, he could use 'Karma' rolls to determine some outcomes. Magic items will have better 'Resistances' than normal ones. Some magic items have 'Attributes'; if they do, use them.

War 4:34: Morale.

The RM should determine the loyalty of troops, etc. by thinking of them as any character, and acting in accordance to that. If he is not sure how a certain person/group will react, he can make a 'Morale' roll. If a 'Morale' score is given or assigned, the number will be used to make a 'Resistance' roll at a 'Difficulty' the RM

sees fit. Some creatures may have a 'Panic Rating', which will represent their chance to 'Panic' under certain conditions (a horse getting spooked by a rattlesnake, etc.). The RM will simply make a 'Panic' 'Resistance' roll versus the 'Difficulty' he sees fit.

War 4:35: Firearms.

The rules concerning firearms will be found in **RM: Misc. 5:4**. The use of firearms in a 'Campaign' is completely at the RM's discretion. There is a good chance your RM will disallow firearms in his campaign—to be safe, check with him.

Magic 5:1: What is magic, and how does it work?

Magic, simply put, is a supernatural force, allowing for strange and miraculous events to occur. Wizards, and the like, attempt to manipulate these forces into an effect they desire.

Every RM will have his own interpretations as to why and how magic exists; if not, he may fall back on the 'default' **Mystic Rune**™ interpretation. For the purpose of this game, it is assumed that magical (as well as other types of) energies flow through the universe touching on many, but not necessarily all, planes of existence. Spell-casters attempt to channel these magical energies through their being, making the spell-caster, in effect, a circuit. This leads me to my favorite analogy as to how magic works.

Compare the magical effects of the universe to electricity. The spell-caster is a circuit through which the electricity flows. The words and actions of the spell-caster, while he is channeling this energy, decide the effect it will have when it is released. Therefore, (continuing my electrical analogy) electricity flows through power lines and through your house's circuits; and when it enters a stereo, it makes music. When it enters a telephone, it allows for communication. If it enters a person, it causes injury or death. The same holds true for magic.

Continuing along this line, it must be noted that circuits can only handle so much power. So, you should wisely assume, a spell-caster can only handle a limited amount of magical energy flowing through him. Think of a 10-amp fuse. You could run from 1 to 10 amps through that fuse with no problem. If you were to run 11 or more amps through the fuse, you would run the risk of damaging or blowing the fuse. The same holds true for the spell-caster. He can safely cast **Very Easy** to **Hard** spells, but if he were to cast **Very Hard** or harder spells, he would run the risk of damaging or killing himself (the RM has the details).

Magic 5:2: The breakdown of spells. (Also see **Spells 6:1** and **6:2**)

Name	**Reverse Name**		
Difficulty		**Style**	
Form		**Category**	
Type			

Name: Simply put, this will be the place the spell name will be listed. The name will be a generic one (i.e. 'Fireball'), the RM may have an alternate, Campaign Specific name (i.e. 'Sphere of Flaming Death').

Reverse Name: Some spells are 'Reversible' (can be learned and memorized backwards/differently), causing a reverse effect ('Fireball' becomes 'Ice Blast', and so on).

Spells will be broken down into five sections: **Difficulty**, **Form**, **Type**, **Style**, and **Category**. The definitions of each are listed below.

1. **Difficulty:** This will denote how difficult a spell will be to learn, memorize, cast, etc.

A character can 'Learn', 'Memorize', and 'Cast' spells that are beyond his 'Maximum Difficulty', but he will do so with a +2 'Fumble Rate' (see **War 4:4** and **Magic 5:10**) per level over his 'Max'.

2. **Form:** There are at least four **Forms** of spells: **Instantaneous**, **Ritual**, **Cooperative**, and **Innate**.

   a. **Instantaneous** spells are spells that have their effects occur immediately. For example, if a wizard were to cast a 'Sleep' spell on an enemy, the spell would go off in the caster's 'Circle of Combat' and (dependent upon 'Resistance' rolls) would take effect then. **Instantaneous** spells would require knowledge in 'Spell Craft' in order to cast them.

   b. **Ritual** spells require a lengthy 'Casting Time' and usually various spell components to cast the spell. For example, a wizard may be required to boil the liver of a decaying ox while reciting incantations for 3 hours, before the spell effect is released. At the RM's option, some **Rituals** may be written in a common or antiquated language that many people understand, and the things necessary to tap into the character's 'Spell Points' will be a part of the **Ritual**; therefore, no knowledge of 'Spell Craft' may be needed to cast *that* particular spell. Think in terms of our world. Let's pretend for a moment that magic really exists(ed), and that Latin was the language that wizards used. They learned the spells, but could not cast them until they learned how to tap into their 'Spell Points' ('Spell Craft'). This way the common 'Joe' couldn't come along, read a book, and starts slinging spells. Let us also say that someone learned of a method to transcribe a particular spell into Old English that included all of the elements necessary to cast *a* particular spell; and all someone had to do was be able to read the language, learn the spell, and do as prescribed to cast *that* particular spell (or perhaps the spell came from a time before spell-casting was refined). The difference between the two spells would be that the first one could only be cast by a wizard, and would be cast quickly and efficiently—while the second spell could be cast by anyone knowledgeable in the language, but would require an investment in time and materials to achieve the same spell effect. Keep in mind that **Rituals** that require the knowledge of 'Spell Craft' would be a part of a wizard's repertoire of spells. The other kind of **Ritual** would be extremely rare.

   c. **Cooperative** spells are spells that require multiple participants in order to cast the spell. The participants may or may not be required to be spell-casters, or Faithful', etc. The details will be listed with the spell in

question. **Cooperative** spells can be **Instantaneous** or **Ritual** spells.

d. **Innate** spells are spells that come naturally to the caster without the need to study, pray, or use 'Spell Craft' to cast. It is an ability derived due to mutation, power, or an inherent characteristic of a particular race. It is up to the RM on whether the **Innate** spell requires 'Spell Points', occurs when desired, or is limited to a number of uses per day, and so on.

3. **Type:** There are 7 **Types** of spells. They are listed below.

   a. **Abjuration** spells banish, expel, and/or protect.

   b. **Alteration** spells alter existing conditions.

   c. **Conjuration** spells summon or create.

   d. **Divination** spells allow for knowledge seeking and/or prophesying.

   e. **Enchantment** spells are spells of magical control.

   f. **Illusion** spells trick and/or deceive.

   g. **Necromantic** spells deal with the spirit-world and the dead.

4. **Style:** There are at least two **Styles** of spells, **Invocation** and **Evocation**. **Invocations** are generally cast by priests and their ilk—while **Evocations** are generally cast by wizards and their kind. The difference between the two is simple; an **Invocation** requires calling upon a higher power to attain the spell effect, while the **Evoker** brings about the spell effect through his own knowledge and power. This is why priests must maintain their faith in order to cast spells.

Note to the RM: It is suggested (though you may do as you please) that wizards abide by what is written in the spell description, and priests simply need to clutch their holy symbol and speak. In regard to 'Rituals', both types of spell-caster should abide by what is written. Of course, you may change, rearrange, ignore, or discard things as you see fit.

5. **Category:** There are as many **Categories** as the RM sees fit, they are simply a way to group spells. The RM could, if he so desired, group spells into "Priest Spells" and "Wizard Spells"; or "Black Magic" and "White Magic"; and so on. He could even break the spells up into several **Categories** allowing for many variations in wizard and priest types. If the RM so desired, he could even use the spell **Types** as **Categories**. The sky is the limit.

Magic 5:3: Magical languages.

The type of magical languages available will be up to the RM. He will use these languages to separate the 'Categories' available to various wizards, and so on. There *could* also be Holy/Unholy/Sacred languages that priests learn in order to perform the 'Rituals' involved in 'Summoning' 'Entities' and creating Holy Items. These languages, in and of themselves, are not magical, but give the user the knowledge necessary to manipulate the magical forces of the universe.

Note to RM: If someone asks why the language cannot be translated into a language they already know (and they will), simply tell them that it will lose something in the translation. Sure, they will get the gist of what is going on, but vital subtleties will be lost.

Magic 5:4: How to acquire, learn, memorize, cast, and affect others with spells.

1. **Acquiring spells:** The method of acquiring spells at 'Roll-Up' has already been discussed in the **Character Generation Chapter (1)**. To acquire spells during play, your character must buy, trade, or steal them (if a wizard); or pray for them (if a priest).
2. **Learning spells:** Learning a spell is as simple as studying the spell for the required amount of time (see below), then making an 'Int. Resistance Roll' at the 'Difficulty' of the spell. If the roll is 'Fumbled', the caster cannot learn the spell until he can raise his Intelligence.

   Study time required: (Difficulty of spell - Intelligence)* x 24 hrs.

   * = If the number is a negative, subtract that number from 24 for hours of study required. If the number equals 0, the time will be 24 hours.

   Priests: When the priest attains enough 'Spell Points' to acquire new spells, he need only pray to acquire it. The length of time required is up to the RM.
3. **Memorizing spells:** To memorize a spell, a wizard must first 'Learn' the spell, and then he must do as prescribed in number 2 above (only the time required is in minutes, not hours). A wizard must re-memorize spells every (Int. x 3) days. Priests have no need to memorize spells, as they are renewed during their daily prayers. The priest could conceivably change the spells he has 'On Call' each new day.

The number of spells a character can have 'On Call' of each 'Difficulty' is equal to [Int. (or Wis. if a priest) - the 'Difficulty Resistance Number'] (minimum of 1 spell).

For example, if a wizard had an Intelligence of 13, he could have 3 Average spells 'On Call' [Int. 13 - Average (10) = 3].

The number of Rituals a character can have 'On Call' is equal to [Int. (or Wis. if a priest) - the 'Difficulty Resistance Number'] divided by 2 (minimum of 1 spell).

The number of Summonings a character can have 'On Call' is equal to [Int. (or Wis. if a priest) - the 'Difficulty Resistance Number'] divided by 3.

Memorizing Rituals and Summonings:
Rituals and Summonings are learned and memorized the same way as spells; but the time required is increased by x2 for Rituals, and x3 for Summonings.

4. **To cast a spell:** The character must do as prescribed in the spell, and make a 'Mystic Power Resistance Roll' versus the difficulty of the spell. The 'Resistance' roll can be 'Modified' (see **Magic 5:7** below). The number of 'Spell Points' expended will depend on the 'Difficulty' of the spell cast.

Regaining 'Spell Points':
'Spell Points' expended will return over time (as 'Luck Points' do). The method used is up to the RM.

In 1 hour increments:
If active: 1/hour
If resting: d2/hour
If sleeping: d4/hour
In 8 hour increments:
If active: d4/8 hours
If resting: d8/8 hours
If sleeping: 2d10/8 hours

As you can see, the '1 hour' method is the way to return 'Spell Points' quicker. The RM may use one of these methods, or devise his own.

Spells that are learned can be cast directly from the spell book (even if not memorized). The amount of time required to cast a spell from a book is 1 segment per page of the spell.

5. **To affect victims with a spell:** Once the spell is cast, the victim must make the appropriate 'Resistance' roll (listed with the spell in question) versus the 'Difficulty' of the spell. The 'Resistance' roll may be 'Modified' (see **Magic 5:7** below).

A character can intentionally lower his 'Resistance' in some instances (at the RM's discretion). A character that has a *total* immunity to something cannot lower his defenses to allow a spell to affect him, even if he wants it to.

Special Note: At the RM's discretion, a spell can be called off at any time the caster chooses, as long as the spell does not have a permanent effect (like 'Life').

Magic 5:5: The number of pages required to hold a spell.

It takes 1 page to hold a **Very Easy** spell; the 'Difficulty' number (for example: **Easy** = 5) denotes the number of pages required to hold the rest. Rituals require double the number of pages, and Summonings require triple the number of pages.

Magic 5:6: How to raise the spell-casting ability.

Any time a spell of 'Average Difficulty' or harder is 'Critically' cast, the caster has the chance to raise his 'Spell Points'. The caster must make an 'Average Mystic Power Resistance Roll'.

If the roll is 'Criticalled', 'Spell Points' go up by 2d6.
If the roll is 'Succeeded', 'Spell Points' will go up by d6.
If the roll is 'Fumbled', 'Spell Points' will go down by d4.

Magic 5:7: Modifiers to spells and spell casting.

Each point of (X) below 20	Increases the 'Resistance' to (Y) by 1 point
Read/Write Magic	Learn and Memorize
Speak Magic	Cast verbal spells
Spell Craft	To cast spells, and to increase 'Spell Points'

Other 'Modifiers':

1. The caster's Mystic Power and Spell Craft modifiers will be added to the victims 'Resistance' versus the spell.
2. For **Extremely Hard** or harder spells (at the RM's discretion) no 'Resistance' roll will be allowed—unless the victim has a positive (+) 'Resistance Modifier' to resist the spell effects. If they do, the modifier acts as the 'Resistance'. 'Magic Immunities' are always in effect. For example, if a character had a +3 to resist charm spells, and someone cast an Extremely Hard charm spell on them, they would only get a 3 as a 'Resistance'.

Magic 5:8: A word about illusions.

Use common sense. Those unaware they are about to cross an illusionary bridge will fall through, not walk across. Those characters that battle illusionary monsters and are wounded will believe they are wounded. If they are knocked 'unconscious', they will pass out. If they are 'killed', they will pass out, and must make a 'Mental Trauma' roll or die from shock.

If, and only if, a character has cause to disbelieve in an illusion will he be allowed to make a 'Wisdom Resistance' roll to see the illusion for what it is. If he tries to 'Dodge' the illusionary monster's attack, or defend against an illusionary trap, he will automatically fail the attempt to disbelieve. The character is trying to convince himself that the illusion is not real, if he reacts to it as if it were, he defeats his own purpose.

Magic 5:9: Multiple castings of the same spell and increased spell effect.

When a character casts certain spells (such as 'Strength') on the same recipient multiple times, the effects will *not* be cumulative. If he desires to have an increased effect with certain spells (the spells in question will note if this is possible), he must increase the spell's 'Difficulty'. Increasing the 'Difficulty' of certain spells increases its power, but it also makes the spell more dangerous to cast. For every 'Advancement' in 'Difficulty', the 'Fumble Rate' increases by 2, but the 'Spell Point' expenditure remains unchanged.

Some spells will require an additional 'Spell Point' expenditure for increased duration, and the like.

If a caster 'Fails' to cast a spell, no 'Spell Points' are expended. If a caster 'Fumbles' a spell, 'Spell Points' *are* expended and ill effect may very well occur.

For increased 'Fumble Rates', see **War 4:4** and the following:

1. If Mystic Power is below 10, the 'Fumble Rate' goes up +1 per point.
2. 'Advancing' 'Difficulty' of spell = +2 'Fumble Rate'/level raised.
3. Casting spells beyond 'Max. Spell Difficulty' = +2 'Fumble Rate'/level over.
4. Casting spells through a 'Scrying' device = +2 to the 'Fumble Rate'.

Magic 5:10: Spell 'Failure' and 'Fumble'.

Magic 5:11: Power Battles.

'Power Battles' are used to resolve instances in which (for example) a 'Light' spell is cast on a 'Darkness' spell; does the 'Light' consume the 'Darkness', or does the two work partially at the same time? And so on.

To have a 'Power Battle', choose one spell as the attacker (in this case the 'Light') and have its 'Difficulty' ('Modified') attack the resisting spell's 'Difficulty' ('Modified') to decide which one overpowers which. The effects of 'Criticals' and 'Fumbles' are up to the RM.

Another form of a 'Power Battle' occurs when two beings match their 'Attributes' for conflict, such as a 'Willpower Battle', or a 'Mystic Power Battle', and so on. These forms of 'Power Battles' can occur in the event of 'Possession', wrestling for control of a 'Turned' Undead, and many other such events.

Magic 5:12: Magic Immunities and Resistances.

1. 'Magic Resistances' appear as bonus 'Modifiers' to 'Resistance Rolls'. For example, someone could have a 'Resistance' to 'Charm' spells; therefore, when a 'Charm' was cast, the bonus would come into effect.
2. 'Magic Immunities' appear as a number from 1 to 20 (Modified by the creature's Mystic Power Modifier); or will be listed as a 'Total Immunity'. Creatures with a 'Total Immunity' are completely unaffected by magic

(or the specific effect they are immune to).

3. When the 'Immune' creature comes in contact with magic/spells, a Resistance Roll is made (the Immunity versus the Modified Difficulty of the Magic/Spell).
4. Permanent spells Immune creatures come in contact with could temporarily (while they are around) cease to function. Magic Items could temporarily cease to function in their grasp. They might even be able to walk through magical barriers as if stepping through a ripple of water.
5. Some creatures have an Immunity in a radius about their bodies. When this occurs, (dependent upon the RM's wishes), the creature's Immunity could extend to all those within the range. The implications are numerous and at the RM's discretion.

   It may be necessary in some instances for there to be a 'Power Battle', the Immunity versus the (X) of the item, creature, or effect. This is completely at the RM's discretion.

Magic 5:13: Scrying.

'Scrying' is a magical form of spying from a distance. It may also be possible to use 'Scrying' to see the past, present, and *possible* future (the future is not necessarily set in stone). There are many methods of 'Scrying': magic items; crystal balls; reflective surfaces such as water, mirrors, polished metal, etc.; cauldrons of blood; fire; smoke; the list is endless.

The rules on 'Scrying':

1. To 'Scry', one must have the spell, item, or ability that allows them to do so. An ordinary man cannot use a fire to 'Scry', but a Seer (see **Magic 5:14** below) might, if that is his method.
2. The RM may rule that the 'Scryer' must have a personal item or know the name (not necessarily the true name) of the one to be 'Scryed'.
3. The chance for success may vary due to stipulations imposed by the RM. The 'Base' chance is a 'Resistance Roll' equal to the 'Scryer's' Mystic Power versus the victim's 'Karma'.
4. If 'Successful', the 'Scryer' will see a scene (much like in a movie) with the victim as the focal point (the camera will follow him). He will see others around the victim, but only as they pertain to him. If the 'Scryer' wishes to switch focus to another person in the scene, he must make another roll (the RM may allow this without regard to rule number 2 if he is so inclined).

The clarity of the audio and video is up to the RM and the degree of success of the 'Scrying'.

5. 'Scrying' *can* cross any distance or any number of Planes. The clarity of the audio and video may be disrupted/affected at the RM's option.
6. The length of the 'Scrying' encounter is up to the RM and/or the spell's listed duration.

7. At the RM's discretion, it is possible to cast spells through certain focal points, but the 'Fumble Rate' is +2, and the victim gains a +4 'Modifier' to his 'Resistance'.
8. At the RM's discretion, it may be possible for the 'Scryer' to speak through the focal point (or device). If this is allowed, the voice will seem to come from all directions.
9. There is a chance that the victim(s) will feel as if he were being watched. To detect the 'Scrying' (it is a reflexive action) requires a 'Perception Resistance Roll' at a 'Difficulty' the RM sees fit. 'Scrying' can be avoided using certain spells, items, and abilities. The effects of each will be listed where appropriate.

Magic 5:14: Soothsayers, Diviners, and Seers. (They are all one in the same you know?)

Soothsayers are born not made. One cannot train to be a Soothsayer; a con man posing as one-- yes; but, a legitimate one-- no. The RM will have his own method to determine if characters are Soothsayers. He may allow a 'Karma' roll during 'Roll-Up', or for it to be rolled as a 'Quirk', etc.

The method in which the Soothsayer attains his 'visions' is up to the RM. He could have a random list, or a set method, or whatever he can think of. I will list a few suggested methods below.

1. Visions can come to the Soothsayer uncalled-for and at random times. The RM could determine the time randomly, or choose a dramatically appropriate time, giving a vision based on one of the 'Divination' spells, or the 'Dream State' (detailed below). The visionary will go into a trance-like state unannounced, and will stay in such state until the vision is through. The visionary could pull himself from this trance with a 'Successful' 'Willpower Roll'. The visionary is aware only of the vision, and not of what is going on around him. The vision could occur in his mind, upon reflective surfaces, and so forth.
2. Visions could come when called for by the Seer. This method gives the Seer a set of 'Spell Points' (similar to that of a wizard), and allows for the 'casting' of all 'Divination' spells. The RM may also allow the character to go into the 'Dream State' if he desires.

'Spell Points' acquired due to Soothsaying must be recorded separately from those for wizards and priests. The RM may allow the 'Spell Points' (which start with a number equal to Mystic Power as a 'Base') to be raised like wizard 'SP' at 'Roll-Up'.

3. Divining could be done with the use of special goods such as Tarot cards, crystal balls, the casting of bones, palm reading, etc. The RM may desire the Seer to divine facts using a combination of focal points (a crystal ball and the like) and

'Spell Points'. Below I will list some focal points/special methods. The RM can use the list as a random chart for characters if he so desires.

Roll a d8:

1. Tarot cards.
2. The reading of entrails.
3. Crystal ball.
4. The examination of spit (or other body fluids).
5. The casting of bones.
6. The reading of tea leaves.
7. The reading of palms.
8. The handling/visiting of the items/places pertaining to the reading.

Magic 5:15: The Dream State.

For the 'Dream State' to work, a Seer must place all of his energy into some dilemma/question. He must sleep trance-like for the time listed below. Upon awakening, an 'Intelligence Resistance Roll' (at the 'Difficulty' listed below) must be made to attain the answer. The answer is often cryptic.

The question is:	**Length of sleep:**	**Difficulty:**
Simple	1 hour 'Base'	Average
Hard	3 hours 'Base'	Difficult
Very Hard	5 hours 'Base'	Very Difficult

Modifiers to 'Base':	
Distance in the past/future:	**Extra Sleep**
Within a month	+ 0 hours
1 year or less	+ 1 hour
1 to 10 years	+ 2 hours
10 to 25 years	+ 3 hours
25 to 100 years	+ 5 hours
100 to 500 years	+ 7 hours
500 to 1000 years	+ 9 hours
For every 100 years over 1000	+ 8 hours

If the Seer is awakened from the 'Dream State', he must make a 'Physical Trauma' roll at a -2 'Modifier' (per hour into the 'Dream State') at Average 'Difficulty', or die (the shock of being pulled from such intense concentration). The Seer may make a Willpower roll to remain 'asleep' if the RM allows. *It should be noted that the 'Dream State' does not count as sleep or rest.*

Magic 5:16: Faith and Faith Points.

'Faith Points' (or FP) show the connection between a deity and his worshipers. 'FP' allows for a deity (or his agents) to directly and indirectly assist his worshipers. This will be detailed in a moment.

'FP' will be a pool of points similar to 'Luck Points' or 'Spell Points', except that once they are spent, they are gone until new points can be acquired through deeds and faithful service.

To acquire 'FP', a character must declare to be a patron of a deity. The 'Player' can discuss this with the RM at any time. The character must be sincere (the deity would know what was in his heart).

The amount of 'FP' attained by being a worshiper or priest at 'Roll-Up' was discussed in **CG 1**. If the character becomes a worshiper during the course of play he will receive 1 'FP' (at the moment he becomes a true believer/follower/worshiper). Those worshipers that become priests will receive a bonus of +d4 upon becoming a priest.

Magic 5:17: The use of Faith Points.

There are two methods in which 'FP' can be used: **Direct Aid** (the calling of 'Miracles'), and **Indirect Aid**.

To call for a 'Miracle', the faithful must pray to their deity for assistance. The RM then rolls an 'Average FP Resistance Roll' on a d20. If the roll is a 'Critical', the number rolled is subtracted from the character's 'FP' total. If the roll is a 'Success', the character will lose ¼ his 'Active Faith Points'. If the roll is a 'Failure', the character will lose half of his active (non-reserve) 'FP'. If the roll is 'Fumbled', the character will lose all of his active 'FP', and may have very well angered his god. After a 'Success', the RM must roll an 'Average' 'Charm' roll to see how spectacular the aid is.

'Luck' cannot be used on any of the above-mentioned 'Resistance Rolls'.

The aid will come in as natural a fashion as possible. The gods generally will not assist their Faithful with a spectacular display—thus only the Faithful may look at the aid as being the intervention of their deity.

Example: Let us say that Darien (over time) has developed a fancy for the god Tyrus: 'The Cold Death', and has developed some 'FP' over the years. Darien has fallen upon hard times, fleeing into the desert to escape the wrath of some foreign militia whose leader he has assassinated. He is tired, and near death from exposure, having gone without water for some time now.

Example Continued: He looks to the heavens and cries "It is I, your agent of death on this world. Do not let me die here in the desert. I have so much work left to do here. Please save me, and I will slay five enemies of the church." When Darien tops the next dune, wonder of wonders, there is an oasis before him. Darien then cries a prayer of thanks as he plunges into the spring.

In the example above, if the RM had 'Fumbled' the Charm roll, Darien may have only found a water-skin with one swallow of water left. Considering he found an oasis, chances are the RM 'Criticalled' the roll.

To call for **Indirect Aid**, the character can simply spend 'FP' like 'Luck Points' (though any 'Successes' will not allow for an increase in the 'Skill' because it was his 'Faith' that carried him). Another method is to spend 'Faith' to power certain Holy Items and to use 'Granted Powers'.

If a priest has no active 'FP', he will not have access to his 'Granted Powers', because his connection to his deity is through 'Faith'. In fact, to punish naughty priests, a deity may pull all of a priest's active 'FP' into 'Reserve', and lock them there until the priest behaves himself.

Magic 5:18: Active Faith and Reserves.

A character can hold up to 20 active 'FP' at any one time; all excess 'Faith' will go into 'Reserves'. Any

number of 'FP' can be stored in 'Reserve'. 'Reserves' will trickle in over time (at the rate of ¼ per day) until the active 'FP' number reaches 20. ¼ 'Reserves' will be recalculated each day. If ¼ of the 'Reserve' total equals more than 20, the excess will immediately go active the moment there is room.

In other words—If a character had 100 'Reserve Faith', he would have 25 to trickle in as he used his active 'FP'. 25 is 5 more than 20, and so 5 of the 'Reserve' would immediately go active the moment there was room, the rest would trickle in over the course of the day.

Magic 5:19: Faith Point Awards.

The RM will award 'FP' from time to time when he feels it is appropriate. Some examples of 'FP' awards will be found in the RM section of this book.

Magic 5:20: The Turning of animals, Undead, and Lycanthropes.

Some faiths allow for the 'Turning' or 'Commanding' of Undead and the like. Some creatures attain the power as an inherent ability. Therefore, we must concern ourselves with the rules governing such circumstances.

1. If the 'Turning' ability is attained due to a religious faith, the 'Turner' must have 'FP' and a religious item (cross, star, etc.). The character's active 'FP' will act as their 'Turn' 'Skill Base'. The 'Resistance' would be the victim's (the Undead, etc.) Willpower. If no Will score is given, make the roll an 'Average' 'Difficulty'.

   The character must boldly present the religious item in his outstretched hand. Those creatures to be 'Turned' in a 30' radius will be affected.

   The effect of a 'Success' depends on the power or ability, and on what type of creature is being 'Turned' (or 'Commanded'). A 'Critical' could well cause them to flee in terror (or become enslaved-- for lycanthropes, only while in were-form). A 'Success' could keep them at bay (or gain their service for a limited time). If the roll is 'Fumbled', the creatures may attack the 'Turner' in preference to all others.
2. If the 'Turning' ability is attained due to some power, quirk, or innate ability, they must do as prescribed in the details of that ability.

Magic 5:21: Taking control from another 'Turner'.

If, for example, two diametrically opposed priests were to try and manipulate the Undead with their respective abilities, a 'Willpower Battle' would ensue. The rules for such an instance follows.

1. If the creatures are enslaved, control cannot be stolen if the enslaver is present. If he arrives while the creatures are in control

of another, he automatically gains control (unless the usurper 'Criticalled' *his* roll-- a Will battle would then occur).
2. One may attempt to 'Turn' (repel) a creature that is enslaved by another, but the creatures will not flee if the master is present.
3. If two people attempt to control creatures at the same time, that they have not previously encountered (or are not currently in control of), the best 'Success' (one 'Criticals' and the other 'Succeeds') wins. If they tie, a Will battle takes place.
4. The RM may 'Modify' a character's chance to 'Turn' by the quality and type of religious items he has. A gold +5 Holy Star of Valhalla may be better than a Tin-Foil Replica of Bob's Really Keen Sacred Place-Mat.

Magic 5:22: How to Summon Entities.

The implications and consequences of 'Summoning', 'Binding', etc., and the reason Entities can be called to serve wizards and priests are completely up to the RM. I cannot sit here and tell the RM the great planar laws that govern such actions within his Campaign. It is for him to decide within the context of the 'Campaign' he wishes to prepare. He must decide if, and why, Demons and Angels exist; and why they are compelled when 'Summoned', and so on. In this vein, I tell him to change whatever theories or rules I have laid out to suit his own desires. These are merely guidelines in which to aid the spark within the RM.

Entities are Angels, Demons, Elementals, and other such creatures as the RM wishes to create. From time to time, meddlesome priests and crotchety wizards like to summon such creatures to 'aid' them. Keep in mind as you read the rules, most of the warnings, rules, and whatnot; pertain to hostile Entities (like Demons). Usually, an Angel will not try to kill you if you ask for assistance. Use common sense.

Whether the caster 'Criticals' or 'Fails', 'Spell Points' *will be* expended when casting a Summoning, Imprisoning, Binding, Bonding, Banishing, or Exorcisms.

1. To 'Summon' an 'Entity', a character must first 'Learn' the 'Summoning' in question, or have a power or ability that allows him to 'Summon'.

   If the ability is an inherent one, the summoner must abide by the description of the ability.
2. Once the 'Summoning' is 'Learned', the summoner can commit it to memory as he does spells.

   Some 'Summonings' may be generic (any Type 1 Demon) or specific (Torgathrak Demons). If the 'Summoning' is generic, the summoner receives a -5 penalty to 'Learn', 'Cast', and 'Memorize' that particular 'Summoning'.
3. If the book is present during the Ritual, the summoner gains a bonus of +5 to 'Cast' the 'Summoning'.

4. The summoner, unless he loves suicide, must inscribe a 'Magic Circle' in which to stand during the Ritual. The 'Circle' may be inscribed with blood, chalk, iron, silver, or gold. These protections will serve for one use. Permanent protections can be chiseled in marble, iron, silver, or gold. To inscribe intricate 'Circles' correctly, the RM may call for an Intelligence roll.

An Entity may only attempt to break through the 'Magic Circle' once (not counting the initial MI attempt). All consecutive attempts will fail. The same holds true for their attempt to breach the pentagram (see number 6 below).

The effects of the type of 'Magic Circle' used are detailed below. If dealings go sour, the Entity may try to attack the summoner. The numbers listed below are used as 'Resistances' versus the 'Magic Immunity' (which acts as the 'Attacking Force') of the Entity (or if he has no MI, or his MI fails to aid him, versus the average of his Mystic Power and Willpower).

Substance	Resistance*
Chalk	10
Marble or blood	15
Iron	20
Silver	25
Gold	30

* The RM may 'Modify' the 'Resistances' if the Summoner adds special trappings (incense, candles, etc.).

5. The summoner must inscribe a 'Pentagram' for the Entity to appear in. The materials, rules, etc. are as those prescribed for 'Magic Circles'.

'Magic Circles' and 'Pentagrams' used for one type of Entity will not work for a different type. If the 'Circle', etc. is ever breached, it is useless. If a flaw, crack, or breach were to appear in the protection, the Entity may be able to breach the protection and/or escape.

6. If the Entity is to be 'Imprisoned', 'Bound', etc., the item must be prepared and within the 'Summoning' area/room. If the Entity is to be bargained with directly, the objects of barter must be readily available.
7. Once all is prepared, the 'Summoning' begins. The Ritual will last, uninterrupted, for 2d10 hours, after which time the 'Spell Points' are expended and (with a little luck) the Entity of choice arrives. The Entity will make a 'Reaction' roll versus the summoner's Charm (if the RM desires) to see how well disposed the Entity is.
8. Bargains, 'Imprisonment', and the like can then take place.

Magic 5:23: Imprisoning, Binding, and Bonding.

Before we begin, allow me to further explain the difference between 'Imprisoning', 'Binding', and 'Bonding'.

Imprisoning is when the caster sticks an Entity in a container to punish it or deal with it later (bargains made by the caster after this, may be more or less effective than if he had dealt upon arrival of the Entity).

Binding is when the caster wishes to enslave an Entity, calling upon him when desired with possibly little to no bargaining being made (in a sense, a Genie is 'Bound' to his bottle, forced to grant wishes to the possessor of the bottle).

Bonding is another method of enslaving an Entity by forcing him to become a part of the object he is bound to; thereby making the 'Object' (in effect) a 'Magic Item'. This would allow the caster to *use* the Entity as desired without dealing with his physical form.

The powers and abilities of 'Bonded Objects' are up to the RM's discretion.

Prisons for 'Imprisoning' can be most anything that can be opened—a room, cage, bottle, jar, etc. 'Binding' or 'Bonding' objects can be most anything; jewels, weapons, armor, bottles, etc. To prepare/construct these items, the caster (or some other knowledgeable person) must inscribe the 'Prison'/'Binding Object' with special runes and/or enchantments. Each 'Object' must be carefully inscribed/enchanted or the Entity may escape (the RM should roll a 'Difficult' Intelligence roll to see if the caster performed adequately). Each 'Object' will hold d6 Entities, and can be re-used if 'repaired' (touch-up done to the runes, etc.).

Once an Entity is released from a 'Prison', he is free. If released from a 'Binding Object', the Entity must return to it if commanded. *Anyone* who has possession of a 'Prison'/'Binding Object' can use it. The RM may limit the number of times an Entity can be called upon if he so desires (like a Genie only giving 3 wishes, and so on).

Magic 5:24: How to Imprison, Bind, and Bond Entities.

1. The Entity that is to be 'Imprisoned' or 'Bound' must be within the 'Pentagram' (the caster cannot just up and 'Imprison' any Entity he comes across). Entities to be 'Bonded' must already be successfully 'Bound' to the 'Object' in question.
2. The 'Object' to house the Entity, or the items of barter, must be near (or in hand, or as the RM desires).
3. The Ritual begins. This Ritual will only take d6 minutes (or as the RM desires), and may require special components. At the end of the Ritual, 'Spell Points' are expended, and the effects of the Ritual take place [dependent upon the success of an Imprison/Bind/Bond/etc.

Resistance Roll versus the Will of the Entity (Modified as the RM sees fit)].

Magic 5:25: Banishing.

To 'Banish' an Entity, the banisher must come into contact with the Entity (the range is up to the RM), expend the necessary 'Spell Points', and then make a 'Resistance Roll' matching his 'Banishing' score against the 'Entity Resistance' (The Entity's Willpower modified by his Mystic Power Modifier). If he is 'Successful', the Entity will be torn away from this Plane and expelled back to his home Plane. The casting time is at the RM's discretion, and may only take long enough for a Priest to snap his fingers, or may require a phrase like "Be gone vile demon! Return to the Nether Plane from whence you came!"

Dependent upon the RM's desires, Entities that are 'Imprisoned' would (possibly) have to be freed before they could be 'Banished'. Entities that are 'Bound' or 'Bonded' may have to be 'Exorcised' from the 'Object' before they could be 'Banished'.

Magic 5:26: Exorcism.

The 'Exorcism' Ritual will take d20 hours, and will require a 'Resistance Roll' versus the 'Entity Resistance'. As for the specifics to 'Exorcism', I will leave that to the RM. I will, however, give him a few suggestions. They are as follows:

1. Watch the movie "The Exorcist".
2. Have the 'Exorcist' make the use of special wardings or a 'Magic Circle' to protect him from the Entity while he works.
3. The Entity, during the Ritual, should be bound to the area (perhaps 'locked in' by what is going on around him).
4. The Entity, or multiple Entities, gains the benefits of 'Possession' (see **Magic 5:27** below).
5. Ceremonial 'Exorcisms' should be possible, giving an increased benefit to the 'Exorcists'.
6. The person, or area, could be damaged as a result of the 'Exorcism'.

Magic 5:27: Possession.

There are Entities and Spirits, and the like, that are capable of 'Possessing' (or physically entering) other creatures. The chance this will occur is dependent upon a 'Will Battle' between the possessor-to-be versus the victim.

Critical: The 'Possessor' has complete control over the creature.

Success: The 'Possessor' has control, but a 'Will Battle' will ensue if the Entity tries to perform an action against the morals of the victim. 'Will Battles' would also occur from time to time as the victim would try to 'surface' (watch the movie "The Exorcist: III", and others of its kind).

Fail: The Entity may not try on the same victim for d8 days.

Fumble: The Entity may not *ever* try with this victim again; or has

accidentally destroyed himself; or some similar fate.

The following rules apply:

1. 'Possession' only takes the concentration of the Entity to perform.
2. Slaying the host body 'Banishes' the Entity. If the host is rendered unconscious, the Entities are powerless to control the body. Whether or not they can leave is up to the RM.
3. The Entity can make use of the 'Skills' and abilities of the host as well as his own. He would have the most beneficial 'Life Point' total, and Physical Attributes.
4. If more than one Entity were to 'Possess' a victim, each additional creature adds a +2 to the Will score of the 'Possessors'.

   The Entities have to be working as a team for this benefit to occur.

5. If there are multiple 'Possessors', the spell "Unity" (see **Spells 6: 'Difficult' spells**) may be a helpful inspiration for the RM on how to handle the Entities.

FAQ:

Q: How does Critically Learning or Memorizing Spells affect the Spell?
A: A Critically Learned Spell could conceivably allow the caster the following benefits:

1. +5 to memorize the spell.
2. +5 to Intelligence rolls when copying spell.
3. A +5 Modifier when casting the spell.

A Critically Memorized Spell could conceivably allow the caster the following benefits:

1. The spell needs never be memorized again, and will no longer count toward the Maximum Number of Spells the character can have 'On Call'.
2. Gain a +5 Modifier when casting the spell.

Spells 6:1: Term definitions.

The spell descriptions in this chapter will be set up for ease of reference, accessibility, and clarity. Below (**Spells 6:2**) I will detail the method of formatting I used in describing the spell details; but first I would like to define some terms used that you may not be familiar with.

1. **Range:** This will note how far away from the caster the spell will reach. For example, if a spell had a 'Range' of 100 yards, the caster could cast the spell and affect someone standing *up to* 100 yards away.
2. **Area of Effect:** This will tell the number of creatures or amount of space the spell will affect.
3. **Duration:** This tells how long the effects of the spell will last. Some spells blow you up and go away, others linger for a while.
4. **Save Information:** This denotes whether or not a 'Resistance Roll' is allowed and which 'Attribute' is used as the 'Resistance'.
5. **Requirements:** This discusses the following components necessary to cast the spell:
   Verbal (or speech required).
   Gesture (or one must be able to move).
   Material (or one must have special items).

   The terms will be abbreviated in the 'Spell Format' to read **V** for 'Verbal', **G** for 'Gesture', and **M** for 'Material'.
6. **Casting Time:** This will note how long it takes to cast a spell. Usually it will show an 'Initiative Modifier' (-3, -5, etc.)— Otherwise it will show a length of time (2d6 minutes, etc.).

Spells 6:2: Spell Format.

The spell descriptions will be set up the following way:

Name	**Reverse Name**		
Difficulty		**Range**	
Type		**Area of Effect**	
Form		**Duration**	
Requirements		**Save Info**	
Casting Time		**Notes**	

Description: The spell's effect and details will be listed here.
Variations: Variations and 'Reverse' effects of the spell will be discussed here.
Special Rules: Any suggestions on how to handle situations involving the spell, or its effects, as well as rules not covered elsewhere, will be discussed here.

Spells 6:3: The spell list.

Below is a listing of all of the Spells currently available in **Mystic Rune™**. Additional "official" spells may be made available in the future.

Spell Name	Spell Type	Difficulty	SP Cost
Cantrip	Variable	Very Easy	1
Comprehend (Obscure) Languages	Divination (Alteration)	Very Easy	1
Create (Destroy) Water	Conjuration (Alteration)	Very Easy	1
Create Fire (Extinguish)	Conjuration (Alteration)	Very Easy	1
Detect (Obscure) Evil	Divination (Alteration)	Very Easy	1
Detect (Obscure) Gas	Divination (Alteration)	Very Easy	1
Detect (Obscure) Good	Divination (Alteration)	Very Easy	1
Detect (Obscure) Magic	Divination (Alteration)	Very Easy	1
Ice Passage	Alteration	Very Easy	1
Jump	Alteration	Very Easy	1
Light (Darkness)	Conjuration	Very Easy	1
Locate (Obscure) Ore	Divination (Alteration)	Very Easy	1
Locate (Obscure) Plant	Divination (Alteration)	Very Easy	1
Locate (Obscure) Water	Divination (Alteration)	Very Easy	1
Lodestone	Divination	Very Easy	1
Pass Without Trace	Enchantment	Very Easy	1
Phantom Servant	Conjuration	Very Easy	1
Purify (Putrefy) Water	Alteration	Very Easy	1
Remove (Enhance) Aroma	Alteration	Very Easy	1
Acid Spray	Conjuration	Easy	5
Air Walk	Alteration	Easy	5
Animal Charm	Enchantment	Easy	5
Animal Eyes	Alteration	Easy	5
Aura of Awareness	Abjuration	Easy	5
Communicate With Plants	Divination	Easy	5
Create (Destroy) Food and Water	Conjuration (Alteration)	Easy	5
Detect (Obscure) Curse	Divination (Alteration)	Easy	5
Detect (Obscure) Poison	Divination (Alteration)	Easy	5
Detect (Obscure) Trap	Divination (Alteration)	Easy	5
Empathy	Divination	Easy	5
Feather Fall	Alteration	Easy	5
Fire Walk	Alteration	Easy	5
Fog	Conjuration	Easy	5
Forget	Alteration	Easy	5
Ink Cloud	Conjuration	Easy	5
Levitate	Alteration	Easy	5
Locate (Hide)	Divination (Alteration)	Easy	5
Magic Bolt	Conjuration	Easy	5
Minor Charm	Enchantment	Easy	5
Minor Illusion	Illusion	Easy	5
Minor Prophecy	Divination	Easy	5
Minor Protection	Abjuration	Easy	5
Secure Portal	Alteration	Easy	5
Speak With Animals	Divination	Easy	5
Spider Climb	Alteration	Easy	5
Telepathy	Divination	Easy	5
Teleport Tracer	Divination	Easy	5
Water Walk	Alteration	Easy	5
Wind Direction	Divination	Easy	5
Withdraw	Abjuration	Easy	5

Alter Form	Alteration	Average	10
Anti-Bless	Abjuration	Average	10
Armor	Abjuration/Conjuration	Average	10
Barrier Force	Conjuration	Average	10
Bless	Conjuration	Average	10
Charm	Enchantment	Average	10
Charm Monster	Enchantment	Average	10
Chronicle Conversation	Divination	Average	10
Confusion	Enchantment	Average	10
Contact Other Plane	Divination/Necromantic	Average	10
Continual Light (Darkness)	Conjuration	Average	10
Cure (Cause) Major Wounds	Necromantic	Average	10
Cure (Inflict) Disease	Necromantic	Average	10
Cure Disability (Disability)	Necromantic (Conjuration)	Average	10
Debilitative Gas	Conjuration	Average	10
Detect (Obscure) Danger	Divination	Average	10
Dispel Magic	Abjuration	Average	10
E.S.P.	Divination	Average	10
Ethereal Essence	Alteration/Enchantment	Average	10
Fireball (Ice Blast)	Conjuration	Average	10
Hasten (Slow)	Alteration	Average	10
Illusion	Illusion	Average	10
Incarnate	Alteration	Average	10
Infravision	Alteration	Average	10
Lesser Invisibility	Alteration	Average	10
Lightning	Conjuration	Average	10
Metamorphosis	Alteration	Average	10
Mimic	Enchantment	Average	10
Minor Repulsion	Enchantment	Average	10
Misfortune	Enchantment	Average	10
Multiple Images	Illusion	Average	10
Porter	Conjuration	Average	10
Prayer	Divination	Average	10
Project Mental Image	Illusion	Average	10
Protection	Abjuration	Average	10
Remove (Cause) Fear	Abjuration (Alteration)	Average	10
Silence	Alteration	Average	10
Sleep	Enchantment	Average	10
Speak With Dead	Divination/Necromantic	Average	10
Speak With Monster	Divination	Average	10
Sticks to Snakes	Alteration	Average	10
Stop Motion	Enchantment	Average	10
Strength (Enfeeble)	Alteration	Average	10
Sunbeam	Conjuration	Average	10
Suspended Animation	Alteration/Enchantment	Average	10
Temporary Enchantment	Enchantment	Average	10
Tongues (Obscure Tongues)	Divination/(Alteration)	Average	10
Trail Erasure	Alteration	Average	10
Transmortification	Necromantic	Average	10
Transpose	Alteration	Average	10
Water (Air) Breathing	Alteration	Average	10

Advanced Illusion	Illusion	Difficult	15
Affliction	Conjuration	Difficult	15
Air Sphere	Alteration	Difficult	15
Amnesia	Alteration	Difficult	15
Animal Summoning	Conjuration/Summoning	Difficult	15
Animate Object	Enchantment	Difficult	15
Animate Plant	Enchantment	Difficult	15
Anti-Magic Field	Abjuration	Difficult	15
Astral Projection	Necromantic	Difficult	15
Call Winds	Conjuration	Difficult	15
Chant	Divination	Difficult	15
Chaos	Enchantment	Difficult	15
Commune	Divination	Difficult	15
Commune With Dead	Divination/Necromantic	Difficult	15
Commune With Nature	Divination	Difficult	15
Conflagration	Enchantment	Difficult	15
Consecrate (Desecrate)	Alteration/Enchantment	Difficult	15
Contingency	Abjuration/Alteration	Difficult	15
Control Temperature	Alteration	Difficult	15
Cure (Cause) Critical Wounds	Necromantic	Difficult	15
Decrepitude (Feeblemind)	Alteration	Difficult	15
Disintegrate	Alteration	Difficult	15
Divining Wind	Divination	Difficult	15
Dominate	Enchantment	Difficult	15
Enlarge (Diminish)	Alteration	Difficult	15
Eviction	Abjuration	Difficult	15
Fly (Plummet)	Alteration	Difficult	15
Fumble	Alteration	Difficult	15
Geas	Enchantment	Difficult	15
Guardian Watch	Abjuration	Difficult	15
Hand of Doom	Necromantic	Difficult	15
Healing	Necromantic	Difficult	15
Identify	Divination	Difficult	15
Illuminate	Conjuration	Difficult	15
Impersonation	Alteration	Difficult	15
Imprison the Soul	Necromantic	Difficult	15
Imprisoning Force	Conjuration	Difficult	15
Incantation of War	Alteration	Difficult	15
Incantation of Wounding	Necromantic	Difficult	15
Insect Swarm	Conjuration/Summoning	Difficult	15
Invisibility	Alteration	Difficult	15
Item Manipulation	Enchantment	Difficult	15
Legend	Divination	Difficult	15
Life Drain	Necromantic	Difficult	15
Luck Transference	Necromantic	Difficult	15
Magic Lock	Alteration	Difficult	15
Mass Charm	Enchantment	Difficult	15
Mental Maze	Illusion	Difficult	15
Mystic Transference	Necromantic	Difficult	15
Neutralize Poison (Poison)	Alteration (Conjuration)	Difficult	15
Night Vision	Alteration	Difficult	15

Oath	Enchantment	Difficult	15
Open	Alteration	Difficult	15
Paralysis	Enchantment	Difficult	15
Phantom Steed	Conjuration	Difficult	15
Planar Sight	Divination/Necromantic	Difficult	15
Polymorph Self (Other)	Alteration	Difficult	15
Portable Ear	Alteration/Divination	Difficult	15
Portable Eye	Alteration/Divination	Difficult	15
Portal	Alteration	Difficult	15
Project the Soul	Necromantic	Difficult	15
Prophecy	Divination	Difficult	15
Protection From Acid	Abjuration	Difficult	15
Protection From Electricity	Abjuration	Difficult	15
Protection From Evil (Good)	Abjuration	Difficult	15
Protection From Fire (Cold)	Abjuration	Difficult	15
Protection From Lava	Abjuration	Difficult	15
Protection From Missiles	Abjuration	Difficult	15
Regenerate (Wither)	Necromantic	Difficult	15
Remove Curse	Abjuration	Difficult	15
Repulse Time	Alteration	Difficult	15
Sanctuary	Abjuration	Difficult	15
Shadow	Alteration	Difficult	15
Shatter	Alteration/Enchantment	Difficult	15
Soul Search	Divination/Necromantic	Difficult	15
Soul Steal	Necromantic	Difficult	15
Spell Reflection	Abjuration	Difficult	15
Spiritwrack	Necromantic	Difficult	15
Stone (Flesh) to Flesh (Stone)	Abjuration (Alteration)	Difficult	15
Stone Skin	Abjuration	Difficult	15
Super-Strength (Helplessness)	Alteration	Difficult	15
Talisman	Enchantment	Difficult	15
Telekinesis	Enchantment	Difficult	15
Teleport	Alteration	Difficult	15
Transference	Abjuration	Difficult	15
True Seeing	Divination	Difficult	15
Truth	Enchantment	Difficult	15
Unity (Division)	Alteration/Necromantic	Difficult	15
Unobstructed View	Alteration	Difficult	15
Vortex	Alteration	Difficult	15
Wall of Fire (Ice)	Conjuration	Difficult	15
Wall of Iron	Conjuration	Difficult	15
Wall of Stone	Conjuration	Difficult	15
Wall of Thorns	Conjuration	Difficult	15
Weather Summoning	Abjuration/Conjuration/Summoning	Difficult	15
Advanced Teleport	Alteration	Very Difficult	20
Alter Reality	Alteration	Very Difficult	20
Banquet (Destroy Banquet)	Conjuration (Alteration)	Very Difficult	20
Bond Individual	Enchantment/Necromantic	Very Difficult	20
Coma	Alteration/Enchantment	Very Difficult	20
Compel (Dispel) The Living	Conjuration/Summoning (Abjuration)	Very Difficult	20
Contract the Soul	Necromantic	Very Difficult	20

Covenant	Enchantment	Very Difficult	20
Crushing Force	Conjuration	Very Difficult	20
Death Bond	Necromantic	Very Difficult	20
Dimensional Gate	Alteration/Conjuration	Very Difficult	20
Dimensional Trap	Conjuration/Enchantment	Very Difficult	20
Duplicate	Conjuration	Very Difficult	20
Encryption (Remove Encryption)	Alteration	Very Difficult	20
Familiar	Conjuration/Summoning	Very Difficult	20
Haven	Abjuration	Very Difficult	20
Holy (Unholy) Word	Necromantic	Very Difficult	20
Immunity to Acid	Abjuration	Very Difficult	20
Immunity to Electricity	Abjuration	Very Difficult	20
Immunity to Fire (Cold)	Abjuration	Very Difficult	20
Immunity to Lava	Abjuration	Very Difficult	20
Life Transference	Necromantic	Very Difficult	20
Mass Dominate	Enchantment	Very Difficult	20
Mass Invisibility	Alteration	Very Difficult	20
Mind Blank	Alteration	Very Difficult	20
Mystic Drain	Necromantic	Very Difficult	20
Mystic Talisman	Enchantment	Very Difficult	20
Nightmare	Enchantment	Very Difficult	20
Part Water	Alteration	Very Difficult	20
Permanent Illusion	Illusion	Very Difficult	20
Phantom Assassin	Conjuration (Summoning)/Necromantic	Very Difficult	20
Plane Shift	Alteration	Very Difficult	20
Polymorph Any Object	Alteration	Very Difficult	20
Power Surge	Necromantic	Very Difficult	20
Project Image	Illusion	Very Difficult	20
Protection From Evil (Good) 10’ Radius	Abjuration	Very Difficult	20
Quest	Enchantment	Very Difficult	20
Quicksand	Alteration	Very Difficult	20
Remove Charm	Abjuration	Very Difficult	20
Rending Force	Conjuration	Very Difficult	20
Repulsion	Enchantment	Very Difficult	20
Safe Passage	Abjuration/Conjuration	Very Difficult	20
Scrying (Obscure Scrying)	Divination (Abjuration)	Very Difficult	20
Soul Transference	Necromantic	Very Difficult	20
Spirit of The…	Alteration/Conjuration/Necromantic	Very Difficult	20
Steel Skin	Abjuration	Very Difficult	20
Submerge (Emerge)	Enchantment	Very Difficult	20
Time Warp	Alteration	Very Difficult	20
Total Healing (Harm)	Necromantic	Very Difficult	20
Undead	Necromantic	Very Difficult	20
Vault	Conjuration	Very Difficult	20
Vault Connection	Alteration/Enchantment	Very Difficult	20
Witchwind	Alteration/Conjuration/Divination/Summoning	Very Difficult	20
Circle of Holy (Unholy) Protection	Abjuration/Necromantic	Hard	25
Duality	Abjuration/Conjuration	Hard	25
Force Field	Abjuration/Conjuration	Hard	25
Life (Death)	Necromantic	Hard	25
Mass Teleport	Alteration	Hard	25

Mystic Fortress	Abjuration	Hard	25
Natural Disaster	Abjuration/Conjuration	Hard	25
Permanency	Alteration	Hard	25
Spiritual Shield	Abjuration	Hard	25
Summons (Invite)	Enchantment	Hard	25
Symbol	Abjuration/Enchantment	Hard	25
The Great Escape	Abjuration/Alteration	Hard	25
Toxic Cloud	Conjuration	Hard	25
Transport	Alteration	Hard	25
Warding	Abjuration	Hard	25
Planar Transport	Alteration	Very Hard	30
Resurrection (Annihilation)	Necromantic	Very Hard	30
Ripple in Time	Alteration	Very Hard	30
Time Stop	Alteration	Very Hard	30

Spells 6:4: Very Easy Spells:

Cantrip			
Difficulty	Very Easy	**Range**	Caster
Type	Variable	**Area of Effect**	Special/Caster
Form	Instantaneous	**Duration**	Variable
Requirements	Variable	**Save Info**	No Save
Casting Time	-1	**Notes**	Can link to other spells

Description: By means of this spell, the caster can create minor effects. The effects created are mostly for show, flash, and emphasis. For example, if a wizard wanted to impress or intimidate someone, he may wish to snap his fingers and have a puff of smoke hiss from his hand, or have his movements traced by pixie-dust, or have his 'Teleport' enhanced with a crackle and a pop. Perhaps a wizard would like to blow smoke from his pipe in the shape of a heart, and then shoot a smoke arrow through it. Basically, this spell allows for the color and charm of wizards in movies and books.

The 'Cantrip' spell can be linked to another spell, or act as a minor contingency to an action, etc. For example, a wizard may desire that every time he arrives somewhere via a 'Teleport', a puff of smoke erupts. He can set up that link with the RM, so that when he 'Teleports', the predetermined 'Cantrip' goes off (with the extra 1 SP being spent). The wizard may desire to always appear mystical; therefore he wants large gestures to be traced by pixie-dust (like Tinkerbell in the movie 'Peter Pan'). The RM may rule that for every Turn, or Hour, etc. the caster can spend 1 SP and his movements will be as he desired.

A 'Cantrip' can be linked to a spell by simply discussing it with the RM, and casting the 'Cantrip'. The wizard will not have to cast the 'Cantrip' each time he cast the linked spell. When he successfully cast the linked spell, he will spend the usual SP + 1 for the 'Cantrip'. The caster can call off the link at any time.

Note to RM: It is up to you to decide if the spell 'Cantrip' is to be generic, allowing the caster to create any effect with that one spell; or if the caster must find each individual 'Cantrip' to enact its effect. I, myself, prefer it to be generic, giving the Player room to be inventive.

Very Easy and Easy Spells

Comprehend Languages	Obscure Languages		
Difficulty	Very Easy	**Range**	Touch
Type	Divination	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	5 minutes (+5 minutes per extra SP spent)
Requirements	V, G	**Save Info**	No Save (versus Mystic Power)
Casting Time	-1	**Notes**	

By means of this spell, the recipient gains the ability to understand non-magical writings and speech previously unknown to him. Though he is able to understand the language, the recipient is unable to speak or write it.

The 'Reverse' of this spell totally obscures all speech and writing beyond all comprehension.

Create Fire	Extinuish		
Difficulty	Very Easy	**Range**	10' (+10' per SP Spent)
Type	Conjuration	**Area of Effect**	10'R (+10' per SP Spent)
Form	Instantaneous	**Duration**	Permanent
Requirements	V	**Save Info**	None
Casting Time	-1	**Notes**	

This spell causes all *ready to light* sources (campfires, torches, candles, etc.) to ignite as desired by the caster. Think in terms of movies you have seen in which a wizard walks into a room, and with the wave of his hand the candles and fireplace come to life illuminating the room.

The 'Reverse' puts the above-mentioned fires out. **Allow me to stress a point: This will only work on non-magical, controlled fires (like campfires, torches, etc.).**

Create Water	Destroy Water		
Difficulty	Very Easy	**Range**	50'
Type	Conjuration (Alteration)	**Area of Effect**	30'R
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	None
Casting Time	-1	**Notes**	

The caster speaks and points to the area to be affected. The spell creates (destroys) 1 gallon of water per SP spent. The water created (destroyed) is very pure (becomes sand). The water cannot be created (destroyed) inside a living creature.

The ability to create water does not confer the ability to create the vessel to carry it in—this must be provided.

Very Easy and Easy Spells

Detect Evil, Gas, Good, or Magic	Obscure Evil, etc.		
Difficulty	Very Easy	**Range**	20' (touch for reverse)
Type	Divination (Alteration)	**Area of Effect**	1 item/creature/area per minute
Form	Instantaneous	**Duration**	1 minute (1 turn) [+1 minute (turn) per extra SP spent]
Requirements	V, G	**Save Info**	None
Casting Time	-1	**Notes**	8 different spells, counting 'Reverses'.

The caster of this spell must speak as he holds his hands out pleadingly (touches the item, etc.). The spell will then tell the caster (or will obscure) the presence of magic, good, etc. and its intensity ("I detect powerful magic on this ring!"). This spell will not tell of good or evil in a normal person. It will only work against something wholly of the general ethic detected for: Angels, Demons, Undead, etc. When magic, and the like, is being detected for (obscured) in an area, the 'Area of Effect' will be in a 10' R about the caster. This would give the caster the opportunity to detect (hide) the fact that a room, etc., radiates magic, evil, and so on.

The particulars are up to the RM on what information he wishes to give away. The RM may also decide that the caster must hold an item to discern its 'qualities'.

Ice Passage			
Difficulty	Very Easy	**Range**	Touch
Type	Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	1 hour
Requirements	V, G	**Save Info**	None
Casting Time	-1	**Notes**	

This spell allows the recipient to travel across ice and snow with no loss of movement or fear of slipping.

Jump			
Difficulty	Very Easy	**Range**	Touch
Type	Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	1 minute per SP spent
Requirements	V, G	**Save Info**	None
Casting Time	-1	**Notes**	

This spell grants the recipient the ability to jump (from a dead stop) 30' up; 15' backwards or sideways—and 30' forward. The distance of a forward jump from a running start is 60' instead of 30'. The arc of non-vertical jumps is 120º.

Very Easy and Easy Spells

Light	**Darkness**		
Difficulty	Very Easy	**Range**	50’
Type	Conjuration	**Area of Effect**	15’ R
Form	Instantaneous	**Duration**	1 Turn per SP spent
Requirements	V, G	**Save Info**	See Below
Casting Time	-1	**Notes**	

The caster speaks and points to the area to be affected; which, in turn, brings into effect a torch-like light. The light, which gives off no heat, will emanate from some item cast upon (staff, pebble, etc.)—Or if the RM allows, even mid-air. If the spell is cast upon the visual organs of a creature (the being is allowed a save versus Mystic Power), it will blind them for the duration of the spell +d6 segments. If the save is successful, the ‘Light’ (‘Darkness’) will land on some nearby inanimate object.

The ‘Reverse’ of this spell creates an impenetrable darkness (no light or ‘Night Vision’ will work at the RM’s discretion). The caster (if he has ‘Night Vision’) can make a Mystic Power roll to be able to see in the darkness.

Locate Ore, Plant, or Water	**Obscure Ore, etc.**		
Difficulty	Very Easy	**Range**	Caster
Type	Divination (Alteration)	**Area of Effect**	100’ R from Caster
Form	Instantaneous	**Duration**	1 minute (Turn) per SP spent
Requirements	V, G	**Save Info**	None
Casting Time	-1	**Notes**	6 separate spells, counting ‘Reverses’

The caster speaks and holds out his hands pleadingly. This spell locates (obscures) ore (type specified at casting), plants (type specified at casting), or water.

Lodestone			
Difficulty	Very Easy	**Range**	Caster
Type	Divination	**Area of Effect**	Caster
Form	Instantaneous	**Duration**	1 minute
Requirements	V, G	**Save Info**	None
Casting Time	-1	**Notes**	

The caster must speak and hold his hands out pleadingly. When cast, this spell allows the caster to discern direction (North, South, etc.) underground. This spell will not work outdoors or in bodies of water.

Very Easy and Easy Spells

Pass Without Trace			
Difficulty	Very Easy	**Range**	Touch
Type	Enchantment	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	1 minute per SP spent
Requirements	V, G	**Save Info**	None
Casting Time	-1	**Notes**	

By means of this spell, the affected creature can pass through heavily grown areas (brush, briars, etc.) with no loss of movement, ill effect, or trail left behind (broken twigs, tracks, etc.). The area will show *no* sign of passage.

Phantom Servant			
Difficulty	Very Easy	**Range**	15’
Type	Conjuration	**Area of Effect**	1 ‘phantom’
Form	Instantaneous	**Duration**	1 hour per SP spent
Requirements	V, G	**Save Info**	None
Casting Time	-1	**Notes**	

The caster speaks and points to where the ‘phantom’ will spring into existence. This spell calls into existence an invisible servant that will act as a valet/butler. The servant cannot attack, nor be attacked. The servant can carry items (Strength 10), open unlocked doors, clean, etc. The servant cannot speak, but it understands all commands (as Int. 10). The servant cannot be seen, felt, or heard; he weighs virtually nothing and will leave no tracks.

Purify Water	Putrefy Water		
Difficulty	Very Easy	**Range**	Touch
Type	Alteration	**Area of Effect**	Water touched, see below
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	None
Casting Time	-1	**Notes**	

This spell causes 1 gallon of water per SP spent to become pure (stagnant and undrinkable-- RM’s, treat as a mild poison), clear, disease/parasite free.

Remove Aroma	Enhance Aroma		
Difficulty	Very Easy	**Range**	Touch
Type	Alteration	**Area of Effect**	1 creature or item
Form	Instantaneous	**Duration**	1 Turn per SP spent
Requirements	V, G	**Save Info**	None, unless the recipient is unwilling—then 'Willpower'
Casting Time	-1	**Notes**	

By means of this spell, the caster can completely remove the aroma of a creature or item for the duration of the spell. This spell may be useful in combination with the spell 'Invisibility'.

The 'Reverse' enhances the strength and intensity of an aroma by a factor of 10.

Spells 6:5: Easy Spells.

Acid Spray			
Difficulty	Easy	**Range**	10'
Type	Conjuration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	Defense is 'Dodge'
Casting Time	-2	**Notes**	Increasing the Difficulty by (1) increases the damage die type by (1)

The caster speaks and extends his hand, causing a stream of acid to fire forth and strike his target in a random location. The damage incurred is d8 the first segment, d4 the second segment, and d2 the third. Increasing 'Difficulty' by 1 will increase the damage die type by 1 (a d8 becomes a d10, a d4 a d6, a d2 a d4, etc.).

Air, Fire, or Water Walk			
Difficulty	Easy	**Range**	Touch
Type	Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	1 Turn per 5 SP spent
Requirements	V, G	**Save Info**	None
Casting Time	-2	**Notes**	

This spell allows the affected creature to cross fire, or air, or water at his normal movement rate. This spell does not grant an immunity to fire (the creature walks atop the wisp of flame, but he will burn unless protected); nor does it allow a creature to ascend or descend upon the air. At the RM's option, 'Fire Walk' may be used to cross lava.

Very Easy and Easy Spells

Animal Charm			
Difficulty	Easy	**Range**	Hearing range of victim
Type	Enchantment	**Area of Effect**	1 normal animal
Form	Instantaneous	**Duration**	24 hours
Requirements	V	**Save Info**	Willpower
Casting Time	-2	**Notes**	

The caster speaks to the animal in question, and if the charm is successful, the animal will befriend him as if he were the caster's pet. This spell only works against normal animals, birds, reptiles, etc. This spell *does not* work against intelligent 'monsters' (Details will be discussed in the RM Manual).

Animal Eyes			
Difficulty	Easy	**Range**	Touch
Type	Alteration	**Area of Effect**	1 normal animal
Form	Instantaneous	**Duration**	5 minutes
Requirements	V, G	**Save Info**	None
Casting Time	-2	**Notes**	

With the use of this spell, the caster may cast a dweomer on a normal animal, which will allow him to close his eyes and see through the animal's eyes.

Being able to see through the animal's eyes *does not* mean that the caster controls the animal.

Aura of Awareness			
Difficulty	Easy	**Range**	Caster
Type	Abjuration	**Area of Effect**	15' R from caster
Form	Instantaneous	**Duration**	8 hours or until dispelled
Requirements	V	**Save Info**	None
Casting Time	-2	**Notes**	

When the caster gives the command, an unseen magical sphere will emanate in a 15' R from him. The sphere will not move, but the caster can go where he pleases. While the caster is within the area of effect he can detect the presence of unwanted creatures (of normal cat size or larger)-- even if they are invisible. The caster will be aware 'something' has entered, but not what or where it is. This spell will not detect unwanted creatures in the area of effect at the time the spell is cast; but if they were to leave and return later, they would be detected.

Very Easy and Easy Spells

Communicate With Plants			
Difficulty	Easy	**Range**	Touch
Type	Divination	**Area of Effect**	1 plant
Form	Instantaneous	**Duration**	1 minute per 5 SP spent
Requirements	G	**Save Info**	None
Casting Time	-2	**Notes**	

The caster must clutch the plant in question and concentrate. The communication is 'telepathic' between the caster and the plant. Chances are, plants are not overly intelligent, and would be quite limited in their communication skills. Regardless of the caster's native language, the caster and plant will understand each other.

Create Food and Water	Destroy Food and Water		
Difficulty	Easy	**Range**	20'
Type	Conjuration (Alteration)	**Area of Effect**	10'R
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	None
Casting Time	-2	**Notes**	

This spell creates (destroys) 1 quart of pure water and 1 meal (of common quality and nutritional value) per 5 SP spent by the caster. Destroyed water becomes stagnant (as 'Putrefy Water'—see **Spells 6:4**) and the food becomes rotten and inedible. Creation of the food and water does not create the vessels to hold it in.

Detect Curse, Poison, or Trap	Obscure Curse, etc.		
Difficulty	Easy	**Range**	20' (Touch for the 'Reverse')
Type	Divination (Alteration)	**Area of Effect**	1 area, item, or creature
Form	Instantaneous	**Duration**	1 minute (Turn) per 5 SP spent
Requirements	V, G	**Save Info**	None
Casting Time	-2	**Notes**	6 different spells, counting 'Reverses'

This spell is as 'Detect Magic' (see **Spells 6:4**) except it detects (obscures) the presence of curses, poison, and traps. The general nature (mechanical, magical, etc.) of the trap will be detected instead of the power.

This spell will detect the presence of a trap within a 20' R if it is cast on an area, but it will not tell the location of the trap (the same could hold true for curses, at the RM's option).

Very Easy and Easy Spells

Empathy			
Difficulty	Easy	**Range**	50’
Type	Divination	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	1 minute
Requirements	V	**Save Info**	Mystic Power
Casting Time	-2	**Notes**	

This spell allows the caster to feel the feelings of one creature of his choice. Feelings include: anger, hunger, fatigue, etc.

Feather Fall			
Difficulty	Easy	**Range**	50’
Type	Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	1 minute per 5 SP spent
Requirements	V, G	**Save Info**	None
Casting Time	-2	**Notes**	

The caster speaks and points to the creature to be affected. Affected creatures will fall at a rate of 60’ per minute; but if the bottom is not reached before the spell ends, the creature will fall from that point as the usual rate, and damage may well occur.

Fog	Variation: Ink Cloud		
Difficulty	Easy	**Range**	100’
Type	Conjuration	**Area of Effect**	25’ R per 5 SP spent
Form	Instantaneous	**Duration**	1 minute (+1 minute per SP spent over initial 5)
Requirements	V, G	**Save Info**	None (see below)
Casting Time	-2	**Notes**	

The caster speaks and points to area to be affected. A thick fog is created which obscures *all* vision to 1 foot. The caster (if he makes a Mystic Power roll) may see clearly as if no fog exists.

Variation: ‘Ink Cloud’: The same as ‘Fog’, only it requires just a ‘Gesture’; and it only works under water.

Forget			
Difficulty	Easy	**Range**	Touch
Type	Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-2	**Notes**	

This spell causes the recipient to forget all events within the last 24 hours (including the casting of the spell).

This spell must be placed within 5 segments or it fizzles out.

Very Easy and Easy Spells

Levitate			
Difficulty	Easy	**Range**	10' (+10' per extra SP spent, up to 100' max)
Type	Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	1 Turn per 5 SP spent
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-2	**Notes**	Will levitate 200 lbs, + 200 lbs per 'Difficulty' raised over Easy

The caster speaks and points to the creature to be affected. The caster controls the levitated creature's movement. If the caster stops concentrating on the affected creature, the creature's movement will stop until concentration begins again. The caster may concentrate on a number of creatures equal to his Intelligence at one time.

Locate	Hide		
Difficulty	Easy	**Range**	1 creature (touch)
Type	Divination (Alteration)	**Area of Effect**	20 mile R (1 creature)
Form	Instantaneous	**Duration**	Instantaneous (1 hour)
Requirements	V, G, M (V, G)	**Save Info**	None
Casting Time	-2	**Notes**	

The caster (touches the victim/recipient) closes his eyes and holds his hands out pleadingly. He can then (hide the recipient from the 'Locate' spell) tell the direction [north, south, etc.] of the creature he is trying to locate. If the caster is within 100 yards of the creature, the caster will detect him, but he will sense him "all around".

The caster must have a personal item (like a memento, lock of hair, etc.) of the creature he is trying to locate.

Magic Bolt			
Difficulty	Easy	**Range**	Fires from the caster's finger 20' (+20' per 5 extra SP spent)
Type	Conjuration	**Area of Effect**	1 creature/target
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	Defense is 'Dodge'
Casting Time	-2	**Notes**	The damage die increases by (1) for every (1) increase in Difficulty

The caster speaks and points to the target to be affected. A bolt of magical energy then fires forth from the caster's finger and may strike the target. The caster must make a 'Successful' 'To Hit' using his 'Throw' skill versus the victim's 'Dodge'. The damage inflicted is d8, and is subject to armor absorption. The damage die increases by 1 (a d8 becomes a d10, a d10 becomes a d12, etc.) for each increase in 'Difficulty'.

Very Easy and Easy Spells

Minor Charm			
Difficulty	Easy	**Range**	Hearing range of the victim
Type	Enchantment	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	25 days – the Intelligence of the creature (minimum of 24 hours)
Requirements	V	**Save Info**	Willpower
Casting Time	-2	**Notes**	The victim must understand the caster to be affected

This spell will cause the victim to treat the *caster* as if he were a trusted friend. The victim has free will (except for his feelings for the caster) and may act as he pleases. The victim will remember all that occurs except that he is/was charmed.

Minor Illusion			
Difficulty	Easy	**Range**	30’
Type	Illusion	**Area of Effect**	Special
Form	Instantaneous	**Duration**	5 minutes per 5 SP spent
Requirements	V, G	**Save Info**	Wisdom (see **Magic 5:8**)
Casting Time	-2	**Notes**	

The caster speaks and points to the area to be affected. The caster causes a non-moving, non-noise or aroma inducing visual effect; or a simplistic audio effect; or an alteration in appearance (allowing him to appear older, younger, of a different sex, etc.--though basic height and weight remain unchanged).

Minor Prophecy			
Difficulty	Easy	**Range**	Caster
Type	Divination	**Area of Effect**	Caster
Form	Instantaneous	**Duration**	1 minute
Requirements	See below	**Save Info**	None
Casting Time	1 Phase	**Notes**	

The caster must close his eyes and concentrate on a specific dilemma (“Will we be successful if we pass beyond the golden door?”); and if the event is/will be within 1 hour of the casting of the spell, a vague, single answer will be given (“Beyond the golden door lies a rigid death!” The party marches on anyway, only to encounter a gorgon on the other side. A fight ensues. Three members turned to stone, two killed outright, and the caster left alone to contemplate his next question.)

Very Easy and Easy Spells

Minor Protection			
Difficulty	Easy	**Range**	Touch
Type	Abjuration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	5 minutes
Requirements	V, G	**Save Info**	None
Casting Time	-2	**Notes**	

This spell grants the recipient a +2 to all '*Resistance* Rolls' (not 'Attack Rolls', or 'Karma Rolls'), 'Armor Rating', and 'Defenses' for the duration of the spell.

Secure Portal			
Difficulty	Easy	**Range**	20' (+20' per SP spent)
Type	Alteration	**Area of Effect**	10' R (+10' per SP spent)
Form	Instantaneous	**Duration**	5 minutes (+5 minutes per increase in 'Difficulty')
Requirements	V	**Save Info**	None
Casting Time	-2	**Notes**	

This spell closes all seal-able portals/openings of the caster's choice and magically bars them (treat as a normally barred door/opening). The caster (and those of his choosing at the time of casting) may pass in and out freely, but once the portal is re-closed, it re-bars (until the spell duration is over). Portals include doors, gates, secret panels, chests, bottles, etc.

Keep in mind that the door is not *literally* 'barred'. It will simply have a magical bond holding it fast.

Speak With Animals			
Difficulty	Easy	**Range**	10'
Type	Divination	**Area of Effect**	1 normal animal
Form	Instantaneous	**Duration**	1 minute per 5 SP spent
Requirements	V	**Save Info**	None
Casting Time	-2	**Notes**	

This spell allows communication between the caster and a normal animal. The caster understands the animal's form of communication and the animal can understand the caster's form of communication. The animal will reply in its own simplistic manner (when asked about bandits, a squirrel may reply "Those-- your kind, big, cruel-- near. They destroy-- take, leave others sad.").

Very Easy and Easy Spells

Spider Climb			
Difficulty	Easy	**Range**	Touch
Type	Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	1 minute per 5 SP spent
Requirements	V, G	**Save Info**	None
Casting Time	-2	**Notes**	

This spell allows the recipient to cling to surfaces as a spider—allowing him to crawl upon vertical surfaces, even upside-down.

Telepathy			
Difficulty	Easy	**Range**	50' (+50 per SP spent)
Type	Divination	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	1 minute per 5 SP spent
Requirements	V	**Save Info**	None
Casting Time	-2	**Notes**	

This spell allows the caster to 'speak' to 1 creature of his choice through mental transmissions. The creature may return transmissions if desired. At the RM's option, a creature may use 'Charm' (and other mind affecting) spells through 'Telepathy'.

Teleport Tracer			
Difficulty	Easy	**Range**	100'
Type	Divination	**Area of Effect**	See below
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	None
Casting Time	-2	**Notes**	

When this spell is cast, the caster speaks and points to where a person who has teleported formerly stood. If the 'Teleport' occurred within 5 minutes, the caster will instantly know the general location the teleporter went to (at the RM's discretion).

Wind Direction			
Difficulty	Easy	**Range**	Special
Type	Divination	**Area of Effect**	Special
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	None
Casting Time	-2	**Notes**	

Description: The caster speaks and spreads his arms out pleadingly; at that time, a faint breeze will blow past him, allowing him to attain the following knowledge:

1. Which direction an exit (or exits) to the outdoors is.
2. Which way North is.
3. If the passage to the outdoors is blocked/closed.

Withdraw			
Difficulty	Easy	**Range**	Caster
Type	Abjuration	**Area of Effect**	Caster
Form	Instantaneous	**Duration**	See below
Requirements	V	**Save Info**	None
Casting Time	-2	**Notes**	

By means of this spell, the caster removes himself from his present surroundings and enters a nil-space. In this nil-space, the caster is completely alone and free from harm. The caster may spend up to 1 hour resting, healing, thinking, etc. before the spell expires or he decides to return. Upon returning, he will see that only 1 segment has passed in the 'real world'.

Spells 6:6: Average Spells.

Alter Form			
Difficulty	Average	**Range**	Self
Type	Alteration	**Area of Effect**	The Caster
Form	Instantaneous	**Duration**	8 hrs (+1 hr per extra SP spent)
Requirements	V, G	**Save Info**	None
Casting Time	-3	**Notes**	

Description: This spell allows the caster to alter his appearance by causing his hair to grow, change color, fall out, etc.; and/or his eyes to change color; his teeth to change shape, fall out, whiten/blacken, etc.; his height and/or weight to grow or shrink by 50%. He could appear older or younger by up to 20 yrs. He could cause himself to appear diseased or crippled. The RM and the imagination of the caster are the only limits to the possibilities. When the duration ends, or the caster calls the spell off, he reverts to normal.

The character will still have some similarity to his original form. In other words, a perceptive person may be able to note something familiar about the character in his new form. This spell will not alter the voice beyond what impact his physical form would have upon it.

Anti-Bless			
Difficulty	Average	**Range**	100' or item/creature touched
Type	Abjuration	**Area of Effect**	30' R or 1 item/creature
Form	Instantaneous	**Duration**	Permanent, as is normal
Requirements	V, G	**Save Info**	'Power Battle'
Casting Time	-3	**Notes**	

Description: By means of this spell, the caster can attempt to call off/undo the blessing of a priest. When the spell is cast, a Power Battle will ensue, the Modified Difficulty of the 'Anti-Bless' versus the Modified Difficulty of the 'Bless'. At the RM's option, this spell could have a temporary effect on Holy/Unholy Items, or Permanently Blessed Items.

Armor			
Difficulty	Average	**Range**	Touch
Type	Abjuration/Conjuration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	24 hours
Requirements	V, G	**Save Info**	None
Casting Time	-3	**Notes**	Each increase in 'Difficult' increases the AR by 2

Description: This spell brings into effect an invisible, magical barrier *covering* the recipient. This spell acts as the protection of an AR 6 (see **Equipment 8**)—though it weighs nothing; cannot be felt; etc. The spell can function with other spells, armor, magical protections, etc.

Average Spells

Barrier Force			
Difficulty	Average	**Range**	Caster
Type	Conjuration	**Area of Effect**	Caster
Form	Instantaneous	**Duration**	1 minute (+1 minute per 10 SP spent)
Requirements	V	**Save Info**	None
Casting Time	-3	**Notes**	

Description: By means of this spell, the caster creates a 4' wide by 10' tall, shield-like, invisible barrier. The barrier comes into effect 1' in front of the caster and remains there until the duration expires. The barrier will move with the caster. The caster may attack out of the barrier, but all non-magical frontal attacks toward the caster are negated. Spells, spell-like effects, magic weapons, etc. can penetrate the barrier. The barrier only blocks physical attacks (swords, bow shots, Dragon breath, acid, oil, etc.).

Bless			
Difficulty	Average	**Range**	100' or item/creature touched
Type		**Area of Effect**	30' R or 1 item/creature
Form	Instantaneous	**Duration**	d20 Turns
Requirements	V, G, M (holy item/water)	**Save Info**	None
Casting Time	-3	**Notes**	

Description: The priest speaks and either waves his holy item or sprinkles holy water at/on the area/creature/item to be affected. This spell calls forth favor from the gods and grants it to *an* item, a creature (or a group of creatures in the area of effect-- of the priest's choosing), or an area (the RM may allow a priest to bless a huge dwelling, community, army, etc. by increasing the 'Difficulty' as he sees fit). Aside from the uses the RM is aware of/creates, this spell grants to all creatures favored a + 2 'To Hit', defend ('Parry', etc.), and 'Resistances'; and grants to them the use of d6 Luck to use until the duration expires. It also increases NPC morale during combat.

Charm			
Difficulty	Average	**Range**	Hearing range of the victim
Type	Enchantment	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	50 days – the Intelligence of the creature (minimum of 24 hours)
Requirements	V	**Save Info**	Willpower
Casting Time	-2	**Notes**	The spell will effect human/humanoids that do not understand the caster's language

Description: This spell will cause the victim to treat the *caster* as if he were a trusted friend. The victim has free will (except for his feelings for the caster) and may act as he pleases. The victim will remember all that occurs except that he is/was charmed.

Average Spells

Charm Monster			
Difficulty	Easy	**Range**	Hearing range of the victim
Type	Enchantment	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	25 days – the Intelligence of the creature (minimum of 24 hours)
Requirements	V	**Save Info**	Willpower
Casting Time	-2	**Notes**	The creature does not have to understand the Caster to be affected

Description: This spell will cause the victim to treat the *caster* as if he were a trusted friend. The victim has free will (except for his feelings for the caster) and may act as he pleases. The victim will remember all that occurs except that he is/was charmed. This spell is exactly as 'Minor Charm' (see **Spells 6:5**) except that the spell affects non-human/humanoid creatures (Dragons, etc.) and the creature does not have to understand the caster's language to be affected.

Chronicle Conversation			
Difficulty	Average	**Range**	Within the hearing range of the Caster
Type	Divination	**Area of Effect**	Special
Form	Instantaneous	**Duration**	24 hours
Requirements	G	**Save Info**	None
Casting Time	-3	**Notes**	

Description: This spell allows the caster to 'record' a conversation for 'playback' at a later date. The conversation can be up to 1 hour in length. The playback must occur within 24 hrs of the end of the conversation 'recorded'. The 'playback' can only occur once.

Confusion			
Difficulty	Average	**Range**	100'
Type	Enchantment	**Area of Effect**	30' R
Form	Instantaneous	**Duration**	1 Turn
Requirements	V, G	**Save Info**	Willpower
Casting Time	-3	**Notes**	

Description: This spell causes all in the area or effect to become extremely confused, totally helpless, and easily manipulated. Most victims will (roll a d4 for each victim separately):

1: Stare blankly into space
2: Wander aimlessly
3: Act out some infantile game (play with blocks, etc.)
4: Contemplate very unexciting objects

After the spell ends, the victims will revert to normal, remembering nothing that happened while they were confused.

Average Spells

Contact Other Plane			
Difficulty	Average	**Range**	See Below
Type	Divination/ Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	5 minutes (+1 minute per extra SP spent)
Requirements	V, G	**Save Info**	See Below
Casting Time	-3	**Notes**	The 'Duration' does not begin until the creature is contacted

Description: By means of this spell, the caster can project his mind to another plane of existence and contact a creature there. The caster must know of/studied the plane and must know the creature's true name or have a personal possession of the creature to contact him. If not, the caster will reach a random creature in a random plane. Once contact is made, this spell will be as 'Telepathy' (see **Spells 6:5: Easy Spells**) in effect.

It will take d10 hours of continuous concentration to contact the plane and creature desired.

Continual Light	Continual Darkness		
Difficulty	Average	**Range**	50'
Type	Conjuration	**Area of Effect**	15' R
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	See Below
Casting Time	-1	**Notes**	

This spell is exactly like the spell 'Light' ('Darkness') (see **Spells 6:4**) except that its effects are permanent.

Description: The caster speaks and points to the area to be affected—which, in turn, brings into effect a torch-like light. The light, which gives off no heat, will emanate from some item cast upon (staff, pebble, etc.)—Or if the RM allows, even mid-air. If the spell is cast upon the visual organs of a creature (the being is allowed a save versus Mystic Power), it will blind them for the duration of the spell +d6 segments (prolonged exposure to the light may cause permanent blindness, or other similar effect). If the save is successful, the 'Light' ('Darkness') will land on some nearby inanimate object.

The 'Reverse' of this spell creates an impenetrable darkness (no light or 'Night Vision' will work at the RM's discretion). The caster (if he has 'Night Vision') can make a Mystic Power roll to be able to see in the darkness.

Average Spells

Cure Disability	Disability		
Difficulty	Average	**Range**	30’
Type	Necromantic (Conjuration)	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	Willpower
Casting Time	-3	**Notes**	A man cannot be cured of blindness if he has no eyes at all

Description: The caster speaks and points his finger at the creature to be affected. This spell will cure 1 disability per casting. The reverse causes 1 disability of the caster’s choosing to come into effect. **Note:** For the purpose of this spell, the following will be considered the useable disabilities: blindness, muteness, deafness, a ‘gamy’ appendage, a paralyzed appendage (not the head), arthritis (choose the hands, or knees, etc.), and senility. The RM is free to add to, or delete from, this list as he sees fit.

Cure Major Wounds	Cause Major Wounds		
Difficulty	Average	**Range**	Touch
Type	Necromantic	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	Permanent, as is normal
Requirements	V, G	**Save Info**	None (Mystic Power)
Casting Time	-3	**Notes**	If the spell is not placed within 5 segments, the spell will ‘fizzle’ out

Description: The caster must touch the creature in question, and at that point, all ‘Hit Locations’ that are wounded will immediately heal 2d4 LP of damage up to the starting quota. The reverse of the spell will cause 2d4 damage to the ‘Hit Location’ touched.

Normal attire (clothes, armor, creamy frosting) will not hinder the effects of the spell. If the RM wishes, he could allow the (+) of magical armor to act as a protective AR (+4 armor, for example, would have an AR of 4 versus this spell).

Debilitative Gas			
Difficulty	Average	**Range**	100 yards
Type	Conjuration	**Area of Effect**	30’ D
Form	Instantaneous	**Duration**	1 Turn
Requirements	V, G	**Save Info**	Endurance
Casting Time	-3	**Notes**	It is possible that this spell could obscure vision, at the RM’s discretion

Description: The caster speaks and points to the area to be affected; a greenish misty cloud will then come into existence. All in the area of effect must then save versus Endurance for the following effect:

Critical: Unaffected in cloud for 1 minute.

Success: Unaffected in cloud for 1 segment.

Failure: Collapse to the ground, totally helpless for the duration he is in the cloud + d10 minutes after he is removed.

Fumble: The vapor overcame the victim; he is dead.

Detect Danger	**Obscure Danger**		
Difficulty	Average	**Range**	Touch
Type	Divination	**Area of Effect**	1 creature (or item)
Form	Instantaneous	**Duration**	1 hour (8 hours)
Requirements	V, G	**Save Info**	None (see below)
Casting Time	-3	**Notes**	

Description: By means of this spell, the affected creature can determine if danger exists, its general direction, the degree of danger, and the basic type of danger. If danger exists within 100 yards of the creature (within reason—a person walking down a hall could detect danger, ahead, behind, beyond the door, etc.; but would not detect danger on the other side of the wall where it is unable to get to him), he will be allowed to make a Difficult Perception Roll to detect it. The amount of information will be limited and subject to the degree of success of the Perception Roll. The information will flash on and shut off within a fraction of a second. It is up to the RM if this spell will give a running tab of information about the same danger once its initial presence is known (Danger ahead... uh-- now it is moving to the left. Okay, Okay, it is veering right now). My suggestion is to NOT give a running tab of a known danger—give the initial warning and await a new danger before alerting the character again.

Example: Let us say that the caster is walking slowly along a dark corridor, a lone torch flickering in his left hand, and a raised dagger in his right. An assassin (Darien?) awaits him ahead in the dark recess of a sculpted wall brace**.** The RM allows the Player to make a Difficult Perception Roll for the wizard: **Critical:** Extreme danger, ambush, lone creature, 20 yards ahead; **Success:** Extreme danger, ambush, ahead; **Failure:** no information at all; **Fumble:** Moderate danger, stalking, behind (of course, the wizard would then turn looking for the danger, and the assassin would probably move in for a surprise backstab—subject to Move Quiet, etc. rolls).

The reverse obscures danger from detection (subject to a Power Battle, spell versus spell).

Dispel Magic			
Difficulty	Average	**Range**	100’
Type	Abjuration	**Area of Effect**	See Below
Form	Instantaneous	**Duration**	Permanent (see below)
Requirements	V (+G at the RM’s discretion)	**Save Info**	None (see below)
Casting Time	-3	**Notes**	

Description: This spell will dispel spells and other magical effects (at the RM’s option) at a base chance equal to the spell’s ‘Difficulty’ ‘Modified’ by the caster’s ‘Spell

Craft' and Mystic Power 'Modifiers' versus the spell or effect's 'Difficulty' rating ('Modified'). When this spell is cast upon magic items and the like, it only causes them to cease functioning for d6 hours. The caster can choose to affect 1 creature, 1 item, or 1 area (of up to 8000 cubic feet-- a cube 20'wide by 20' tall by 20' deep for example).

Example: Darien has entered the lair of a Necromancer that he has been sent to assassinate. As he makes his way along the dank corridors of the stone keep, he spies a strange mist swirling ahead of him. He stops for a moment, and realizing this could not occur in nature, he casts 'Detect Magic' upon the mist. Use of the spell informs him that the mist is a moderately powerful magic, so Darien decides he will dispel it so that he may finish his goal. Darien decides that he will increase the 'Difficulty' of the spell by one to 'Difficult' (giving him a better chance to affect the mist which impedes him). His 'Spell Craft' 'Modifier' is +0 and his Mystic Power 'Modifier' is 0, giving him no Modifier to affect the mist. He casts the spell with a [Mystic Power of 9 + 10 = 19, minus 15 ('Difficult') =] 4 or less to succeed. Darien adds 11 'Luck' to increase his chance to 15 (he still has a +2 to his 'Fumble Rate' due to the increase to his spell's 'Difficulty'); a 5 is rolled and the spell is cast. The RM then matches the 'Difficulty' of the spell (15), 'Modified' by Darien's Mystic Power and 'Spell Craft' (0, retaining a total of 15)—as the 'Attacking Force' versus the power of the mist (an 'Average' Illusion, 'Modified' by +14 because of the caster—making the total 'Resistance' a 24). Darien adds 5 'Luck' to reduce the spell's 'Resistance', giving him an (20 + 10 = 30 - 24 = 6 + 5 'Luck' =) 11 or less to 'Succeed'. His 'Player' rolls a 10 and the mist vanishes into thin air.

E.S.P.			
Difficulty	Average	**Range**	50 yards
Type	Divination	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	1 minute (+1 minute per extra SP spent)
Requirements	G	**Save Info**	Willpower
Casting Time	-3	**Notes**	It is up to the RM as to what details to give out

Description: This spell allows the caster to read the *basic* thoughts of the creature (if he will attack, if he is lying, etc.). The caster must close his eyes, placing his hands to his head, and concentrate.

Ethereal Essence			
Difficulty	Average	**Range**	Caster
Type	Alteration/Enchantment	**Area of Effect**	Caster
Form	Instantaneous	**Duration**	1 Turn (+1 Turn per 5 extra SP spent)
Requirements	V	**Save Info**	None
Casting Time	-3	**Notes**	

Description: This spell allows the caster to cause him and the equipment he carries, to become semi-material. In a semi-material state, the caster would hover just above the ground (a fraction of an inch) and would move through mental command. The caster's Intelligence would replace both his Agility and Speed. The Base Movement Rate

would be 20. If the caster were to fall, he would float to the surface. Being virtually weightless, the caster (while in this form) could conceivably walk across liquid. An inventive Player and RM can think of many other uses for this spell.

While in the semi-material state, the caster would be unable to physically attack anyone. He could flow through walls. He would be virtually weightless. Normal physical forces of the world would not affect him (fire, dust storms, extreme weather, etc.)—at the RM's discretion. He would be unable to physically interact with the world around him (pick up objects, feel texture, etc.). The caster could cast spells, and in turn could be affected by spells. The caster could be subject to attack by magical items/weapons (at the RM's discretion).

While under the effects of this spell, the caster would appear ghost-like and transparent. The effects of this spell can be affected by the spell 'Incarnate'.

Fireball	**Ice Blast**		
Difficulty	Average	**Range**	100 yards
Type	Conjuration	**Area of Effect**	A 10'D sphere
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	See below—Dodge
Casting Time	-3	**Notes**	Flammable materials exposed to this spell could erupt in flame/be destroyed

Description: The caster speaks and points to the area to be affected; at that point, a searing ball of flame (frigid blast of frost) erupts causing 3d10 points of damage ('Hit Locations' are as per explosions). The full size of the 'Fireball' ('Ice Blast') must be realized, but this spell is *not* an explosion. There is no 'Save' versus the effects of the spell, but a 'Dodge' roll may be allowed (versus the 'Modified Difficulty' of the spell) if the RM is so inclined. A 'Successful' 'Dodge' would allow only ½ damage, while a 'Critical' may allow no real damage at all (maybe a singe).

Hasten	**Slow**		
Difficulty	Average	**Range**	100'
Type	Alteration	**Area of Effect**	20'R
Form	Instantaneous	**Duration**	5 minutes
Requirements	V	**Save Info**	Willpower
Casting Time	-3	**Notes**	

Description: The caster can cause those creatures (in the area of effect) he desires to become affected. The affected creatures will have their Speed Attribute Score doubled (halved) for the duration of the spell (all benefits/penalties apply).

Creatures affected by a 'Hasten' (not the 'Slow') spell will need to consume a full meal after coming out of the effects, in addition to their normal daily rations, or be affected as if they had no food that day.

Average Spells

Illusion			
Difficulty	Average	**Range**	30’
Type	Illusion	**Area of Effect**	Special
Form	Instantaneous	**Duration**	5 minutes per 10 SP spent
Requirements	V, G	**Save Info**	Wisdom (see **Magic 5:8**)
Casting Time	-2	**Notes**	

This spell is exactly as ‘Minor Illusion’ (see **Spells 6:5: Easy Spells**) except that this illusion moves and makes noise (*not* intelligible speech), and it requires 10 SP per extra 5 minutes of duration.

Description: The caster speaks and points to the area to be affected. The caster causes an illusionary visual effect and/or an audio effect; or an alteration in appearance (allowing him to appear older, younger, of a different sex, etc.)

Incarnate			
Difficulty	Average	**Range**	100’
Type	Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	5 minutes
Requirements	V, G	**Save Info**	Willpower
Casting Time	-3	**Notes**	

Description: The caster speaks and points to the creature to be affected. Those that fail their save will be affected as follows:

Creatures in a Semi-Material/Gaseous Form: This spell will cause them to revert to their solid form.

Shape-Changers: This spell will force them to revert to their *true* form for the duration of the spell.

Other: The RM may find other uses (exposing a witches ‘Devil’s Mark’, affecting a ‘Polymorph’, etc.).

Infravision			
Difficulty	Average	**Range**	Touch
Type	Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	4 + d4 hours
Requirements	V, G	**Save Info**	None
Casting Time	-3	**Notes**	

Description: With the use of this spell, the creature will have the ability to see with Infravision (**Nature 3:1**) at a VR of 12 + d6.

Average Spells

Lesser Invisibility			
Difficulty	Average	**Range**	Touch
Type	Alteration	**Area of Effect**	1 creature/item
Form	Instantaneous	**Duration**	1 hour (+1 Turn per extra SP spent)
Requirements	V, G	**Save Info**	None
Casting Time	-3	**Notes**	If the invisible creature attacks someone (successfully or not), he will become visible. The RM will use his discretion as to what constitutes attack

Description: The caster speaks and touches the creature/item to be affected and the creature/item (including all he wears/carries) will become completely invisible. Held items that are released, or clothing that is removed, will become visible again. Visible items that are picked up by invisible creatures will still be visible. A great example of invisibility is the movie **'Memoirs of an Invisible Man'**.

Keep in mind that being invisible does not make you silent or odor-free. Whether or not creatures with 'Infravision' can see invisible creatures is up to the RM.

Lightning			
Difficulty	Average	**Range**	100'
Type	Conjuration	**Area of Effect**	A 100' long by 5' wide spread of lightning
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	See below—Dodge
Casting Time	-3	**Notes**	

Description: The caster speaks and points his hand. A bolt of electricity will then fire forth, causing 3d10 damage to all creatures in its path. The RM may allow a 'Dodge' roll versus the 'Modified Difficulty' of the spell. Those who 'Succeed' would take ½ damage.

The full length of the bolt must be realized, and the bolt *will* bounce off of hard surfaces (perhaps even back at the caster). For 'Hit Location', the RM is urged to use his best judgment. Wherever the bolt strikes, the damage could be transferred to other locations as well (this is electrical damage after all). For example, if the bolt of 'Lightning' were to strike the victim in the 'Upper Torso', the current may well travel across both arms and out of the hands, damaging each area. This is strictly at the RM's discretion.

Metamorphosis			
Difficulty	Average	**Range**	Touch
Type	Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	1 hour (+1 hour per 5 extra SP spent)
Requirements	G	**Save Info**	Willpower
Casting Time	-3	**Notes**	

Description: By means of this spell, the recipient can have one of his existing

assets altered (lungs to gills, arms to wings, legs to fins, and so on). The asset transformed, and what it becomes, must be reasonable (no turning arms into heads, or heads into feet, etc.) and is at the caster's option. The RM should see to it that the asset is transformed into a reasonable facsimile (hands into tiger paws—with claws!).

Mimic			
Difficulty	Average	**Range**	Caster
Type	Enchantment	**Area of Effect**	Caster
Form	Instantaneous	**Duration**	1 hour
Requirements	V	**Save Info**	None
Casting Time	-3	**Notes**	

Description: When cast, this spell allows the caster to mimic the sound of any creature he has heard. The caster can, for example, roar like a lion, cluck like a chicken, speak with the mannerism and syntax of his neighbor, and/or cry like a baby-- all within the duration of the spell.

Minor Repulsion			
Difficulty	Average	**Range**	30'
Type	Enchantment	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-3	**Notes**	Obstructions, such as walls, will deter creatures from being flung the full distance (if the obstruction intercepts the creature)

Description: The caster speaks and flings his hand as if he is casting out. One creature (of the caster's choosing), of 800 lbs. or less, will then be flung upwards 4 + d6 feet, and back 10 + (d3 x 10) feet. This will cause falling damage if applicable (slamming into obstructions, hitting the ground after being 'thrown' 30', etc.).

Misfortune			
Difficulty	Average	**Range**	100'
Type	Enchantment/ Necromantic	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	As normal
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-3	**Notes**	

Description: By means of this spell, the caster speaks and points at his intended victim. If the spell is successful, the victim will lose all available Luck Points (including those in carried Talismans).

Average Spells

Multiple Images			
Difficulty	Average	**Range**	Caster
Type	Illusion	**Area of Effect**	Caster
Form	Instantaneous	**Duration**	1 + d4 minutes
Requirements	V, G	**Save Info**	None
Casting Time	-3	**Notes**	

Description: The caster speaks and waves his hand in a horizontal arc causing 2d3-1 projections of the caster's image to appear around him. The image will mirror all actions, sounds, and appearances (if the caster bleeds, so do the images, and so on) of the caster. Those striking at the caster will have a 1 in (number of images, counting the actual caster) of actually hitting the caster. The images shuffle after *every* successful strike on the caster (the actual caster appears to be a part of the shuffle as well), so striking the actual caster one time does not guarantee success on subsequent attacks, even in the same 'Circle of Combat'.

Porter			
Difficulty	Average	**Range**	10'
Type	Conjuration	**Area of Effect**	See below
Form	Instantaneous	**Duration**	8 hours
Requirements	V	**Save Info**	None (see below)
Casting Time	-3	**Notes**	

Description: This spell is very similar to 'Phantom Servant' (see **Spells 6:4: Very Easy Spells**) in that it calls into effect an invisible servant to act as a porter. The 'Porter' can do no more than arrange, stack, lift, and carry items. He cannot open doors, or perform many other functions prescribed for the 'Phantom Servant'. The 'Porter' can, however, lift as if he had a Strength of 30 + d10, never tire, 'Move' at a rate of 30 (even fully 'Encumbered'), and work with other conjured 'Porters'. 'Porters' ordered to lift and carry conscious, coherent creatures can do so, but if the creature is unwilling they may make a Mystic Power roll versus the 'Modified Difficulty' of the spell to avoid the 'Porter's' clutches.

Prayer			
Difficulty	Average	**Range**	Caster
Type	Divination	**Area of Effect**	Caster
Form	Instantaneous	**Duration**	1 Turn
Requirements	V	**Save Info**	None
Casting Time	d10 minutes	**Notes**	

Description: The caster prays for d10 minutes, after which time he receives a 'revelation'. By means of this spell, the caster can attempt to find out about disfavor, omens, etc. The caster (Player) can ask questions, and the RM can give cryptic clues and answers. The RM is urged to actually time the encounter, and after 10 minutes, end the conversation.

At the RM's option, a priest may be able to use this spell without active 'Faith' or a 'Holy Item'; considering its purpose is to tell the priest what he did wrong, etc. This spell can be used on behalf of others outside of the caster (the caster prays for their benefit).

Project Mental Image			
Difficulty	Average	**Range**	Caster
Type	Illusion	**Area of Effect**	Special
Form	Instantaneous	**Duration**	5 Rounds (+1 per extra SP spent)
Requirements	V, G	**Save Info**	None
Casting Time	-3	**Notes**	

Description: By means of this spell, the caster can project his thoughts, like a hologram or movie, for others to see. Those viewing this hologram/movie can see it for what it is. The projection can have sound and smell if the caster desires. What the caster projects will be events/images as he remembers or imagines them to be. This spell would be very good for recreating events the caster has seen—a picture is worth a thousand words.

Protection			
Difficulty	Average	**Range**	Touch
Type	Abjuration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	5 minutes
Requirements	V, G	**Save Info**	None
Casting Time	-2	**Notes**	

This spell is exactly as 'Minor Protection' (see **Spells 6:5: Easy Spells**) except that the bonus is +5.

Description: This spell grants the recipient a +5 to all '*Resistance* Rolls' (not 'Attack Rolls', or 'Karma Rolls'), 'Armor Rating', and 'Defenses' for the duration of the spell.

Remove Fear	**Cause Fear**		
Difficulty	Average	**Range**	30'
Type	Abjuration (Alteration)	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	5 minutes
Requirements	V	**Save Info**	None (Willpower)
Casting Time	-3	**Notes**	

Description: This spell negates fear (magical or otherwise) as 'Dispel Magic' (see **Spells 6:6: Average Spells**) affects magic. The reverse sends a horrid, nightmarish fear into the victim. Those that 'Fail' their save flee in fear at their 'Maximum Movement Rate', dropping all carried items (weapons, shields, backpacks, etc.—at the RM's discretion), for the duration of the spell.

Average Spells

Silence			
Difficulty	Average	**Range**	Touch or up to 100 yards
Type	Alteration	**Area of Effect**	1 creature or a 10' R
Form	Instantaneous	**Duration**	5 minutes (+1 minute per extra SP spent)
Requirements	G	**Save Info**	See below
Casting Time	-3	**Notes**	

Description: This spell causes an impenetrable silence in the area of effect; negating spell-casting requiring verbalization. The spell can be cast on an area, item, or creature. If cast on an area, the caster can be up to 100 yards away and simply point to the area to be affected. If cast on an item or a creature the item/creature in question must be touched for the spell to affect them. Special items (at the RM's option) and creatures are allowed a save versus Mystic Power to avoid the effects of the spell. When the spell effects an item or creature, it projects from them 1" in all directions affecting all that they hold and carry at the time of casting (which will work in a similar fashion to 'Lesser Invisibility'—**Spells 6:6**—only regarding silence instead of visibility).

Sleep			
Difficulty	Average	**Range**	100 yards
Type	Enchantment	**Area of Effect**	10' R
Form	Instantaneous	**Duration**	5 minutes (and see below)
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-3	**Notes**	

Description: The caster makes a shushing noise while he waves his hand in a horizontal arc. All creatures in the area of effect of the caster's choosing will then be subjected to the spell. All those that 'Fail' their save will fall into a deep slumber for the duration of the spell (and perhaps longer if they were tired-- like taking a sleeping pill to fall asleep, and sleeping well once you have gone to sleep, at the RM's discretion). The victims can only be awakened due to very loud noises (someone screams in his ear), rough treatment (someone drops him on the ground like a sack of potatoes), infliction of severe pain (someone stabs him), etc. Even though an event occurs that could awaken him, he will not automatically awaken. He must make a 'Willpower Resistance Roll' versus the 'Modified Difficulty' of the spell to awaken.

Keep in mind that just because someone wakes up does not mean they are immediately alert. 'Sleeping' creatures are virtually helpless and can—more often than not—be slain outright.

Speak With Dead			
Difficulty	Average	**Range**	Touch
Type	Divination/Necromantic	**Area of Effect**	1 corpse
Form	Instantaneous	**Duration**	5 minutes
Requirements	V, G (see below)	**Save Info**	None
Casting Time	-3	**Notes**	The 'Duration' does not begin until after the bargains, etc. are made

Description: By means of this spell, the caster can semi-animate and magically converse with the dead. The dead are not always well disposed toward the caster. At times, the dead will bargain before answering (RM's use your own discretion on how to handle this). Failure to fulfill the bargain could result in bad tidings for the dealer.

Some characters (primarily holy priests) should find it hard to bargain with the dead—or even converse with them for that matter.

Speak With Monsters			
Difficulty	Average	**Range**	10'
Type	Divination	**Area of Effect**	1 monster
Form	Instantaneous	**Duration**	1 minute (+1 per 5 extra SP spent)
Requirements	V	**Save Info**	None
Casting Time	-2	**Notes**	

This spell is exactly like 'Speak With Animals' (see **Spells 6:5**), except it allows communication with non-humanoid, creatures (Unicorns, Dragons, Manticores, etc.) that are not affected by 'Speak With Animals'.

Description: This spell allows communication between the caster and a 'monster'. The caster understands the monster's form of communication and the monster can understand the caster's form of communication. The monster will reply in its own simplistic manner (when asked about bandits, a Manticore may reply "Those—your kind, taste good, scream when nibbled—no leftovers. They die—others run, leave me hungry. Mmmm… you look tasty…").

Sticks to Snakes			
Difficulty	Average	**Range**	Touch
Type	Alteration	**Area of Effect**	1-10 sticks
Form	Instantaneous	**Duration**	1 Turn (+1 per 5 extra SP spent)
Requirements	V, G, M (the sticks	**Save Info**	None
Casting Time	-3	**Notes**	

Description: The caster must speak as he clutches from 1 to 10 sticks of 1' to 6' in length and casts them down. Upon doing so, the sticks will turn into poisonous snakes (rattle-snake, asp, etc.) that will follow the mental commands of the caster. The snakes so created have a human Intelligence of 10 but cannot communicate with the caster, except in hearing his commands.

Average Spells

Stop Motion			
Difficulty	Average	**Range**	50’
Type	Enchantment	**Area of Effect**	1 Creature/Item
Form	Instantaneous	**Duration**	1 Round
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-3	**Notes**	

Description: By means of this spell, the caster can stop an item or creature in its tracks. The item/creature stopped will not cause items sitting on/contained within the item to be flung forward. For example, let us say that a wizard sees a runaway cart speeding down a dirty city street. In the roadway, a little girl stands, directly in the path of the cart. No one can reach the girl in time, so the wizard casts Stop Motion, freezing the horse pulling the cart in his tracks. None of the cart’s contents spill. The cart does not crash into the horse. The horse just stops; the girl is saved.

This spell can be used to halt a falling boulder, freeze a flying arrow, stop a train in its tracks, anything the caster or RM can think of. Creatures stopped by means of this spell are frozen in place (even if they are in mid-air) and are unable to move in any way--though they are aware of what is happening.

Strength	Enfeeble		
Difficulty	Average	**Range**	30’
Type	Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	5 minutes (+ 1 per extra SP spent)
Requirements	V, G	**Save Info**	None (Willpower)
Casting Time	-3	**Notes**	

Description: The caster speaks and points to the creature to be affected. The recipient of this spell has his Strength score increased (decreased) by 6 (the reduction will lower the Strength score to no less than 1).

Sunbeam			
Difficulty	Average	**Range**	50’
Type	Conjuration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	1 minute (+1 minute per 5 extra SP spent)
Requirements	V, G	**Save Info**	See below—Dodge
Casting Time	-3	**Notes**	

Description: The caster speaks and points to the creature (typically ‘Undead’) to be affected. A sunlight-like beam fires forth, strikes the creature (unless the RM allows a ‘Dodge’ roll versus the ‘Modified Difficulty’ of the spell), envelopes him (if the beam hits him), and affects him, as would exposure to sunlight.

This spell gives off no more heat or light than a beam of sunlight normally would. Imagine yourself in an old barn. The barn is completely dark except for the bits of sunlight shining down through the holes in the roof. This spell creates a beam similar to those.

Average Spells

Suspended Animation			
Difficulty	Average	**Range**	Touch
Type	Alteration/ Enchantment	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	See below
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-3	**Notes**	At the Caster's option, each increase in 'Difficulty' can increase the 'Duration' by (x10). 1 hour to 1 year becomes 10 hours to 10 years, etc.

Description: By means of this spell, the caster runs his hand down the creature's face placing himself, or another creature, into suspended animation. While in suspended animation, the afflicted creature will gain the following benefits:

1. He will not age.
2. Existing wounds, poison in his system, etc. will cease to affect the creature until he is out of the suspended animation.
3. He will have no need of food or drink.
4. He will have no idea what is going on around him. He will feel as if he 'dozed off' and abruptly woke back up.

Basically, the creature comes out of suspended animation exactly as he went in (unless, of course, he is magically healed, he is killed, etc.).

When this spell is cast, the length of the spell's 'Duration' is determined by the caster (within 1 hour to 1 year), but can be called off when the caster desires any time before the pre-set expiration (unless he is the recipient of the spell).

A person in suspended animation can only be woken from their 'slumber' the following ways: when the 'Duration' is over; when the caster desires; through the use of 'Dispel Magic', or similar spells; or by means of a 'Wish', or similar magic. If 'Anti-Magic' is used, the creature will awaken while under its effects, but will return to his 'slumber' when the effects of the 'Anti-Magic' are gone.

Temporary Enchantment			
Difficulty	Average	**Range**	Touch
Type	Enchantment	**Area of Effect**	1 item
Form	Instantaneous	**Duration**	1 Turn (+1 per extra SP spent)
Requirements	V, G	**Save Info**	None
Casting Time	-3	**Notes**	

Description: This spell causes normal objects to radiate magic, and will give normal weapons the ability to harm special creatures (those only harmed by magical weapons, etc.). This spell will not give any other bonuses to an item (unless the RM designs other benefits to suit his taste).

Average Spells

Tongues	Obscure Tongues		
Difficulty	Average	**Range**	Touch
Type	Divination	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	5 minutes (+5 minutes per 5 extra SP spent)
Requirements	V, G	**Save Info**	No Save (versus Mystic Power)
Casting Time	-1	**Notes**	

This spell is exactly like 'Comprehend (Obscure) Language' (see **Spells 6:4: Very Easy Spells**), except that the 'Duration' increase requires the expenditure of 5 extra SP instead of 1, and it allows the recipient to speak the language he is listening to.

Description: By means of this spell, the recipient gains the ability to understand non-magical writings and speech previously unknown to him. The recipient is able to speak the language he is listening to.

The 'Reverse' of this spell totally obscures all speech and writing beyond all comprehension; all that the being will speak is a confused babble.

Trail Erasure			
Difficulty	Average	**Range**	10'
Type	Alteration	**Area of Effect**	1 trail
Form	Instantaneous	**Duration**	Permanent
Requirements	G	**Save Info**	None
Casting Time	-3	**Notes**	

Description: By means of this spell, the caster can completely erase the sign of passage along a single trail. Broken limbs, twigs, etc. will mend; tracks will disappear; scents will be removed, etc. This spell will erase up to 1 mile of trail.

Transmortification			
Difficulty	Average	**Range**	Within sight of the caster or 20'
Type	Necromantic	**Area of Effect**	1 creature and the Caster
Form	Instantaneous	**Duration**	1 Week
Requirements	V, G	**Save Info**	Willpower
Casting Time	-3	**Notes**	

Description: The caster speaks and points to the creature to be affected; and if the spell is Successful, the caster's soul and the soul of the victim trade bodies.

Transpose			
Difficulty	Average	**Range**	Within sight of the Caster or 20'
Type	Alteration	**Area of Effect**	1 creature and the Caster
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	Willpower
Casting Time	-3	**Notes**	

Description: The caster speaks and points to the creature to be affected; if the spell is successful, the caster and creature physically change places. The caster will be

teleported to where the creature was, and vice versa.

Water Breathing	**Air Breathing**		
Difficulty	Average	**Range**	Touch
Type	Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	1 hour (+1 hour per 5 extra SP spent)
Requirements	G	**Save Info**	None
Casting Time	-3	**Notes**	

Description: By means of this spell, an air (water) breathing creature can breathe underwater (out of water). The affected creature may still breathe in air (water) as they did before.

Spells 6:7: Difficult Spells.

Advanced Illusion			
Difficulty	Difficult	**Range**	30’
Type	Illusion	**Area of Effect**	Special
Form	Instantaneous	**Duration**	25 minutes per 5 SP spent
Requirements	V, G	**Save Info**	Wisdom (see **Magic 5:8**)
Casting Time	-4	**Notes**	

This spell is exactly like as ‘Minor Illusion’ (see **Spells 6:5: Easy Spells**) except that this illusion may move, have audio and olfactory effects, and may speak. The illusion may seem completely realistic.

Description of Minor Illusion:

The caster speaks and points to the area to be affected. The caster causes a non-moving, non-noise or aroma inducing visual effect; or a simplistic audio effect; or an alteration in appearance (allowing him to appear older, younger, of a different sex, etc.—though basic height and weight remain unchanged).

Affliction			
Difficulty	Difficult	**Range**	Touch
Type	Conjuration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	Willpower
Casting Time	-4	**Notes**	If the spell is not placed within 5 segments, it will fizzle out.

This spell grants the caster the ability to place an affliction upon a victim. The affliction takes the form of oozing, pussy sores that reek in odor (strong within a 20’ R) reducing the victim’s Presence and Health to ½ of its original score.

Note: ‘Cure Disease’ (**Spells 6:6**) will have no effect on *this* ‘disease’.

Air Sphere			
Difficulty	Difficult	**Range**	Touch
Type	Alteration	**Area of Effect**	20’ D Sphere
Form	Instantaneous	**Duration**	1 hour (+1 turn per 5 extra SP Spent)
Requirements	G	**Save Info**	See below
Casting Time	-4	**Notes**	

The caster touches an item, place, or creature; radiating from that point is an area of fresh, breathable air. The ‘bubble’ will move with the creature or item the spell is placed on. Creatures and certain items that do not desire to have the spell placed on them (such as water breathers) may make a Mystic Power roll.

Difficult Spells

Amnesia			
Difficulty	Difficult	**Range**	Touch
Type	Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-2	**Notes**	This spell must be placed within 5 segments or it fizzles out.

This spell is exactly as 'Forget' (see **Spells 6:5: Easy Spells**), except that the victim will forget all events within the last 7 days (168 hours). The length of time can be extended by 24 hours for each additional 5 SP spent.

This spell causes the recipient to forget all events within the last 7 days (168 hours)—Including the casting of the spell.

Animal Summoning			
Difficulty	Difficult	**Range**	Caster
Type	Conjuration/Summoning	**Area of Effect**	5 mile radius
Form	Instantaneous	**Duration**	1 Turn (+1 Turn per extra 10 SP spent)
Requirements	V, G, and see below	**Save Info**	None
Casting Time	-4	**Notes**	

By means of this spell, the caster can summon d10 normal animals with combat ability (ram, lion, bear, deer, etc.). The animals summoned will appear immediately and will follow the simple commands of the caster ("attack that man", "follow me", "guard this treasure", etc.). If animals of varied kind (buffalo, ram and lion) arrive together, they will not act as enemies-- but will cooperate for the duration of the spell. After the 'Duration' of the spell expires, the animals will immediately return to where they came from. The special requirements of this spell are as follows:

1. This spell will only summon creatures while the caster is outdoors, or has a connection to the outdoors (in a tunnel with direct access to the outdoors); if not, the spell fails.
2. The appropriate animal type must be within 5 miles of the casting; if not, the spell fails.

Animate Object			
Difficulty	Difficult	**Range**	30'
Type	Enchantment	**Area of Effect**	1 object
Form	Instantaneous	**Duration**	1 minute (+1 minute per extra SP spent)
Requirements	V, G	**Save Info**	None—See below
Casting Time	-4	**Notes**	

This spell allows the caster to animate and control non-living things (a broom, fire, etc.). The caster can give a mental command and the object will carry out that sole task until the spell duration ends or is ended. The caster can mentally control the objects

directly, allowing for various functions, but the caster must concentrate on each command. The caster is free to change commands if he is within 30' of the item.

The effects of this spell are up to the RM; he could rule that weapons could fight on their own (at the caster's ability); fire could expand and constrict to attack, and could move across flammable surfaces; and so on. Magic items, Entity 'Bonded' items, etc. are allowed a 'Save' using Willpower, Magic Immunities, and/or 'Resistance' to magic.

Animate Plant			
Difficulty	Difficult	**Range**	100 yards
Type	Enchantment	**Area of Effect**	Plants in a 15' R
Form	Instantaneous	**Duration**	1 minute (+1 per 5 extra SP spent)
Requirements	V, G	**Save Info**	None—See below
Casting Time	-4	**Notes**	

This spell is as 'Animate Object' (above) with the following exceptions:

1. This spell animates and controls only plants.
2. The caster can change commands from up to 100 yards away.
3. Plants *could* 'uproot' and move for the duration of the spell (at the RM's discretion).
4. This spell affects all plants in the 15' R that the caster desires.
5. Special or magical plants may save versus Willpower-- if it has this 'Attribute'.

Anti-Magic Field			
Difficulty	Difficult	**Range**	Touch
Type	Abjuration	**Area of Effect**	10' R
Form	Instantaneous	**Duration**	1 hour
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-4	**Notes**	

By means of this spell, the caster brings into effect an invisible force that projects from the creature/item touched. The barrier gives the recipient a 9 + d10 'Magic Immunity'—but the field is so anti-magical that the following side effects occur:

1. Each 'Magic Item' is [(roll a d20) 1-10: likely not to function; 11-15: likely to function partially; 16-20: to work normally] each time used.
2. Spell casting in the area is 50% likely to 'Fail' on each attempt.
3. Innate 'Powers' are 50% likely not to function on each attempted use.

4. Previously cast spells and spell effects (such as previously ingested potions) that have not expired are 50% likely to be canceled (permanent spells will only be 'interrupted' while the field is in range).

Note: The 'Difficulty' can be increased, having the following effect on numbers 1-4 above:

1. Each increase to the 'Difficulty' equals a subtraction of 3 from the d20 roll in #1 above (a score less than 1 will equal 1); and will increase the percentage numbers of #2-4 above by +10% (50% becomes 60%, etc.).
2. The 'Magic Immunity' granted by this spell will increase by d3 (to a max of 20) with each increase in 'Difficulty'.

Astral Projection			
Difficulty	Difficult	**Range**	Caster
Type	Necromantic	**Area of Effect**	Caster
Form	Ritual	**Duration**	8 hrs. (+ 1 hour per 2 extra SP spent)
Requirements	See below	**Save Info**	None
Casting Time	d4 hours	**Notes**	

Description: By means of this spell, the caster can send his soul from his body to travel the Astral Plane of reality.

The caster must meditate, performing a chanting ritual**,** while burning braziers of incense. This ritual will take d4 hours to perform. After this time, if the spell is successful, the caster's soul will flow from his body, connected by an unseen silver cord. The body will fall limp, as if in a deep slumber, and the soul will then seep into the Astral Plane, free to roam as it pleases.

When the duration ends, the soul will snap back to the body (via the silver cord), and the caster will slowly regain consciousness. The silver cord keeps the soul connected to the body, and keeps the body alive. It is, in a sense, a spiritual umbilical cord. If the silver cord is ever severed, the body will die, and the soul will drift to its eternal destination (Heaven, Hell, Valhalla, etc.). A soul can find its way home by means of the silver cord.

The Astral Plane:

The concept of the Astral Plane may vary from philosophy/religion to philosophy/religion. Some examples/ideas are listed below.

1. The Astral Plane could be a gateway between realities or worlds, a chance to visit Heaven, Hell, Limbo, Purgatory, etc. with awareness in the spirit form. This could open room for adventures in these realms akin to the book 'Dante's Inferno', in which Virgil guides Dante through Hell so that he could find his way to Heaven.
2. A journey through space, among the heavenly bodies.
3. A cloudy, silvery realm where the caster floats along, encountering Cosmic

Creatures; islands and pockets of matter containing strongholds, creatures, and adventures; Cosmic Vortexes, which could snap one's silver cord or send them far off course to a distant realm, etc.

Can you take it with you when you go?

You may be wondering, "what all goes with you on this journey?"—well, that is, of course, up to the feelings and desires of the RM. I would suggest that the caster projects himself as a spirit/ghost, appearing to those that can see him as a shadowy visage of himself wearing a misty shroud (or nude), or as a projection of how he looks in life. The RM may allow the caster to take specially prepared magic/cosmic items (how they are prepared is up to the RM) with him for use on the journey. The caster's familiar (at the RM's discretion) might be able to accompany him. At the RM's option, the caster could make use of all of his Skills, Special Abilities, Granted Powers, and Spells on his journey.

Note: This spell opens up so many doors; it falls upon the RM to determine most of the ramifications, keeping in consistency with his world and gaming philosophy. Perhaps in the future I can write a supplement detailing various planes of reality and the effects of going there. It would be unwise to do so within the description of this spell. I hope I have given you enough information to set your wheels spinning with ideas.

Questions to consider:

1. Can you call the spell off at any time? I think you could, but it should have some potential for trauma upon the body and/or soul.
2. What if someone kills the body while your soul is gone? I would say, the silver cord breaks, and the soul heads for its eternal destination.
3. Does Astral travel cause fatigue or duress? I think it should.
4. Is your spirit semi-material to Astral beings? My feeling is—no. The items and creatures that exist on most perceptions of the Astral Plane would be as real and solid to the spirit as items and creatures on the physical world are to the body.
5. Can you be 'cut-off' from your body without severing the silver cord? If so, what happens when the spell duration ends? I would assume this could occur, and if it did, and the spell duration ended—the body would die and the soul would drift 'home'. This could be the basis of an interesting adventure.
6. What if your soul is damaged or destroyed? If the soul is damaged, there should be signs of trauma upon the connection of body and soul. Severe enough traumas to the soul could kill the body while the soul is projected. If the soul is destroyed, the body will die.
7. Can a creature purposefully sever the silver cord? Yes, but it should be very difficult. The severing of the silver cord should not necessarily be taken as a literal act of chopping it with an axe. It is more abstract than that.
8. Are items taken with the soul on an Astral journey physically brought along, or is it its 'essence' that is taken? That is completely up to the RM. I would suggest that its 'essence' is what travels 'spiritually' with the traveler. If the 'essence' is lost, the item becomes normal or is destroyed. This would depend

on what type of preparation the items had to undergo to travel with the caster.

9. Is the traveler aware of what is occurring with his body? I don't think he should, short of the body being slain.
10. If the body is moved, even teleported to another country, will it affect the relation with the soul? That is up to the RM, but I would say—probably not.

Call Winds			
Difficulty	Difficult	**Range**	100 yards
Type	Conjuration	**Area of Effect**	Up to a 1 mile radius
Form	Instantaneous	**Duration**	1 hour (+1 hour per 10 extra SP spent)
Requirements	V, G	**Save Info**	None
Casting Time	-4	**Notes**	

By means of this spell, the caster can call forth winds of up to 75 miles per hour. The caster can control the area of effect, direction, and speed as long as he concentrates on the effect.

Chant			
Difficulty	Difficult	**Range**	Caster
Type	Divination	**Area of Effect**	Caster
Form	Instantaneous	**Duration**	5 Questions
Requirements	V	**Save Info**	None
Casting Time	-4	**Notes**	

This spell allows the caster to ask 5 questions in order to solve intellectual problems (basically, this gives the Player a chance to get hints from the RM). The RM is allowed to give the player 5 cryptic answers/hints. The answers can be as long or short as the RM desires. Therefore, if a party were having a hell of a hard time getting through an adventure, they could use this spell to get help; in game terms, the caster would have had a 'revelation'.

Chaos			
Difficulty	Difficult	**Range**	100'
Type	Enchantment	**Area of Effect**	30' R
Form	Instantaneous	**Duration**	1 Turn
Requirements	V, G	**Save Info**	Willpower
Casting Time	-4	**Notes**	The RM is urged to create many more effects.

Description: This spell causes all in the area or effect to become extremely confused, totally helpless, and easily manipulated

This spell is as the spell 'Confusion' (see **Spells 6:6**), except that the 'Duration' is 1 hour, and the effects are as follows (roll a d6 for each victim separately):

1. As the spell 'Confusion'.

Most victims will (roll a d4)
1a. Stare blankly into space
2a. Wander aimlessly
3a. Act out some infantile game (play with blocks, etc.)
4a. Contemplate very unexciting objects

2. The victim will attack a random ally.
3. The victim will attack himself.
4. Spell-Casters will begin flinging spells at random until their Spell Points are exhausted (then he will join in with the others); others will seek out pretty monsters to play with, or will strip down and destroy all they own.
5. The victim will drink all of his potions, poison, water, etc. that he carries—and then he will take a nap.
6. The victim will practice flying from the highest places he can get to.

After the spell ends, the victims will revert to normal, remembering nothing that happened while they were confused.

Commune			
Difficulty	Difficult	**Range**	Caster
Type	Divination	**Area of Effect**	Caster
Form	Instantaneous	**Duration**	5 Questions
Requirements	V	**Save Info**	None
Casting Time	-4	**Notes**	

By means of this spell, the caster (priest) prays to his deity for answers to his dilemma, curiosities, etc. The answers will come from the deity (or one of his minions), and will consist of a single word answer (yes, no, maybe, unknown, etc.).

Note: The RM should limit the frequency of use of this spell; after all, deities have more to contend with than to be at the beckon call of a single priest.

Commune With Dead			
Difficulty	Difficult	**Range**	See below
Type	Divination/Necromantic	**Area of Effect**	1 spirit
Form	Ritual	**Duration**	1 Turn (+1 minute per extra SP spent)
Requirements	V, M (See Below)	**Save Info**	None
Casting Time	d10 hours	**Notes**	

This spell is very similar to 'Speak With Dead' (**Spells 6:6**), except that it reaches into the spirit world and contacts a soul there. To contact the soul in question, the caster must know the soul's rightful name, or have a personal item of the deceased. If neither of these requirements is met, the caster must make a 'Difficult Karma Roll' to contact the

spirit in question. If the caster 'Fails', one of the following effects may take place (roll a d4).

1. No effect
2. Contact wrong soul
3. Accidentally contact an Entity (he may try possession, etc.)
4. Contact a hostile spirit (he may try possession, etc.)

Note: It will take d10 hours of deep concentration to find the soul (the 'Duration' begins *after* contact). The soul contacted may not be well disposed toward the caster, and may try using bargains, possession, etc. The RM may also rule that some effect on the caster's health (mental or otherwise) may occur if he spends too much time using this spell in great frequency.

Commune With Nature			
Difficulty	Difficult	**Range**	Caster
Type	Divination	**Area of Effect**	Caster
Form	Instantaneous	**Duration**	5 Questions
Requirements	V	**Save Info**	None
Casting Time	-4	**Notes**	The questions are being asked of 'nature', not a god.

This spell is very similar to 'Commune' (see above), except that the questions pertain to the general surroundings of the caster. RM's, use your own judgment as to how to answer the questions (one word only!), the distance you'll answer about, etc.

Sample Questions:

1. Q: Is there an aboveground water supply within 5 miles of here?
   A: Yes.
2. Q: Is the water supply guarded?
   A: Possibly. (...And so on.)

Conflagration			
Difficulty	Difficult	**Range**	100'
Type	Enchantment	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Special
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-4	**Notes**	

Description: The caster speaks and points to his intended victim. If the spell is successful, the victim will erupt into flame (a sort of spontaneous combustion). The victim burns from within, and therefore armor will offer no protection. The victim will take d8 damage in the initial area to ignite (roll Hit Location) the first Phase and each Phase after that (see below). At the beginning of each 'Phase' a new area will ignite (A maximum total of d4+1 areas will be affected). Each area ignited will continue to take

damage each 'Phase' unless the victim can stop this from occurring (see below).

Damage can be stopped in the following ways:

1. After the last hit location erupts into flame and burns for 4 'Phases', the spell will end. Unfortunately, the chance of surviving until then is slim.
2. If the victim can engulf himself in water or earth for d2 'Phases' or more, the flames will go out, and no further eruptions will occur.
3. A successful 'Anti-Magic', 'Dispel Magic', or similar counter-spell will end the spell.
4. Starting with the second 'Phase', at the beginning of each 'Phase' (before damage occurs) the victim may make a Willpower Resistance Roll at the Modified Difficulty of the spell. Each 'Phase' after the second one, there is a +5 to the Resistance. If the roll Succeeds, the victim's flaming locations will go out, but other (yet untouched areas) will flame up. If the roll is Criticalled, the flames will go out, and the spell will end.

Consecrate	**Desecrate**		
Difficulty	Difficult	**Range**	See below
Type	Alteration/Enchantment	**Area of Effect**	See below
Form	Cooperative/Ritual	**Duration**	Permanent
Requirements	See below	**Save Info**	See below
Casting Time	3d8 hours	**Notes**	

By means of this spell, priests can make a building, land, an altar, an item, etc. holy (unholy).

To cast this spell, there must be at least one priest and one (or more) other worshipper (or priest) of the deity in question. The priest performs the ritual while the worshipers (or extra priests) pray to their deity. The priest must anoint the item, area, etc. with holy (unholy) water/oils/etc. (or blood, semen, etc.)—Whatever the religion calls for. The priest must then wave smoldering incense (or whatever the religion prescribes) over the item (as he walks the area) while chanting special prayers to his deity. When this is through, the priest must make a special sacrifice (as prescribed by the religion) to his deity. The item/area then becomes Holy/Unholy.

This spell allows the priest to consecrate/desecrate 1 item of various size (1 flail, 1 altar, 1 basin, etc.) or 1 area of various size (1 temple, 1 area of land, 1 room, etc.). The area of effect is at the RM's discretion. When land is consecrated/desecrated, it is assumed an appropriate depth is as well (perhaps enough to keep graves consecrated, etc.).

The benefits of this spell are at the RM's discretion, but I have listed some suggestions below:

1. A consecrated/desecrated item will be ready to be magicked by a priest of that

religion, as detailed in **RM Chp. 5:2**.

2. A consecrated/desecrated weapon could be treated as a permanently 'Blessed' item (for the purpose of striking certain creatures).
3. Holy Symbols may need to be consecrated/desecrated before they function properly (the RM may allow several to be done at once).
4. Altars may need to be consecrated/desecrated before sacrifices will be received from them.
5. Holy/Unholy ground may not be passable by Entities of an opposing ethic (no Demons on Holy ground, no Angels on Unholy ground, etc.).
6. Holy/Unholy ground may damage certain creatures (Undead, Demons, Angels, etc.).
7. Holy/Unholy ground may impart benefits to priests of that religion while they are there (spells will not fumble, spells are stronger, Faith Points work better, etc.).
8. Holy/Unholy areas may work against priests of opposing religions while they are there (bonus 'Fumble Rates', etc.).
9. Perhaps temples *must* be built on consecrated/desecrated ground.
10. Maybe certain spells only work on consecrated/desecrated ground (like 'Commune'-- detailed above).
11. Perhaps items can only be consecrated/desecrated on consecrated/desecrated altars, and so on.

Note to RM: You may have rules governing the desecration of 'Consecrated' items, etc. (such as sacrificing unclean beasts on an altar, etc.), but this does not remove the 'Consecration'. The 'Consecrated' item would have to cleaned (perhaps with Holy Water), 'Blessed' (using the spell), and an appropriate sacrifice made. It would then be restored. To permanently remove a 'Consecrate' or 'Desecrate' spell, the opposite spell ('Consecrate' for an Unholy item/area, 'Desecrate' for Holy ones) must be cast over the item/area with double the required time and priests needed. Once the spell is cast, a 'Power Battle' will occur.

Note: Each additional participant over and above that required will reduce the 'Resistance' to cast the spell; and is added to (or, if the opposition has extra participants, subtracted from) the 'Resistance' when trying to overcome the opposing spell in a 'Power Battle'.

Difficult Spells

Contingency			
Difficulty	Difficult	**Range**	Touch
Type	Abjuration/Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	1 week
Requirements	V, G, plus the 'contingent'	**Save Info**	Mystic Power
Casting Time	-4, and See below	**Notes**	Each increase in 'Difficulty' will increase the 'Duration' by 1 week

This spell goes into effect when a specific event occurs (determined when cast) such as "When I die" or "The moment I go into battle", etc. The moment this spell is cast, a second spell must be cast upon the recipient. Whatever the second spell is, it does not produce its effects until the 'Contingency' occurs. There is no limit to the number of 'Contingencies' a creature can have on him, but if several are cast, they go off in the order cast.

Example: A Necromancer decides to place three 'Contingencies' upon himself. The first 'Contingency' is "when I die..." and he casts a 'Fireball' (this way he can take out as many enemies as he can). The second 'Contingency' is "when I die..." and he casts a 'Resurrection' spell (the RM has the details for this one). His third 'Contingency' is "after I am returned to life..." and he casts a 'Teleport' spell (so that he can be brought to a place of safety). Therefore, if the Necromancer is killed within a week, a 'Fireball' will erupt, he will be returned to life, and then he will be whisked away to his hidden chamber.

Control Temperature			
Difficulty	Difficult	**Range**	100 yards
Type	Alteration	**Area of Effect**	100 yd. R
Form	Instantaneous	**Duration**	1 hour (+1 hour per 10 extra SP spent)
Requirements	V, G	**Save Info**	None
Casting Time	-4	**Notes**	

This spell will raise or lower the temperature of an area by 75º Fahrenheit or less (caster's choice). The change will occur gradually over the course of 5 minutes.

Cure Critical Wounds	Cause Critical Wounds		
Difficulty	Difficult	**Range**	Touch
Type	Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent, as is normal
Requirements	V, G	**Save Info**	None (Mystic Power)
Casting Time	-4	**Notes**	If the spell is not placed within 5 segments, it will 'fizzle' out.

By means of this spell, the caster can magically heal 5 + 3d4 LP to all areas wounded. The 'Reverse' allows the caster to cause 5 + 3d4 damage to the area touched.

Difficult Spells

Decrepitude	Feeble Mind		
Difficulty	Difficult	**Range**	30’
Type	Alteratino	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	Willpower
Casting Time	-4	**Notes**	

The caster speaks and points to the creature to be affected. The creature’s Strength, Endurance, and Health (Intelligence and Wisdom) will then drop to 1. Only a ‘Wish’ (or similar magic) can restore the creature’s Attributes.

Disintegrate			
Difficulty	Difficult	**Range**	30’
Type	Alteration	**Area of Effect**	See below
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-4	**Notes**	

The caster speaks and points to the creature/item to be affected. The affected creature/item then disintegrates-- becoming a fine powder. This spell can affect areas up to 1000 cubic feet (a 10’ x 10’ x10’ cube, a 20’ x 10’ x 5’ column, etc.).

Divining Wind			
Difficulty	Difficult	**Range**	Caster
Type	Divination	**Area of Effect**	10 mile Radius
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	None
Casting Time	-4	**Notes**	

Description: By means of this spell, the caster (when outdoors, or within reasonable access of the outdoors) can call upon the winds for information. A gentle breeze will blow past the caster and he will then be aware of the following things: the direction of fresh water (such as a river, stream, spring, pool, etc.), the presence of danger (including its direction and degree), the direction of any settlements (tribes, villages, towns, etc.), the general landscape composition in all directions, and the impending weather within the area of effect.

Sample Detection (The information the RM gives out)**:** Fresh Water = N, S, and NW; Danger = N (moderate), and NE (extreme); Settlement = S; Landscape = The Sea (W), Thick Forest (N, NW, NE, and E), Moderate Forest (SW), Scrub (S), Scrub followed by Mountains (SE).

What the RM knows: The fresh water comes in the form of a spring with a rivulet that runs to the sea, and the wells of the town to the south. The danger to the north

comes in the form of a party of adventurers heading south. The danger to the northeast comes in the form of a coven of witches that have gathered for sacrifice. The settlement to the south is the town the caster left an hour ago. The RM knows there are other possible dangers (in the form of wild beasts, etc.), but the two mentioned are the only ones he felt necessary to divulge.

Dominate			
Difficulty	Difficult	**Range**	Hearing range of the victim
Type	Enchantment	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	50 days – the Intelligence of the creature (minimum of 24 hours)
Requirements	V	**Save Info**	Willpower
Casting Time	-4	**Notes**	The spell will affect human/humanoids that do not understand the caster's language—but in order to follow a command, the victim must be able to understand the caster.

Description: This spell will cause the victim to fall slave to the Caster. The victim will obey *every* command of the Caster, whether it is self-destructive or not. Orders that are outside of the victim's capabilities will cause the victim to attempt to complete a facsimile of the command, or (at the RM's discretion) stand confused for a moment.

For Example: If the Caster were to tell a normal Human to "fly around the room"—the victim may flap his arms and begin running around the room in an attempt to fly; or (at the RM's discretion) he may simply give a confused look to the caster.

If the victim were told to hold his breath until he died, he would hold his breath until he passed out. After he passed out, he would begin breathing again. Once the victim became conscious and realized he was breathing, he would hold his breath again.

Enlarge	**Diminish**		
Difficulty	Difficult	**Range**	Touch
Type	Alteration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	1 hour (+1 hour per 10 SP spent)
Requirements	V, G	**Save Info**	Willpower
Casting Time	-4	**Notes**	

By means of this spell, the caster can cause a creature to grow up to 4 times his normal size (or shrink to as small as 1"). The affected creature's Strength will be proportional to his size (generally, I would say that if he is 1.5 times larger than normal, so is his Strength; if he is half as big, so is his Strength; and so on). Whether carried items and clothes grow or shrink with the creature is up to the RM.

Difficult Spells

Eviction			
Difficulty	Difficult	**Range**	100’
Type	Abjuration	**Area of Effect**	1 creature
Form	Cooperative	**Duration**	Permanent, as is normal
Requirements	V, G, and 4 casters	**Save Info**	Mystic Power
Casting Time	-4	**Notes**	

By means of this spell, four casters working in concert speak and point to the creature to be affected. If the creature ‘Fails’ his ‘Resistance Roll’, he is instantly transported to another plane of existence (randomly determined by the RM). The other plane may not necessarily be hospitable to the victim (it could well be a plane comprised of methane and ammonia).

Fly	**Plummet**		
Difficulty	Difficult	**Range**	Touch (100 yards)
Type	Alteration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	2 Turns (+1 Turn per 10 extra SP spent)
Requirements	V, G	**Save Info**	None (Mystic Power)
Casting Time	-4	**Notes**	

This spell gives the affected creature the ability to magically fly at a ‘Movement Rate’ of 30. The ‘Reverse’ negates the power of flight (even from winged creatures) for the ‘Duration’.

Fumble			
Difficulty	Difficult	**Range**	100 yards
Type	Alteration	**Area of Effect**	30’ R
Form	Instantaneous	**Duration**	1 Turn
Requirements	V, G	**Save Info**	Willpower
Casting Time	-4	**Notes**	

The caster speaks and points to the area to be affected. All creatures (of the caster’s choice) in (or those that enter) the area of effect (that ‘Fail’ their save) will have their Dexterity drop to 0. Victims will trip and fall, drop carried items, and generally behave as if they were clumsy oafs in a slapstick comedy. Once the victims are out of the area of effect, they will revert to normal.

Geas			
Difficulty	Difficult	**Range**	20’
Type	Enchantment	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent (See below)
Requirements	V, G	**Save Info**	Willpower
Casting Time	-4	**Notes**	

The caster speaks as he points to the victim, giving him a specific command (such as “never attack me”) which keeps the victim from/compels them to perform a certain

action. The geas cannot be something the character is incapable of (such as "never breathe again"), and must be worded within the context of 1 or 2 sentences. If the victim fails to comply (at the RM's discretion), he will permanently lose 2d10 'Health Levels'. Once the 'Health Levels' are lost, the geas is broken and no longer binding.

Guardian Watch			
Difficulty	Difficult	**Range**	See below
Type	Abjuration	**Area of Effect**	15' R
Form	Instantaneous	**Duration**	8 hours
Requirements	V, G	**Save Info**	See below
Casting Time	-4	**Notes**	This spell is capable of holding off several intruders at one time. There is, essentially, an 'unlimited' number of 'guardians'.

The caster stands and points, spinning, tracing an invisible circle (the area of effect). This spell causes an area to be magicked, and any unwanted creatures (of normal cat size or larger) that try to breach the perimeter will come in contact with 'The Guardian Watch' immediately. The 'guardian' is an invisible force, which will envelope and attempt to subdue the intruder. The intruder must save versus Mystic Power: **Critical:** No effect against the intruder; **Success:** The intruder is unable to enter the perimeter; **Failure:** The intruder is held fast, helpless, unable to move for the duration of the spell, or until released by the caster; **Fumble:** Up to the RM.

Hand of Doom			
Difficulty	Difficult	**Range**	Caster
Type	Necromantic	**Area of Effect**	The Caster's hand
Form	Ritual	**Duration**	Until the quest is completed
Requirements	V, G, M	**Save Info**	None
Casting Time	d6 minutes	**Notes**	

Description: This spell allows the spell caster to use his own hand as an instrument of remote murder. In order to cast this ritual, the caster must place a tourniquet (the nature of the tourniquet can be up to the RM) about the wrist of the hand the caster will use to perform the deed he has in mind. The caster will then chant the ritual over his hand, and then, when the ritual ends, lop off his hand. At this point, the caster will lose 1 point of Mystic Power (permanently), and the hand will scurry off to perform the quest set forth in the ritual, using its fingers to transport itself. The hand will never cease until its quest is complete or it is destroyed.

The Hand of Doom has the following abilities:

1. Strength of the hand is 30 (or the Strength of the caster if his was higher), and it can cause crushing/choking damage of d6 + half strength bonus.
2. The hand has a Movement Rate Base of 25 Modified by the caster's Speed (Dexterity) Modifier.

3. The Hand of Doom will have the following Statistics:
   a. Agility and Speed (Dexterity) as the caster.
   b. Cunning equal to the average of the caster's Intelligence and Wisdom.
   c. Willpower equal to the caster's +d10.
   d. Mystic Power equal to the caster's.
   e. Karma equal to the caster's.
   f. Luck Points equal to the caster's.
   g. The hand has no Endurance or Health scores; it will never tire and needs never rest. Life Points = caster's LP x 2. The hand will be disabled when it reaches 0 LP, but will not be destroyed until it is 'killed' by reducing its LP to the appropriate level. The hand regenerates damage at the rate of d4/segment. Lost digits will not re-grow.
   h. The hand has the following Skills: Grab, Dodge, Jump, MQ, and Hide at a Skill Level of 14 + d6, Modified by the appropriate Attribute. The hand can 'Track' and 'Find' by homing in on the life force of the victims. This ability is 100% successful as long as the hand is on the same plane as the victim (regardless of distance).
4. The Hand of Doom can climb surfaces as per the spell Spider Climb and can leap up to 30' horizontally/10' vertically.
5. The RM should consider and decide upon the following:
   a. Is the hand considered Undead? If so, what effect will this have on dealing with the hand?
   b. Is the hand immune to any spells?
   c. Does the hand rot as time progresses, thereby limiting the amount of time the hand has to complete the quest?
   d. What kind of quest can the hand fulfill? Is the hand simply a killing machine? Can the caster command the hand to kill one or many people? Can the caster command the hand to kill indiscriminately?

Healing			
Difficulty	Difficult	**Range**	10'
Type	Necromantic	**Area of Effect**	1 Creature
Form	Ritual	**Duration**	Permanent, as is normal
Requirements	V, G, M	**Save Info**	None
Casting Time	d10 hours	**Notes**	

This is an example of how to make an Instantaneous spell a Ritual. Here I have transformed 'Cure Critical Wounds' into the Ritual 'Healing'.

The caster must chant over the wounded creature while the creature inhales the smoke of a smoldering mixture of hemp, cherry wood, and dried rose petals. During the course of the chanting (within d10 hours), the wounded creature will heal 5 + 3d4 LP to all locations.

Difficult Spells

Identify			
Difficulty	Difficult	**Range**	Touch
Type	Divination	**Area of Effect**	1 item
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	See below
Casting Time	-4	**Notes**	

This spell allows the caster a chance to tell the properties of magical items (Intelligent items get a save versus Mystic Power). The caster must make a 'Difficult Wisdom Roll': **Critical:** All properties are known to the caster (including curses); **Success:** Most properties are known (at the RM's discretion); **Failure:** No properties are discovered; **Fumble:** False properties are read (at the RM's discretion).

Illuminate			
Difficulty	Difficult	**Range**	50'
Type	Conjuration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	d3 Turns
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-4	**Notes**	At the RM's option, a Power Battle between the two spells (Illuminate and Invisibility) could occur (Modified by the success of the victim's Save Roll).

Description: The caster speaks and points in the general direction of an invisible creature (invisible by means of spell, special ability, item, or power-- not due to hiding), and if the spell is successful, a glowing outline will spring up around the form of the invisible being. The glow will give off the light of a light spell. This spell will not work on creatures that are not under the effects of Lesser Invisibility, Invisibility, or other magical forms of Invisibility. The glow will continue to last for the duration of the spell, even if the affected creature becomes visible by discarding their method of invisibility.

Impersonation			
Difficulty	Difficult	**Range**	Touch
Type	Alteration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	24 hours
Requirements	V, G, and See below	**Save Info**	Willpower
Casting Time	-4	**Notes**	The Caster must know the name (who he is generally known as) of the person to be impersonated.

By means of this spell, the caster can transform a person into the spitting image of another. Looks, voice, mannerisms, etc. will all be duplicated, but thoughts, abilities, etc. will not.

The person that is transformed by this spell has *his* mind and full control of the form, but can—at will—take on the personality, mannerisms, etc., of the person. The

only drawback is that if the duplicate does not do his homework, he may find that those he seeks to fool may see through his charade due to his lack of knowledge. Those that believe that the man is an impostor (perhaps due to a 'Perception Roll') may make a 'Wisdom Roll', versus the 'Modified Difficulty' of the spell, to confirm their suspicions.

Imprisoning Force			
Difficulty	Difficult	**Range**	50'
Type	Conjuration	**Area of Effect**	A 10' tall, 10' D cylinder
Form	Instantaneous	**Duration**	24 hours
Requirements	V, G	**Save Info**	The Skill 'Dodge'
Casting Time	-4	**Notes**	If something were too big for the prison at the time of casting (Giants, Dragons, etc.), they are considered to be unaffected by the spell.

The caster speaks and points to the area to be affected. This spell calls into effect a magical prison-- a glowing radiance of light that will contain those in the area of effect that fail their save (it is assumed that those that successfully saved tumbled away in time).

The prisoners are confined within the prison, unable to escape, even by means of a 'Teleport', 'Plane Shift', etc. Only a successful 'Dispel Magic', 'Anti-Magic', 'Magic Immunity Roll', or 'Wish' will allow escape. The 'jailer' can allow prisoners of his choice to breach the perimeter without dispelling the force.

Anything can enter the prison (spell effects, weapon attacks, food handed in, creatures, etc.), but they can only exit with the permission of the caster.

Note: If the spell is re-cast moments before the previous spell expired, the prisoners are not allowed another save (how can they 'Dodge' out of the way of a prison if they are confined to the spot?).

Imprison the Soul			
Difficulty	Difficult	**Range**	20'
Type	Necromantic	**Area of Effect**	1 Creature
Form	Ritual	**Duration**	Permanent
Requirements	V, G, M (the Prison)	**Save Info**	See below
Casting Time	d10 minutes	**Notes**	

The caster must have a special item prepared to house the soul (as **Magic 5:23**). The preparation of the item is learned with the spell.

This spell causes the victim's soul to leave the body and enter the prison, where it will be trapped forever unless it is exorcised (and sent to its maker), freed (to be a Ghost haunting the surroundings), destroyed, or put to use by an inventive character.

The body will 'live' for 2d10 hours after the soul is imprisoned, but it will not have an Intelligence, Wisdom, Mystic Power, Willpower, or Charm score (they are in the prison). A body in this condition is susceptible to possession, 'Soul Transference' (see **Spells 6:8**), etc., whereupon it will live under the control of the possessor. **Note:** All knowledge and innate powers the victim had are with the soul, not the body.

For this spell to succeed, the caster must have a 'Willpower Battle' with the victim. The whole process will take d10 minutes (the 'Casting Time').

Critical: The caster wins, and the victim's soul can (at the RM's discretion) be manipulated by the caster with no further 'Willpower Battles'.
Success: The caster wins.
Failure: The victim keeps his soul; the caster suffers severe 'Fatigue'
Fumble: As 'Failure', and the caster must make a 'Spiritual Trauma Roll' versus the 'Modified Difficulty' of the spell or die.

Incantation of War			
Difficulty	Difficult	**Range**	Touch
Type	Alteration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	1 Turn
Requirements	V, G	**Save Info**	None
Casting Time	-4	**Notes**	

By means of this spell, the caster is able to bestow to the recipient a boost to his combat ability. The caster speaks and touches the recipient of the spell. When he does this, the following benefits are gained for the duration of the spell:

1. All 'Hit Ratings', 'Parry Ratings', and the skill 'Dodge' gain a +5 'Modifier'.
2. The character is a 'Berserker' (see **Combat 4:25**).
3. Gain +1 actions per segment.
4. Each physical attack he delivers inflicts +d10 damage.

Incantation of Wounding			
Difficulty	Difficult	**Range**	50'
Type	Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent, as is normal
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-4	**Notes**	

The caster speaks and points to the creature to be affected. At that time, the creature ('Failing' his save) will take 3d6 (+d6 for each increase in 'Difficulty') damage to the head, upper torso, and abdomen. The damage taken in such manner cannot be absorbed by armor, the damage happens from within.

Difficult Spells

Insect Swarm			
Difficulty	Difficult	**Range**	See below
Type	Conjuration/Summoning	**Area of Effect**	Up to 5 Creatures
Form	Instantaneous	**Duration**	5 minutes
Requirements	V	**Save Info**	None
Casting Time	-4	**Notes**	

By means of this spell, the caster can call forth a swarm of insects (ants, bees, mosquitoes, etc.-- spiders and scorpions are included for the purpose of this spell) to spring forth and attack those of his choosing. Those attacked by the swarm will attack and defend at -4, will cast spells at a +5 'Fumble Rate', and will take 1 point of damage (due to stings, bites, etc.) per 'Circle' to d4 random locations (even under armor!). At the RM's option, those swarmed by wasps, bees, or other poisonous insects, will be affected by potentially lethal poison (remember, there is a large amount of bites). Due to the number of bites and stings, there could also be the consideration of potentially lethal allergic reactions.

Swarm 'Hit Rating': N/A
Swarm Defense: 10 + d10 ('Modifier' = +d8)
Swarm Life Points: 10 +5d6, they will 'regenerate' 5 + d6 LP back each 'Circle' to represent the large number of insects, and difficulty of driving off a swarm.

Invisibility			
Difficulty	Average	**Range**	Touch
Type	Alteration	**Area of Effect**	1 creature/item
Form	Instantaneous	**Duration**	1 hour (+1 Turn per 3 extra SP spent)
Requirements	V, G	**Save Info**	None
Casting Time	-4	**Notes**	Unlike 'Lesser Invisibility', if the invisible creature attacks someone (successfully or not), he will NOT become visible.

This spell is exactly like 'Lesser Invisibility' (**Spells 6:6**), except that the invisible creature does not become visible after attacking someone, and the increased 'Duration' cost 3 extra SP per turn instead of 1.

Description: The caster speaks and touches the creature/item to be affected and the creature/item (including all he wears/carries) will become completely invisible. Held items that are released, or clothing that is removed, will become visible again. Visible items that are picked up by invisible creatures will still be visible. A great example of invisibility is the movie **'Memoirs of an Invisible Man'**.

Keep in mind that being invisible does not make you silent or odor-free. Whether or not creatures with 'Infravision' can see invisible creatures is up to the RM.

Difficult Spells

Item Manipulation	Reverse Name		
Difficulty	Difficult	**Range**	100’
Type	Enchantment	**Area of Effect**	1 Item
Form	Instantaneous	**Duration**	1 Turn
Requirements	V, G	**Save Info**	None (Intelligent items = Willpower)
Casting Time	-4	**Notes**	At the RM’s option, a bow *and* an arrow may count as 1 item

The caster speaks and points to the item to be affected. He may then use the item normally, simply by concentrating on it. When he stops concentrating, the item quits working until he concentrates again. Therefore, the caster could wield a staff, pick a lock, or open a door from up to 50’ away.

Legend			
Difficulty	Difficult	**Range**	Self
Type	Divination	**Area of Effect**	Self
Form	Instantaneous	**Duration**	1 minute
Requirements	V, See below	**Save Info**	None
Casting Time	-4	**Notes**	

By means of this spell, the caster can deduce the history of a place he is at, or an item he holds/touches. The history unfolded is up to 1 week in the past (+ 1 week for each increase in ‘Difficulty’). The information given is completely at the RM’s discretion.

Life Drain			
Difficulty	Difficult	**Range**	Touch
Type	Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent, as is normal
Requirements	G	**Save Info**	Mystic Power
Casting Time	-4	**Notes**	If the victim is not touched within 5 segments, the spell will ‘fizzle’ out. The Caster cannot drain more LP than the victim has (up to death), or the Caster needs cured.

By means of this spell, the caster can touch a victim and cause 5 + 3d4 LP damage to his upper torso and abdomen; while, at the same time, the caster receives these drained LP as healing to all wounded areas.

Difficult Spells

Luck Transference			
Difficulty	Difficult	**Range**	50’
Type	Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Up to 1 week
Requirements	V, G	**Save Info**	Willpower
Casting Time	-4	**Notes**	If the intended victim uses his Luck Points fending off this spell, the caster will only get what the victim has left (if any).

Description: By means of this spell, the caster speaks and points to the victim, sucking the victim’s current Luck Point total out of the victim and transferring them to himself. These newly acquired points, if not used, will dissipate in 1 week.

By use of this spell, the caster cannot transfer more than double the Luck Point maximum he normally has.

If a caster has a maximum of 13 Luck Points, he can drain no more than 26 points from his victim/victims, giving him a total of 39 Luck Points maximum.

Magic Lock			
Difficulty	Difficult	**Range**	30’ (+10’ per increase in Difficulty over ‘Difficult’)
Type	Alteration	**Area of Effect**	10’ R (+10’ per SP spent)
Form	Instantaneous	**Duration**	Permanent
Requirements	V	**Save Info**	None
Casting Time	-4	**Notes**	

This spell is exactly like ‘Secure Portal’ (**Spells 6:5**) except that the portals are treated as being magically barred, and the ‘Duration’ is permanent. The ‘Area of Effect’ is a 30’ R (+ 10’ with each increase in ‘Difficulty’).

This spell closes all seal-able portals/openings of the caster’s choice and magically bars them (treat as a magically barred door/opening). The caster (and those of his choosing at the time of casting) may pass in and out freely, but once the portal is re-closed, it re-bars (until the spell duration is over). Portals include doors, gates, secret panels, chests, bottles, etc.

Keep in mind that the door is not *literally* ‘barred’. It will simply have a magical bond holding it fast.

Difficult Spells

Mass Charm			
Difficulty	Difficult	**Range**	Hearing range of the victim
Type	Enchantment	**Area of Effect**	Any/all creatures of the Caster's choosing within hearing range.
Form	Instantaneous	**Duration**	25 days – the Intelligence of the creature (minimum of 24 hours)
Requirements	V	**Save Info**	Willpower
Casting Time	-4	**Notes**	The victim must understand the caster to be affected

This spell is exactly like 'Minor Charm' (**Spells 6:5**) except that it affects *all* people (of the caster's choosing) that can hear the caster.

This spell will cause the victim to treat the *caster* as if he were a trusted friend. The victim has free will (except for his feelings for the caster) and may act as he pleases. The victim will remember all that occurs except that he is/was charmed.

Mental Maze			
Difficulty	Difficult	**Range**	30'
Type	Illusion	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	(100 – Intelligence) of the victim in hours (minimum of 1)
Requirements	G	**Save Info**	Wisdom
Casting Time	-4	**Notes**	

The caster thrust his hand toward the victim, and snapping his fingers, it will seem (to the victim) that he has been magically transported to an intricate maze; when in reality, he sits down and begins playing out the maze in his mind. It will take the victim (100 - his Int.) in hours to figure out the 'maze' and escape (seemingly magically transported to where he was). He will eat; relieve his natural functions (this could cause some interesting situations), etc. Having all of his equipment that he carries with him, he may make use of it. If he is attacked, he will see his attacker as a creature/monster that suddenly appeared in the labyrinth. He can defend himself. If the attacker dies or retreats, the victim will see it as though the monster disappeared.

Note to the RM: You could make the maze an adventure unto itself if you so desire. Perhaps if the caster increased the 'Difficulty' illusionary monsters, riddles, treasures, etc. could inhabit the labyrinth. The possibilities are only limited by your imagination.

Difficult Spells

Mystic Transference			
Difficulty	Difficult	**Range**	100’
Type	Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Special (lost SP return normally)
Requirements	V, G	**Save Info**	Willpower
Casting Time	-4	**Notes**	

The caster speaks and points to the victim. If the victim ‘Fails’ his save, his ‘Spell Points’ will be sucked out of him and will be given to the caster. The following rules apply:

1. The caster must have room to store the stolen SP (he must be under his maximum total).
2. The caster can drain no more SP than he has missing or the victim has available.
3. This spell costs no SP as long as the caster is successful in draining SP. If not, the usual expenditure applies.

Neutralize Poison	Poison		
Difficulty	Difficult	**Range**	Touch (30’)
Type	Alteration (Conjuration)	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent—See below (Instantaneous)
Requirements	V, G	**Save Info**	Mystic Power (Endurance)
Casting Time	-4	**Notes**	If the spell is not placed within 5 segments, it will fizzle out

By means of this spell, the caster can neutralize poison in a creature; thereby stopping damage or death. If this spell is cast on poisonous creatures (spiders, snakes, certain frogs, etc.) their poison will be neutralized for d8 hours.

The ‘Reverse’ of this spell inserts a ‘Type 5’ poison (‘Potency’ is the ‘Modified Difficulty’ of the spell) into the creature’s system. The ‘Time of Onset’ is instantaneous.

Night Vision			
Difficulty	Difficult	**Range**	Touch
Type	Alteration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	4 + d4 hours
Requirements	V, G	**Save Info**	None
Casting Time	-4	**Notes**	

This spell grants the recipient the ability to see with ‘Night Vision’ (see **Nature 3:1, #2**) at a VR of 12 + d6.

Difficult Spells

Oath			
Difficulty	Difficult	**Range**	Touch
Type	Enchantment	**Area of Effect**	1 or 2 Creatures
Form	Instantaneous	**Duration**	See below
Requirements	V, G	**Save Info**	None—but the 'Oath' must be agreed upon
Casting Time	-4	**Notes**	The moment the oath is broken/no longer binding, both participants become aware of the fact.

By means of this spell, the caster can ensure promises between himself and another creature. The caster has the creature swear an oath (and he can reciprocate); at that point, the two shake hands, and the 'Oath' is sealed. The oath taker must then, to the best of his ability, abide by that oath. If he fails to do so, he must make a 'Spiritual Trauma Roll' at the 'Modified Difficulty' of the spell. If he 'Fails', he will lose 5 + 2d10 'Health Levels'. If he 'Fumbles', he will die. Once the 'Health Levels' are lost, the oath is no longer binding to either party.

Open			
Difficulty	Difficult	**Range**	50'
Type	Alteration	**Area of Effect**	20' R
Form	Instantaneous	**Duration**	Permanent, until the portal is re-closed
Requirements	V, G	**Save Info**	None (or a 'Power Battle' at the RM's option
Casting Time	-4	**Notes**	

By means of this spell, the caster can cause all doors, chests, shackles, etc., in the area of effect, to open. This spell will even open 'Magically Locked' portals (perhaps subject to a 'Power Battle'). The portals affected are of the caster's choosing.

Paralysis			
Difficulty	Difficult	**Range**	100'
Type	Enchantment	**Area of Effect**	15' R
Form	Instantaneous	**Duration**	1 Turn
Requirements	V, G	**Save Info**	Willpower
Casting Time	-4	**Notes**	

The caster speaks and points to the area to be affected. All creatures in the area of effect (of the caster's choosing) must make their save or become completely paralyzed (normal body functions-- sight, smell, etc.-- still work), and at the mercy of those around them.

Difficult Spells

Phantom Steed			
Difficulty	Difficult	**Range**	10’
Type	Conjuration	**Area of Effect**	1 ‘Phantom’
Form	Instantaneous	**Duration**	1 hour (+1 hour per 10 extra SP spent)
Requirements	V, G	**Save Info**	None
Casting Time	-4	**Notes**	

This spell calls into existence a shadowy, horse-like image that is treated as a ‘riding horse’. The steed so created will move at its full ‘Movement Rate’, even fully ‘Encumbered’ (though if its ‘Max. Lift’ is exceeded, it will not move at all). The steed can run across water (as ‘Water Walk’), chasms (as ‘Air Walk’), and all normal terrain, with no loss of ‘Movement’. The steed can walk, run, or sprint without ever tiring. The steed need never eat or sleep.

Planar Sight			
Difficulty	Difficult	**Range**	See below
Type	Divination/Necromantic	**Area of Effect**	Vision of the caster
Form	Instantaneous	**Duration**	1 Turn (+1 Turn per 10 extra SP spent)
Requirements	V	**Save Info**	None
Casting Time	-4	**Notes**	This spell is completely at the RM’s discretion. Gaze attacks *can* affect the caster of this spell--even across a million worlds.

By means of this spell, the caster can shift his sight from the plane he is on to another plane of existence. Normal creatures on the other plane would not detect the scrying of the caster, but it is possible that creatures with special powers, deities, and the like may. As the caster moves about on his plane, he may explore farther on the other plane (see the example below). To see into the plane in question, the wizard must know

A Necromancer on the ‘Prime’ plane sits at his desk, engulfed in a vast tome, studying the spirit plane ‘Kalarn’. He is so entranced by the mysteries of this realm that he decides he must view it for himself, visually exploring it. The Necromancer closes his eyes and recalls the proper phrase he must utter to transfer his vision to the dark realm of ‘Kalarn’. He opens his eyes, gazing upon the trappings of his room as he speaks the secret words. His vision slowly refocuses as the trappings of his room give way to a swirling mist engulfed in colliding colors of red, blue, and purple. He sees before him many forms, vaguely human, which dance in a shadowy whisper on the wind. He reaches out and feels the oaken contours of his desk; yet, he sees not wood, nor hand—only the hypnotic, rhythmic colors of ‘Kalarn’.

As he moves about, guided by the walls of his room, he gazes out over a fiery chasm which blast immense heat from its depths—but he feels only the breeze from his open window. He sees a creature rise from the flames; a demonic, twisted form. Its leathery, black wings stretching out, causing the vapory winds to dissipate abruptly. The creature turns its mangled, decayed head toward the Necromancer’s direction; its yellowing eyes flicker with recognition. The Necromancer feels a strange, sickening emotion rise from his stomach... (Gaze attacks *can* affect the caster of this spell—even across a million worlds.)

of it, studied it, been there, etc.; or he may see into it if he has a 'Contact Other Plane' spell in effect on that plane. Failure to do so as prescribed will result in the caster reaching a random plane.

Polymorph Self	**Polymorph Other**		
Difficulty	Difficult	**Range**	Touch (30')
Type	Alteration	**Area of Effect**	Caster (1 Creature)
Form	Instantaneous	**Duration**	8 hours (Permanent)
Requirements	V, G	**Save Info**	None (Willpower)
Casting Time	-4	**Notes**	

By means of this spell, the caster can transform his physical form into that of another normal living creature. Through the use of this spell, the caster can physically change his sex, race, etc., but he cannot appear as a different person of the same sex and race (if a human male transformed into a human male, he would be himself). The caster can change himself into a normal animal (and perhaps various fantasy creatures at the RM's discretion). Taking the physical form of a creature does not necessarily confer innate 'Powers', spells, or 'Special Abilities' to the caster (if the caster took the form of a race that has innate spell-casting ability, he would not get that ability—but, if he could turn into a Dragon, he could breathe fire.). The caster is in complete control of his faculties; he has his mind, his knowledge, etc. The only thing he changed is his physical form.

The 'Reverse' of this spell transforms the victim into the new creature fully and completely (mentally, physically, etc.). Therefore, if a man were to anger a wizard that had this spell, he could one day be turned into a toad—living the rest of his days hunting insects for dinner.

Note to the RM: This spell is completely at your discretion. What the caster is capable of doing in his new form (spell-casting while he is a raccoon, etc.) is completely up to you. For an interesting variation of the 'Polymorph Other' spell, you might allow a roll to see if the victim can retain his mind (this could lead to an adventure or two—Bob, the warrior turned squirrel, is trying to convince the party he's not just a cute rodent...).

Portable Ear	**Portable Eye**		
Difficulty	Difficult	**Range**	Touch
Type	Alteration/Divination	**Area of Effect**	1 item
Form	Instantaneous	**Duration**	5 + d10 days (+2d4 days per 10 extra SP spent
Requirements	V, G, M	**Save Info**	None
Casting Time	-4	**Notes**	

By means of this spell, the caster can turn an ordinary item into a 'bugging' device. The item can transfer audio (visual) images to the caster's mind. The caster must concentrate on the particular bugging device to receive these images. The device will transmit to the caster from any distance (or, at the RM's discretion, across planes). Use common sense; if the item were in a pocket, the caster will only see darkness.

Portal			
Difficulty	Difficult	**Range**	Touch
Type	Alteration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	1 Turn (+1 minute per extra SP spent)
Requirements	G	**Save Info**	None
Casting Time	-4	**Notes**	The only impenetrable substance is 'lead'.

This spell allows the affected creature to pass through solid material at their normal 'Movement Rate'. If the creature is within solid material when the spell expires, he is dead—encased in the material.

Prophecy			
Difficulty	Difficult	**Range**	Caster
Type	Divination	**Area of Effect**	Caster
Form	Instantaneous	**Duration**	1 minute
Requirements	See below	**Save Info**	None
Casting Time	1 Phase	**Notes**	

This spell is exactly like 'Minor Prophecy' (see **Spells 6:5**), except that it foretells *possible* futures up to 24 hours in the future.

The caster must close his eyes and concentrate on a specific dilemma ("Will we be successful if we pass beyond the golden door?"); and if the event is/will be within 24 hours of the casting of the spell, a vague, single answer will be given ("Beyond the golden door lies a rigid death!" The party marches on anyway, only to encounter a gorgon on the other side. A fight ensues. Three members turned to stone, two killed outright, and the caster left alone to contemplate his next question.).

Project the Soul			
Difficulty	Difficult	**Range**	100'
Type	Necromantic	**Area of Effect**	1 Corpse
Form	Instantaneous	**Duration**	1 Turn
Requirements	V	**Save Info**	None, See below
Casting Time	-4	**Notes**	

Description: When this spell is cast, the caster speaks and his body falls limp, appearing dead, and his soul is projected into a nearby corpse of his choice. The corpse

will then rise under the command of the caster, which inhabits his body. The caster will, for all intents and purposes, be Undead. The only differences will be that the caster will have his full mind and personality, and he cannot be Turned. It is up to the RM on whether this 'Undead' creature is affected by Holy Water, Holy Word, etc. For statistics on the physical attributes of the 'Undead', use the statistics for Zombies or Skeletons.

There is risk to the caster. When the spell duration ends, or the caster decides to return to his body, he must make a Very Difficult Physical Trauma Roll or the body will not revive itself and the caster will die. If the body is 'slain' while the caster's soul is out of it, the caster will die when the spell duration ends-- or the caster tries to return to his body. If the corpse is destroyed/'killed', the caster's soul is automatically sent back to the body, to face the consequences.

Protection from Acid, Electricity, Evil, Fire, Lava, or Missiles	**Protection From Good or Cold**		
Difficulty	Difficult	**Range**	Touch
Type	Abjuration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	1 Turn (+1 minute per extra SP spent
Requirements	V, G	**Save Info**	None, See below
Casting Time	-4	**Notes**	This is 8 different spells counting the Reverses

By use of this spell, damage due to acid, electricity, fire, cold, or lava will be at ½ damage.

'Protection From Evil (Good)' causes an invisible, 'force-field'-like barrier to spring up 1" around the affected being. The barrier causes all evil (good) Entities, Undead, etc., to be unable to physically touch the protected creature (the beings could use spells or non-evil/good weapons). Protected beings are at a +2 to 'Resistances' and 'Defense' against the above-mentioned creatures; and they receive a d10 'Immunity' to 'Possession'. It is completely up to the RM whether or not this spell affects Priests, and others that are strongly linked to Demons, Angels, etc. Normal people would be unaffected by this spell. This spell is subject to various creatures' 'Magic Immunity'.

'Protection From Missiles' causes an invisible, 'force-field'-like barrier to spring up 1" around the affected being. All *normal* shot/hurled weapons (that normally would strike the creature) will stop 1" from the affected creature, and will drop to the ground. The protected creature will not come to harm by them. Magical weapons, on the other hand, can penetrate this barrier; as can hand-held weapon attacks (if an axe were thrown at the protected creature, he would be unaffected; if the axe were magical, or clutched by the attacker, he would be subject to damage). Increasing the 'Difficulty' by one makes it 25% likely that magic weapons will be stopped as well. Each increase after that increases the likelihood by +15% (25% becomes 40%, 40% becomes 55%, etc.), to a maximum of a 100% chance.

Difficult Spells

Regenerate	Wither		
Difficulty	Difficult	**Range**	Touch
Type	Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	None (Mystic Power)
Casting Time	-4	**Notes**	If the victim is not touched within 5 segments, the spell will 'fizzle' out

This spell will, within 4d6 hours, re-grow lost limbs, teeth, eyes, etc.; and repair nerves, impaired organs, etc.

The 'Reverse' causes the touched area to shrivel and become useless.

Remove Curse			
Difficulty	Difficult	**Range**	100'
Type	Abjuration	**Area of Effect**	See Below
Form	Instantaneous	**Duration**	Permanent (see below)
Requirements	V (+G at the RM's discretion)	**Save Info**	None (see below)
Casting Time	-4	**Notes**	

This spell works exactly like 'Dispel Magic' (see **Spells 6:6**), except that it affects curses only. RM's are urged to use their own discretion when deciding the effect of using this spell on cursed items and areas (I, personally, would let it only work temporarily in most cases).

This spell will remove curses at a base chance equal to the Curse's Modified 'Difficulty' versus the Spell Caster's Modified Spell 'Difficulty' rating. The caster can choose to affect 1 creature, 1 item, or 1 area (of up to 8000 cubic feet—a cube 20'wide by 20' tall by 20' deep for example).

Repulse Time			
Difficulty	Difficult	**Range**	Touch
Type	Alteration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	24 hrs (+24 hrs per 5 extra SP spent)
Requirements	V, G	**Save Info**	None
Casting Time	-4	**Notes**	

Description: This spell halts the effects of time's passage on the body of the creature touched. Poisons will quit damaging; severe wounds will stop bleeding; aging will not occur; he will have no need for food or water; etc.

Difficult Spells

Sanctuary			
Difficulty	Difficult	**Range**	Self
Type	Abjuration	**Area of Effect**	Caster
Form	Instantaneous	**Duration**	See below
Requirements	V	**Save Info**	None
Casting Time	-4	**Notes**	

By means of this spell, the caster removes himself from his present surroundings and enters a nil-space. In this nil-space, the caster is completely alone and free from harm. The caster may spend up to 4 hours resting, healing, thinking, etc. before the spell expires or he decides to return. Upon returning, he will find that only 1 segment has passed in the 'real world'.

Shadow			
Difficulty	Difficult	**Range**	Touch
Type	Alteration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	1 Turn (+1 Turn per 10 extra SP spent)
Requirements	V, G	**Save Info**	None
Casting Time	-4	**Notes**	The affected creature can call the spell effect off at any time.

By means of this spell, the affected creature becomes his shadow (similar to the one behind you). While in this form, he can move about completely silent. In darkness, this shadow is completely invisible; in bright light, it is completely detectable (unless he is hiding in another person's shadow). The shadow can see, hear, and feel (but he can not grip or grab). He cannot attack, nor be attacked—unless his opponent uses magical weapons or spells. The shadow cannot cast spells (at the RM's option); he is basically in a position to be a really great spy, and that is it. The affected creature weighs virtually nothing and gives off no aroma.

Shatter			
Difficulty	Difficult	**Range**	50'
Type	Alteration/Enchantment	**Area of Effect**	1 Item
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	See below
Casting Time	-4	**Notes**	

Description: The caster speaks and points at the object to be affected; at that moment, the item becomes brittle and shatters like glass. The item can be metal, wood, glass, wax, plastic, etc. For large items, such as walls, buildings, etc., RM discretion is needed. I would suggest allowing a portion to be affected-- perhaps even 1 brick at a time.

Special, Magical, and/or Intelligent items will get a save versus Willpower (or, if no Willpower Score exists, a Difficulty Rating dependent on the power of the item).

Difficult Spells

Aside from Special, Intelligent, Magical, and etc. items—this spell will not work on any living thing. If used against a Golem, I would suggest only allowing a portion of the Golem to shatter. This entire spell, and its effects, is completely at the RM's discretion.

Soul Search			
Difficulty	Difficult	**Range**	See below
Type	Divination/Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Until the creature is found, or 1 week has passed
Requirements	V, M (a personal item and name)	**Save Info**	Mystic Power
Casting Time	-4	**Notes**	

When this spell is cast, it causes the soul of a living victim to become a beacon. The caster will then know in his mind the direction (North, South, etc.) of the person in question. When he gets within 100 yards of the target, the caster will get the additional sensation that he is getting closer to ('warm')/farther from ('cold') the target.

This spell will locate any creature, anywhere, as long as they are on the same plane of existence as the searcher. The caster must know the creature's name (the name he is generally known by is fine), and have a personal item of the creature.

Soul Steal			
Difficulty	Difficult	**Range**	100'
Type	Necromantic	**Area of Effect**	1 Creature
Form	Ritual/Instantaneous	**Duration**	Permanent
Requirements	V, G, M then V, G, M	**Save Info**	Willpower
Casting Time	d10 hours	**Notes**	

Description: This spell comes in two parts; the caster must perform a Ritual in which he prepares an item to store a soul (as per Imprisoning Entities). The caster may then store up to d4 souls in the item. The second part of the spell takes place as follows: Someone within 100' of the caster dies, (within a reasonable amount of time-- up to the RM) he then clutches the item, and speaks-- the soul will then flow into the item (subject to a Willpower Resistance Roll), thereafter imprisoned by the caster.

Repercussions of the soul Succeeding or Criticalling his Will Roll is up to the RM. One possibility of a Critical Roll would be to have the item break/shatter, freeing the spirits contained inside.

Difficult Spells

Spell Reflection			
Difficulty	Difficult	**Range**	Touch
Type	Abjuration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	8 hours or until a spell is reflected
Requirements	V, G	**Save Info**	None
Casting Time	-4	**Notes**	Even beneficial magic will be reflected. The protected creature has no control over the spell that is reflected

By use of this spell, the caster causes a personally directed spell ('Magic Bolt', 'Dominate', etc.) to be reflected back to the caster. Some spells that are considered 'area' spells (such as 'Sleep' and 'Mass Charm') will, with regard to the protected individual only, be reflected back on the caster. It is up to the RM to use his best judgment (as well as common sense).

Spiritwrack			
Difficulty	Difficult	**Range**	50'
Type	Necromantic	**Area of Effect**	1 Entity
Form	Instantaneous	**Duration**	D6 Segments
Requirements	V	**Save Info**	Willpower
Casting Time	-4	**Notes**	

Description: This spell allows the caster to utter a simple chant, which will cause wracking, torturous pain to the intended Spirit, Demon, Angel, Undead, Elemental, or other Entity. This spell essentially tortures without damaging the Entity. It is used as an "Attitude Adjuster".

While under the effects of this spell, the Entity/Undead will be at a (if they Fail their Roll) -6 to all actions and further Will rolls, or (if they Fumble their Roll) a -10 to all actions and further Will Rolls. Movement and the like will be affected as well.

Stone Skin			
Difficulty	Difficult	**Range**	Touch
Type	Abjuration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	1 Turn (+1 Turn per 10 extra SP spent)
Requirements	V, G	**Save Info**	None
Casting Time	-4	**Notes**	

By means of this spell, the affected creatures skin becomes as hard as stone (it may still bend freely, and does not hinder movement or weigh more). The affected creature will have a natural 'Armor Rating' (see **Equipment 7**) of 10. All normal weapons that strike the affected creature will take d6 'Integrity Points' (see **Combat 4:32**) of damage.

Difficult Spells

Stone to Flesh	Flesh to Stone		
Difficulty	Difficult	**Range**	Touch
Type	Abjuration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	None (Willpower)
Casting Time	-4	**Notes**	If the victim is not touched within 5 segments, the spell will fizzle out

This spell allows formerly living things that were turned to stone to be restored to their original form. The beings are still dead-- but they are considered freshly so.

The 'Reverse' transforms living things to stone (the equipment they are wearing remains unchanged).

Super-Strength	Helplessness		
Difficulty	Difficult	**Range**	30'
Type	Alteration	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	5 minutes (+ 5 per extra SP spent)
Requirements	V, G	**Save Info**	None (Willpower)
Casting Time	-4	**Notes**	

This spell is as 'Strength (Enfeeble)' (see **Spells 6:6**), except that it raises 'Strength' by 12 (reduces it to 0) for the duration of the spell. The increased 'Duration' will cost 5 extra SP instead of 1.

Description: The caster speaks and points to the creature to be affected. The recipient of this spell has his Strength score increased (decreased) by 12 (the reduction will lower the Strength score to no less than 0).

Talisman			
Difficulty	Difficult	**Range**	Touch
Type	Enchantment	**Area of Effect**	1 Item
Form	Instantaneous	**Duration**	Permanent (See below)
Requirements	V, G, M (The item that is to become the Talisman)	**Save Info**	None
Casting Time	-4	**Notes**	An item can only hold one 'Talisman' spell at a time.

This spell allows the caster to turn an ordinary object into a 'Luck' charm. He speaks and touches the item; at that time, the item absorbs all of the caster's current 'Luck Points' (he, of course, will regain them normally). *Anyone* that holds the item (or has it on their person) will be able to use the 'Luck Points' inside. Any 'Luck' that the character spends will come from the Talisman first. Once the item uses all of its 'Luck', it returns to normal.

Difficult Spells

Telekinesis			
Difficulty	Difficult	**Range**	50’
Type	Enchantment	**Area of Effect**	1 item/creature
Form	Instantaneous	**Duration**	1 Turn
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-4	**Notes**	

The caster speaks and points to the item/creature to be affected, and then may draw the item/creature to him, lift it, move it side to side (but not repel), etc.; all at a Strength of 25 (for the purpose of lifting, ‘Power Battles’, etc.). The caster may release his grip at any time.

Teleport			
Difficulty	Difficult	**Range**	30’
Type	Alteration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-4	**Notes**	

This spell will instantly transport the creature to the area of the caster’s choosing. There is a risk involved, the caster must make an ‘Intelligence Resistance Roll’ with the ‘Difficulty’ dependent on how familiar he is with the place to be teleported to; and on how precise a location he is shooting for.

Critical: Exactly on the mark
Success: Close enough
Failure: 5d6 feet high/low and/or off the mark (yes, the creature being teleported could be killed)
Fumble: A fatal mistake occurred (embedded in a wall, grotesquely reassembled, etc.).

Transference			
Difficulty	Difficult	**Range**	Touch
Type	Abjuration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	1 Turn
Requirements	V, G	**Save Info**	None
Casting Time	-4	**Notes**	

By means of this spell, the caster places a protective magic upon the recipient, which reflects all potential damage (see below) back to the attacker. The damage reflected is for all attack forms except spells.

The damage reflected will hit the attacker in the location the attacker hit the protected creature. The reflected damage will be treated as if the attacker had been struck in combat (for the purpose of armor absorption, etc.).

Difficult Spells

True Seeing			
Difficulty	Difficult	**Range**	Touch
Type	Divination	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	1 Turn per 50 SP spent
Requirements	V, G	**Save Info**	None
Casting Time	-4	**Notes**	

This spell allows the affected creature to see traps, illusions, shape-changers, disguised people, etc. for what they really are.

Truth			
Difficulty	Difficult	**Range**	Touch
Type	Enchantment	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	24 hours
Requirements	V, G	**Save Info**	Willpower
Casting Time	-4	**Notes**	

By means of this spell, the caster causes the recipient to speak the absolute truth every time he chooses to speak for the duration of the spell. Even in normal conversation, the recipient will be brutally honest.

Unity	Division		
Difficulty	Difficult	**Range**	20’
Type	Alteration/Necromantic	**Area of Effect**	Up to 4 creatures
Form	Instantaneous	**Duration**	Permanent—See below
Requirements	V, G	**Save Info**	Willpower
Casting Time	-4	**Notes**	

By means of this spell, the caster causes 2 to 4 creatures (he can be one of them) to meld together as one. The new ‘person’ will have the most beneficial ‘Attributes’ of the combined creatures (the highest Strength, the highest Agility, etc.); the best ‘Skill Scores’; all of the spells, innate ‘Powers’, and knowledge on call; and the ‘Faith’ of each individual. The creature with the highest Willpower controls the new ‘person’. The participants of this spell may stay united for 24 hours with no ill effect, but each hour after that causes a 5% (cumulative) chance that each person will lose their individual identity, and will become this new ‘person’. If all participants lose their identity, the new ‘person’ becomes an NPC under control of the RM. Further implications and effects are up to the RM.

The ‘Reverse’ of this spell separates those under a ‘Unity’ spell into their separate components. If the ‘Division’ takes place after one or more individual loses their identity, each creature that has lost his identity must make a ‘Hard Mental Trauma Roll’.

Critical: The creature will get his identity back over time

Success: The creature will have permanent amnesia concerning his life before (many 'Skills' may be forgotten at the RM's option)
Failure: The creature is a drooling idiot
Fumble: The creature is dead.

Unobstructed View			
Difficulty	Difficult	**Range**	Caster
Type	Alteration	**Area of Effect**	See below
Form	Instantaneous	**Duration**	1 Minute
Requirements	V	**Save Info**	None
Casting Time	-4	**Notes**	

By means of this spell, the caster gains special sight. When the spell is cast, non-living, normal obstructions (such as walls, doors, floors, etc.) in a 30' radius will become transparent (to the caster's eyes only) and the caster will be able to see what lies beyond. Special or magical obstructions (including portals with spells cast on them) are only 50% likely to be affected. Lead is impenetrable.

Vortex			
Difficulty	Difficult	**Range**	75'
Type	Alteration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent, as is normal
Requirements	V, G	**Save Info**	Willpower
Casting Time	-4	**Notes**	

Description: The caster speaks and points to the creature to be affected-- at that time, the creature will be whisked away to a random Plane of Existence.

Wall of Fire, Iron, Stone, or Thorns	**Wall of Ice**		
Difficulty	Difficult	**Range**	30'
Type	Conjuration	**Area of Effect**	See below
Form	Instantaneous	**Duration**	Permanent, as is normal
Requirements	V, G	**Save Info**	None (See below)
Casting Time	-4	**Notes**	

The caster speaks and points to the area to be affected. If certain walls (Iron or Stone) have no supports, it will fall (how and where is up to the RM), crushing any on that side unless they make a 'Dodge' roll at a 'Difficulty' the RM prescribes.

The 'Wall of Fire (Ice)' radiates no heat (cold) beyond its surface, but those that come into contact with the surface will suffer 3d10 damage.

Any that try to chop through a 'Wall of Thorns' will find that the briars will

immediately regenerate. Any that tries to crawl through/over the wall will suffer d8 damage per 'Circle' and must (each 'Circle') make a 'Resistance Roll' (using the 'Modified Difficulty' of the spell) versus the average of their Strength and Dexterity, or will be tangled in the briars. Those tangled in the briars will not continue to be damaged until they struggle or attempt freedom. It will take d6 'Circles' to crawl through each foot of thickness of a 'Wall of Thorns'.

The wall can take one of 6 forms:

1. A 1' to 5' thick wall that is 5' to 20' tall, and 5' to 20' wide.
2. A 1' to 5' thick sphere that has a diameter of 20'.
3. A 1' to 5' thick dome that is 10' to 20' tall in the center, and has a bottom diameter of 20' to 30'.
4. A column that has a 5' to 10' diameter, and is 10' to 30' tall.
5. A circle that is 1' to 5' thick, 5' tall, and has a diameter of 10' to 20'.
6. A square that is 1' to 5' thick, 5' to 10' tall, and is 10' to 20' long on each side.

Weather Summoning			
Difficulty	Difficult	**Range**	Caster
Type	Abjuration/Conjuration/Summoning	**Area of Effect**	1 mile radius (+1 mile per 10 extra SP spent
Form	Instantaneous	**Duration**	24 hours
Requirements	V, G	**Save Info**	None
Casting Time	-4	**Notes**	Typically, drought would be considered severe weather, but considering the spell only lasts 24 hours, it is listed mostly as a means to get relief from the rain.

The caster must speak as he holds his hands out pleadingly to the sky. This spell will call forth rain, drought, fog, etc.; or do away with such things. This spell does not bring forth severe weather (such as tornadoes).

Spells 6:8: Very Difficult Spells.

Advanced Teleport			
Difficulty	Very Difficult	**Range**	30’
Type	Alteration	**Area of Effect**	1 Creature or Item
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	Mystic Power (None)
Casting Time	-4	**Notes**	

Description: This spell is similar to the ‘Difficult’ spell ‘Teleport’, except that it allows for the teleportation of objects of up to 500 lbs. (no save for non-sentient items) and there is no chance of error in targeting unless the spell is ‘Fumbled’. If the spell is ‘Fumbled’, if appropriate, the RM could rule that the caster must make an Intelligence Resistance Roll or kill/lose the creature/item.

Alter Reality			
Difficulty	Very Difficult	**Range**	Variable
Type	Alteration	**Area of Effect**	Variable
Form	Instantaneous	**Duration**	Permanent
Requirements	V	**Save Info**	None
Casting Time	-4	**Notes**	If the request is unreasonable, or past the allotted time, etc.; the spell will not work, but SP will be spent.

Description: This spell is a form of minor wish that allows the caster to alter current events. The caster must speak the desire within a single sentence, and as long as the desire is not too powerful (RM’s discretion), the current event will adjust to match his desire. The exact desire may not be achieved; the spell has a mind of its own (the RM should too). When reality changes, only the caster will be aware that the change occurred. To all others, it will be as if things had always been the way the spell altered them. The event changed must have occurred within 1 Turn of the event.

For example, if during a battle, one of the caster’s companions is killed, the caster could say-- “I wish that Talamar had not been killed”, and reality may change to reflect that Talamar was severely wounded, but lived.

Other examples are as follows:

1. A man is running from the city watch, he turns down an alley-- which turns out to be a dead-end. “I wish I hadn’t come this way”, and (poof) he finds himself running from the city watch just before he turned down the alley.
2. The caster gets cocky and insults a man on the street, which turns out to be the Prince. As the Prince orders his men to impale the caster, the caster cast this spell saying-- “I wish I had kept quiet”, to find the Prince ridiculing him, then walking off content.

Examples of what this spell *will not* do:

1. You cannot wish someone dead, unless an event is undone that would have caused their demise, such as—"I wish I hadn't pushed him out of the way of that runaway cart". Even then, he may only be severely wounded.
2. You cannot wish to *do* something, only to *undo* it. For example, you cannot say—"I wish to find the dragon's treasure", but you can say—"I wish I hadn't found the dragon's treasure."
3. You cannot wish to do something that is impossible. For example, one cannot wish to breathe underwater, or to fly, etc. if they cannot do so normally.

Banquet	**Destroy Banquet**		
Difficulty	Very Difficult	**Range**	20'
Type	Conjuration (Alteration)	**Area of Effect**	10' R
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	None
Casting Time	-5	**Notes**	

This spell is exactly as 'Create (Destroy) Food and Water' (**Spells 6:5**), except that it creates (destroys) 10 meals and 10 quarts of water.

This spell creates (destroys) 10 quarts of pure water and 10 meals (of common quality and nutritional value) per 50 SP spent by the caster. Destroyed water becomes stagnant (as 'Putrefy Water'—see **Spells 6:4**) and the food becomes rotten and inedible. Creation of the food and water does not create the vessels to hold it in.

Bond Individual			
Difficulty	Very Difficult	**Range**	Special
Type	Enchantment/Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Special
Requirements	V, G, M	**Save Info**	Mystic Power
Casting Time	-5	**Notes**	Even if the personal item of a victim were salvaged from a destroyed doll, it cannot be re-used to create another doll.

Description: By means of this spell, the caster creates a voodoo doll. He makes a doll, bound with a personal item of the victim, performing a ritual over the doll that takes d4 hours (the RM may require further items for the ritual). If the spell is successful, the victim will be bound spiritually to the doll. The caster can then manipulate and torture the doll, with the effects occurring to the victim. For example, if the caster were to stick a pin into the doll, the victim would feel a severe stabbing pain in the area pricked. If the caster were to put a hood over the doll's head, the victim would see only darkness. If the caster were to hold the doll close to a fire, the victim would begin to

blister (at the RM's option) and feel a horrible burning. The caster can also attempt to kill the victim with the doll; to do so; the caster must destroy the doll (have it consumed in flame, smash it to bits, etc.). Destroying the doll nullifies the magic, whether the victim died or not.

There is a defense against a voodoo doll; if the victim were to go to another plane of reality, the effects would cease until he returned. The victim could take possession of the doll, breaking the spell. The caster could be slain, breaking the spell. Someone, other than the caster, could destroy the doll.

Only the caster can cause the effects on the victim using the doll. If, for example, the caster were to put the doll on a shelf, and his daughter found it, she could play with it, stick pins in it, etc. with no ill effects on the victim. If the family dog was to then find it later upon the ground where the daughter left it, and he chewed it to bits, the spell would be broken.

Coma			
Difficulty	Very Difficult	**Range**	Touch
Type	Alteration/Enchantment	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	See below
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-5	**Notes**	At the Caster's option, each increase in 'Difficulty' can increase the 'Duration' by (x10). 1 hour to 1 year becomes 10 hours to 10 years, etc.

This spell is exactly as 'Suspended Animation' (**Spells 6:6**), except the recipient can only be awakened by having a special contingency met (when kissed by true love; when the 'Sea of Aramore' runs dry; when there is a solar eclipse; etc.). The 'Duration' is permanent until the contingency is met.

Description: By means of this spell, the caster runs his hand down the creature's face placing himself, or another creature, into suspended animation. While in suspended animation, the afflicted creature will gain the following benefits:

1. He will not age.
2. Existing wounds, poison in his system, etc. will cease to affect the creature until he is out of the suspended animation.
3. He will have no need of food or drink.
4. He will have no idea what is going on around him. He will feel as if he 'dozed off' and abruptly woke back up.

Basically, the creature comes out of suspended animation exactly as he went in (unless, of course, he is magically healed, he is killed, etc.).

Compel the Living	Dispel the Living		
Difficulty	Very Difficult	**Range**	See below
Type	Conjuration/Summoning (Abjuration)	**Area of Effect**	1 Human/Humanoid
Form	Cooperative Ritual	**Duration**	See below
Requirements	V, M (personal item of the summoned); (V, G)	**Save Info**	Willpower
Casting Time	2d10	**Notes**	

To cast this spell, 10 to 20 casters must link hands in a circle facing inward and chant the 'True Name' of the person to be summoned, as they gaze at the person's personal item (which sits in the center of the circle). Within 2 to 20 hours, the summoning will be complete.

The person that is being summoned will hear his name being chanted in his mind. If he wishes to resist, he may make a 'Willpower Resistance Roll' versus the 'Modified Difficulty' of the spell ('Modified' further by +2 for every caster over 10). The spell will reach across both time and space, and if the summoning is successful, the personal item will be consumed, and the summoned person will take its place. If the summoning fails, the item is consumed, and another must be found before the spell can be tried again.

The 'Reverse' of this spell sends those summoned by 'Compel The Living' back to where they came from. The casters merely points to the person and speaks his 'True Name'. If the spell fails, successive attempts will fail (unless the summoned one wants it to work) for 3d6 days.

Contract the Soul			
Difficulty	Very Difficult	**Range**	30'
Type	Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G, M	**Save Info**	None or Willpower (See below)
Casting Time	d4 minutes	**Notes**	

Description: By means of this spell, the caster can make a pact with a creature (whether the creature is willing or not)—which will cause the creature's soul (upon death) to come into the caster's possession instead of entering its final resting place. The caster performs a ritual with the victim/creature and the host item/victim/creature present. At the end of the ritual, the caster will take a fresh sample of blood from the intended victim/creature and smear/place it on the host creature/item—sealing the pact.

When the victim/creature dies, his soul will flow from his body and travel (even across planes) to the host item/creature and enter it, bound to the item/creature.

If the victim/creature agreed to the ritual that was performed, no save is allowed. If the victim/creature had the ritual performed against his will, he is allowed a Willpower Resistance Roll versus the Modified Difficulty of the spell.

Critical: The intended victim will gain a +5 resistance to any future attempts to have his soul contracted.
Success: The contract fails.
Failure: The contract succeeds, but once in the item/creature he has free will (subject to any Willpower Battles).
Fumble: The contract succeeds, and the victim is enslaved by the caster (no Willpower Battles should occur).

If the host creature (or an Intelligent Item) is unwilling to be a host at the time of the casting, the intended host may make a Willpower Resistance Roll versus the Modified Difficulty of the spell.

Critical: The intended host will reject the soul when it comes to enter him; and he will be at +5 versus all future attempts to make him a host to a contracted soul.
Success: The intended host will reject the soul when it comes to enter him.
Failure: The host will succumb to letting the contracted soul into his form
Fumble: The host will succumb to letting the contracted soul into his form; and he will be at -5 versus any Willpower Battles with the invading soul.

Special Note:
1. If the soul enters an intelligent item/being, it will act as a possession.
2. If the host dies/is destroyed before the victim dies, the soul (upon death of the victim) will be free to journey to its maker.
3. Regardless of the result of the victim or host's Resistance Roll Result, the caster will be unaware of the result until the victim dies.

Covenant			
Difficulty	Very Difficult	**Range**	Touch
Type	Enchantment	**Area of Effect**	1 or 2 Creatures
Form	Instantaneous	**Duration**	See below
Requirements	V, G	**Save Info**	None—but the 'Covenant' must be agreed upon
Casting Time	-5	**Notes**	The moment the Covenant is broken/no longer binding, both participants become aware of the fact

This spell is exactly like 'Oath' (**Spells 6:7**), except that the penalty for breaking the 'Oath' is death and the obliteration of the oath-breaker's soul (no after-life, no 'Resurrection', zilch).

By means of this spell, the caster can ensure promises between himself and another creature. The caster has the creature swear an oath (and he can reciprocate); at that point, the two shake hands, and the 'Oath' is sealed. The oath taker must then, to the best of his ability, abide by that oath. If he fails to do so, he must make a 'Spiritual Trauma Roll' at the 'Modified Difficulty' of the spell. If he 'Fails', he will lose 5 + 2d10 'Health Levels'. If he 'Fumbles', he will die. Once the 'Health Levels' are lost, the oath is no longer binding to either party.

Crushing Force			
Difficulty	Very Difficult	**Range**	50’
Type	Conjuration	**Area of Effect**	1 Creature/object
Form	Instantaneous	**Duration**	See below
Requirements	V, G	**Save Info**	Mystic Power and See below
Casting Time	-5	**Notes**	

This spell creates a constrictor-like force, which wraps around the victim and crushes him. The force may also be used against inanimate objects as well. The force will work against creatures/objects up to 10’ in diameter.

Against living creatures, the force causes damage in stages. In segment one, the force causes d4 damage the first ‘Circle of Combat’, 2d4 the second, and 3d4 the third. In the second, and final segment, the damage is 4d4/3d4/2d4. The damage will occur to the torso area (upper torso and abdomen). During the time that the constriction occurs, the victim is powerless to do anything but combat the force. The victim may attempt to break free each ‘Circle’ before damage occurs by making a ‘Strength Resistance Roll’ versus the ‘Modified Difficulty’ of the spell. If at any time the victim breaks free, he must spend 1 ‘Circle’ regaining his composure.

For inanimate objects, at the RM’s discretion, the force *could* crush it within 2d3 ‘Circles’ (dependent on what it is).

Death Bond			
Difficulty	Very Difficult	**Range**	50 yards
Type	Necromantic	**Area of Effect**	Caster/Victim
Form	Ritual then Instantaneous	**Duration**	Permanent
Requirements	V, G, M then V or Special	**Save Info**	Willpower
Casting Time	d10 hours and See below	**Notes**	The SP are spent when the spell is initially cast

Description: By means of this spell, the caster can force his soul into the body of another living creature. The effects of this spell can occur up to the moment after the caster has died.

The spell is cast in two parts. The first part involves a ritual in which the caster prepares his body and soul for the impending bond. The second part of the spell occurs when the caster either dies (causing the spell to go off automatically), or feels that it is inevitable and utters the word of power, activating the spell.

The moment the spell goes off, the caster’s soul leaves his body (his body-- if not dead already, will die within 1 segment) and will search for a living creature with which to bond. The soul has only 1 segment to enter the body of a creature within the 50 yd. range. If the first potential host rejects the soul, it can move on to the next one, and so on, until the time expires.

When the soul enters the victim, it will act as a possession—as per **Magic 5:27**. The invading soul cannot jump from body to body once he has bonded to the host. He must find a more creative way to get out of the victim.

Dimensional Gate			
Difficulty	Very Difficult	**Range**	Special
Type	Alteration/Conjuration	**Area of Effect**	Special
Form	Instantaneous	**Duration**	24 hours (+24 hours for each increase in Difficulty)
Requirements	V, G	**Save Info**	None
Casting Time	-5	**Notes**	

By means of this spell, the caster opens up a dimensional gateway, which alters time and space. The caster and up to nine other living creatures of the caster's choice (including all they carry) may enter. Ten may enter without the caster, but the travelers will be stuck in that dimension until the 'Duration' expires (the caster can call it off at any time).

Upon entering the gate, the gateway closes and the travelers enter a place where time and space are distorted. For every step they take, it will be as though ten steps were taken-- thus they move ten times faster; unhindered by terrain. The travelers see the terrain moving past, but no one outside the gate (except special beings or those using 'True Seeing', etc.) can see, feel, touch, etc. the travelers-- they are on another plane.

Because the travelers can see the terrain, does not mean they can interact with it. In other words, they cannot converse with the locals; gather firewood, etc. Beware, the RM may allow special creatures to enter the dimension and interact with the travelers.

Dimensional Trap			
Difficulty	Very Difficult	**Range**	Touch
Type	Conjuration/Enchantment	**Area of Effect**	Up to a 50' x 50' opening
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-5	**Notes**	

By means of this spell, the caster brings into existence an invisible portal that is generally placed in doorways, corridors, etc. The caster, and those of his choosing—can come and go with no ill effects; but, anyone else that passes through will instantly be transported to a place of danger up to 100 miles away (whether the place is random, the caster's choice, or the RM's choice is up to the RM).

Example: Let us say that a 'Dimensional Trap' is in the doorway of your kitchen. As you walk from the living room to the kitchen, you find that you are not in the kitchen about to get a snack, but are in a troll's lair about to *be* a snack.

Duplicate			
Difficulty	Very Difficult	**Range**	Touch
Type	Conjuration	**Area of Effect**	1 Item
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	None
Casting Time	-5	**Notes**	

Description: By means of this spell, the caster can create an exact replica of normal items (such as a broom, a book, a weapon, etc.). The duplicate item will be the exact same in every way.

There are limitations to this spell though—they are as follows:

1. Only normal, non-living items may be duplicated. Magic/special items are not subject to this spell. The RM will have final say on this subject.
2. Only 1 item at a time can be duplicated by this spell. If the caster touches a bag of gold while casting this spell, the bag itself would be duplicated-- not the bag and its contents.
3. The caster would have to cast the spell on each individual coin to duplicate it. Items such as a book would have the cover and pages duplicated.
4. Only an item up to 500 lbs weight can be duplicated; therefore, a wizard cannot duplicate a castle or ship.

Encryption	Remove Encryption		
Difficulty	Very Difficult	**Range**	Special
Type	Special	**Area of Effect**	Special
Form	Instantaneous	**Duration**	Special
Requirements	V	**Save Info**	Special
Casting Time	-5	**Notes**	

Description: By means of this spell, the caster can link a spell with another-- to have it cast (secretly) within the casting of the linked spell. For example, let us say that a wizard has encrypted the spell 'Charm' within the spell 'Cure Major Wounds'-- now, each time he attempts to 'Cure' someone, he will also be attempting to 'Charm' them. In this instance, the spell 'Charm' was secretly "encoded" into the spell 'Cure Major Wounds'.

When an 'Encryption' is used, the following rules apply:

1. The caster must have the spell points available for both spells to go off at the same time—If not, the encrypted spell cannot be cast.
2. Only one spell may be 'Encrypted' into the casting of any particular spell at any one time. For example, if the spell 'Charm' were to be 'Encrypted' into the spell 'Cure Major Wounds', the caster could not also 'Encrypt' another spell with 'Cure Major Wounds'; he could, however, 'Encrypt' a spell with 'Charm' so that when 'Charm' itself

(not the spell 'Encrypted' into 'Cure Major Wounds') was cast, the new spell would also be cast.
3. The length of time (Initiative Modifiers included) required to cast an 'Encrypted' spell will increase by half the hidden spell's casting time (Initiative Modifier).
4. Any further effects or rules are completely at the RM's discretion.

The opposite of this spell will remove the 'Encryption' from a selected spell, un-linking them.

Familiar			
Difficulty	Very Difficult	**Range**	10 mile radius
Type	Conjuration/Summoning	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	The life of the Familiar
Requirements	V, G, M (Special Herbs)	**Save Info**	Willpower
Casting Time	d10 hours	**Notes**	

The caster must, while outdoors, say incantations over smoldering herbs (cost and type are up to the RM) for d10 hours. By means of this spell, the caster causes a special link to occur between himself and another creature. The creature that is subject to this link becomes bound to the caster, and in essence has its "life force" fused to the caster. The creature that is subject to this spell may save versus Willpower, but failing that, he will instinctively locate the caster, and present himself to him. The type of creature attracted is completely random (see below).

Animal familiars will begin fanatically loyal, Intelligent/special familiars will begin loyal to the caster, but their loyalty will change, as it does with any NPC, dependent on how they are treated, their personal feelings for the caster, etc.

Because of the bond between the caster and the familiar, the following penalties and benefits occur:

1. If the two are within 1 mile of each other, the caster and the familiar get to share 'Resistances'—the best score between the two is used.
2. At the RM's option, the caster can gain the familiar's *basic* abilities, such as: Night Vision, Magic Immunities, heightened senses, etc. If the caster were to have a raven as a familiar, he *could NOT* fly—he has no wings.
3. If within 10 miles of each other, the two can communicate telepathically. They will understand each other even if they do not know the other's form of communication.
4. At the RM's option, normal animals that become familiars will gain human intelligence up to [(1+d6) x 10]% of the caster's Intelligence score.
5. If either the caster or the familiar dies by any means (other than natural causes) the survivor must make a 'Hard Spiritual Trauma Roll':
   Critical: No effect, except a sudden but brief pain.

Success: Lose 3d10 'Health Levels'.
Failure or Fumble: Death.

6. The caster can only have one familiar at a time. He may send away summoned familiars (breaking the bond) with no ill effects, if he does it the moment the familiar presents himself.

Familiar types summoned: (roll a d%) RM's, it is urged you devise your own list to suit your taste.

01-05:	Frog or Toad	55-58:	Cat
06-09:	Pig	59-62:	Fox
10-13:	Nothing	63-66:	Snake, Poisonous
14-18:	Wolf	67-70:	Weasel
19-22:	Goat	71-74:	Owl
23-26:	Turtle/Tortoise	75-78:	Snake, Constrictor
27-31:	Rat	79-82:	Lizard
32-36:	Raven	83-86:	Bat
37-41:	Spider	87-90:	Falcon
42-46:	Ferret	91-94:	Eagle
47-50:	Dove	95-98:	Dog
51-54:	Scorpion	99-00:	Special (see below)

Special Familiars: (roll a d%)

01-05:	Faerie	41-48:	Death Dog
06-13:	Worg	49-56:	Ghoul
14-18:	Zombie	57-64:	Great Cat
19-26:	Minor Demon	65-72:	Hell Hound
27-34:	Nightmare	73-80:	Skeleton
35-40:	Lesser Demon	81-00:	Let caster choose

Haven			
Difficulty	Very Difficult	**Range**	Self
Type	Abjuration	**Area of Effect**	Caster
Form	Instantaneous	**Duration**	See below
Requirements	V	**Save Info**	None
Casting Time	-5	**Notes**	

This spell is exactly like 'Sanctuary' (see **Spells 6:7**), except that the time spent in the 'nil-space' is up to 12 hours instead of 4 hours.

By means of this spell, the caster removes himself from his present surroundings and enters a nil-space. In this nil-space, the caster is completely alone and free from harm. The caster may spend up to 12 hours resting, healing, thinking, etc. before the spell expires or he decides to return. Upon returning, he will find that only 1 segment has passed in the 'real world'.

Holy Word	Unholy Word		
Difficulty	Very Difficult	**Range**	The hearing range of the victim
Type	Necromantic	**Area of Effect**	All who can hear the word (See below)
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	Endurance
Casting Time	-5	**Notes**	

By means of this spell, a priest may call upon a name/word/phrase that is so connected to holiness (unholiness) that all opposing aligned creatures will have their very lives jeopardized by hearing it. The creatures to be affected would depend on the Word (Holy or Unholy) that was used. 'Holy Words' would affect Demons, Undead, Unholy Priests (those aligned with an evil deity), and other Unholy Creatures of the RM's choosing. 'Unholy Words' would affect Angels, Holy Priests (those aligned with a good deity), and other Holy Creatures of the RM's choosing.

Target creatures that **Critical** their 'Save' will feel discomfort and a slight burning pain through their bodies. Those that **Succeed** their 'Save' will feel an anxiety-inducing discomfort and a moderate burning pain through their bodies. Those that **Fail** their 'Save' will feel panic and an intense burning through their bodies which will cause them to attack and defend at -8, and which causes 3d10 'Health Levels' of damage. Those that **Fumble** their 'Save' will die in agony. The burning lasts for 1 turn.

Immunity to Acid, Fire, Electricity, or Lava	Immunity to Cold		
Difficulty	Very Difficult	**Range**	Touch
Type	Abjuration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	1 Turn (+1 minute per 3 extra SP spent
Requirements	V, G	**Save Info**	None
Casting Time	-5	**Notes**	5 different spells counting 'Reverses'

By means of this spell, the affected creature will be totally immune to the substance protected from for the duration of the spell. The immunity extends even to magical versions of the substance. Therefore, a person under the protection of 'Immunity to Fire' could stand in the midst of Dragon Fire and not feel anything but petty warmth.

This spell is assumed to extend the protection to the worn/clutched items of the creature that he had at the time of casting (within reason). 'Immunity to Fire', at the RM's option, could assume immunity to extreme heat such as scalding water or desert temperatures.

Life Transference			
Difficulty	Very Difficult	**Range**	100’
Type	Necromantic	**Area of Effect**	1 Creature (plus the recipient)
Form	Instantaneous	**Duration**	Permanent, as is normal
Requirements	G	**Save Info**	Mystic Power
Casting Time	-5	**Notes**	

This spell is similar to ‘Life Drain’ (see **Spells 6:7**), except that the ‘Range’ is no longer ‘touch’ (the caster must now merely point at the victim), and the caster may transfer the stolen ‘Life Points’ to another person aside from himself (by pointing to the recipient) acting instead as a conduit.

By means of this spell, the caster can cause 5 + 3d4 LP damage to the victim’s upper torso and abdomen—while, at the same time, the caster (or someone of the caster’s choosing) receives these drained LP as healing to all wounded areas.

Mass Dominate			
Difficulty	Very Difficult	**Range**	Hearing range of the victim
Type	Enchantment	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	50 days – the Intelligence of the creature (minimum of 24 hours)
Requirements	V	**Save Info**	Willpower
Casting Time	-5	**Notes**	The spell will affect human/humanoids that do not understand the caster’s language—but in order to follow a command, the victim must be able to understand the caster.

This spell is exactly as ‘Dominate’ (see **Spells 6:7**), except that it will affect up to 10 people of the caster’s choice

Description: This spell will cause up to 10 victims to fall slave to the Caster. The victims will obey *every* command of the Caster, whether it is self-destructive or not. Orders that are outside of the victim’s capabilities will cause the victim to attempt to complete a facsimile of the command, or (at the RM’s discretion) stand confused for a moment.

For Example: If the Caster were to tell a normal Human to “fly around the room”—the victim may flap his arms and begin running around the room in an attempt to fly; or (at the RM’s discretion) he may simply give a confused look to the caster.

If the victim were told to hold his breath until he died, he would hold his breath until he passed out. After he passed out, he would begin breathing again. Once the victim became conscious and realized he was breathing, he would hold his breath again.

Mass Invisibility			
Difficulty	Very Difficult	**Range**	100’
Type	Alteration	**Area of Effect**	Up to 20 creatures/items within a 30’ R
Form	Instantaneous	**Duration**	1 hour
Requirements	V, G	**Save Info**	None
Casting Time	-5	**Notes**	If the invisible creature attacks someone (successfully or not), he will become visible. The RM will use his discretion as to what constitutes attack

This spell is as ‘Lesser Invisibility’ (see **Spells 6:6**), except for the following:

1. Up to 20 creatures can be affected.
2. No extra SP can be spent to increase the ‘Duration’.
3. The ‘Range’ is 100’, and the ‘Area of Effect’ is “up to 20 creatures within a 30’ R”.

Description: The caster speaks and touches the creature/item to be affected and the creature/item (including all he wears/carries) will become completely invisible. Held items that are released, or clothing that is removed, will become visible again. Visible items that are picked up by invisible creatures will still be visible. A great example of invisibility is the movie **‘Memoirs of an Invisible Man’**.

Keep in mind that being invisible does not make you silent or odor-free. Whether or not creatures with ‘Infravision’ can see invisible creatures is up to the RM.

Mind Blank			
Difficulty	Very Difficult	**Range**	50’
Type	Alteration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	Willpower
Casting Time	-5	**Notes**	Only a ‘Wish’ (or similar magic) can restore the being to his original state.

By means of this spell, the caster can ‘re-program’ someone’s mind. The caster simply speaks as he points to the victim, the victim’s mind will then be affected the following ways:

1. The mind could be wiped clean (though instinctive skills-- such as breathing-- remain).
2. The caster can ‘re-program’ the victim’s mind with a new identity, including memories (the details must be lined out for the RM, but the victim will instantly be affected).
3. The caster can alter a few ‘facts’ leaving the rest of the mind intact.
4. New skills cannot be given; the victim would have to ‘Learn’ them normally.

Mystic Drain			
Difficulty	Very Difficult	**Range**	100’
Type	Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	As is normal
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-5	**Notes**	

The caster speaks and points to the creature to be affected. If the creature ‘Fails’ his ‘Save’, his ‘Spell Points’ will drop to 0 (lost SP will be regained normally).

Mystic Talisman			
Difficulty	Very Difficult	**Range**	Touch
Type	Enchantment	**Area of Effect**	1 Item
Form	Instantaneous	**Duration**	Permanent (See below)
Requirements	V, G, M (The item that is to become the Talisman)	**Save Info**	None
Casting Time	-5	**Notes**	An item can only hold one ‘Mystic Talisman’ spell at a time.

Description: This spell is the same as the spell **Talisman**, except that it absorbs and stores all of the caster’s available SP (after the expenditure for this spell).

This spell allows the caster to turn an ordinary object into a ‘Spell Point’ storage device. He speaks and touches the item; at that time, the item absorbs all of the caster’s current ‘Spell Points’ (he, of course, will regain them normally). *Anyone* that holds the item (or has it on their person) will be able to use the ‘Spell Points’ inside. Any ‘Spell Points’ that the character spends will come from the Talisman first. Once the item uses all of its ‘Spell Points’, it returns to normal.

Nightmare			
Difficulty	Very Difficult	**Range**	See below
Type	Enchantment	**Area of Effect**	See below
Form	Instantaneous	**Duration**	See below
Requirements	V, M (a personal item and a common name)	**Save Info**	Mystic Power
Casting Time	-5	**Notes**	

By means of this spell, the caster can disrupt the victim’s sleep with horrendous, sanity-shaking nightmares every time they sleep. The caster must speak the name of the victim (the name he knows him by is acceptable) while clutching a personal item of the victim. If the victim is anywhere upon the same plane as the caster, he can be targeted.

The victim will gain little to no benefit from sleep, and (dependent upon ‘Mental

Trauma' rolls) may slowly go mad. The spell will last until the caster or target dies, the caster calls off the spell, or the target's 'Sanity' drops to 0.

Part Water			
Difficulty	Very Difficult	**Range**	100 yards
Type	Alteration	**Area of Effect**	See below
Form	Instantaneous	**Duration**	Up to 24 hours
Requirements	V, G	**Save Info**	None
Casting Time	-5	**Notes**	

The caster must speak as he holds both arms outstretched above his head. The water will part 5 miles across, 100 yards wide, and as deep as needed to reach the bottom. All non-plant sea-life will be on either side of the water, not in the dry area.

Permanent Illusion			
Difficulty	Very Difficult	**Range**	30'
Type	Illusion	**Area of Effect**	Special
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	Wisdom (see **Magic 5:8**)
Casting Time	-5	**Notes**	

As 'Advanced Illusion' (see **Spells 6:7**), except that its effects are permanent, and the illusion 'reacts' to characters, situations, etc. as if it were real.

Advanced Illusion Description:

This spell is exactly like as 'Minor Illusion' (see **Spells 6:5: Easy Spells**) except that this illusion may move, have audio and olfactory effects, and may speak. The illusion may seem completely realistic.

Minor Illusion Description:

The caster speaks and points to the area to be affected. The caster causes a non-moving, non-noise or aroma inducing visual effect; or a simplistic audio effect; or an alteration in appearance (allowing him to appear older, younger, of a different sex, etc.—though basic height and weight remain unchanged).

Phantom Assassin	Reverse Name		
Difficulty	Very Difficult	**Range**	10’
Type	Conjuration	**Area of Effect**	See below
Form	Instantaneous	**Duration**	See below
Requirements	V, M (a personal item or the common name of the victim	**Save Info**	See below
Casting Time	-5	**Notes**	

When this spell is cast, the caster brings into existence a being that can not be seen, heard, smelled, felt, or detected (except by means of a ‘True Seeing’ spell or other spells of the RM’s choosing) and which weighs virtually nothing. When the being is called into existence, it will arrive within 10’ from the caster and will telepathically ask, “Whom must I kill?” If the caster has no answer, the ‘Phantom’ will attack the caster. If the caster wishes to avoid this event, he must present the phantom with the personal item or the name of the target. At that moment, the ‘Phantom’ will leave and track down the target (similarly to ‘Soul Search’). When the target is reached, the ‘Phantom’ will attack. The target will feel tightness in his chest and neck, and a severe headache until he wins or dies. The target can perform no other action other than combat the ‘Phantom’. The ‘Phantom’ attacks the target spiritually. The ‘Phantom’s’ ‘Attacking Force’ is the ‘Modified Difficulty’ of the spell versus the victim’s Mystic Power (‘Modified’ by Willpower) as the ‘Defending Force’. The conflict will last for d3 segments. If the ‘Phantom’ fails, it dissipates, and the caster that conjured it must make a ‘Very Difficult Spiritual Trauma Roll’ or die.

Plane Shift			
Difficulty	Very Difficult	**Range**	Touch
Type	Alteration	**Area of Effect**	Up to 10 creatures
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-5	**Notes**	If the victim is not touched within 5 segments, the spell will ‘fizzle’ out. This spell could prove useful in combat.

The caster and up to 9 others (or any combination up to 10) may link hands and be transported to a plane of the caster’s choosing. The caster must be familiar with the plane in question (studied about it, been there, etc.) or he will transport the participants/victims to a random plane.

Polymorph Any Object	Polymorph Other		
Difficulty	Very Difficult	**Range**	30’
Type	Alteration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	Willpower
Casting Time	-5	**Notes**	

This spell is similar to ‘Polymorph Other’ (see **Spells 6:7**), except that this spell

affects anything (tables, statues, etc.). Non-living items must be polymorphed into non-living items. Living items can be polymorphed into typically non-living items, but they would still be sentient (akin to an Intelligent or Entity Bonded Weapon). This spell does not grant the ability to instill or create life. That is why non-living things cannot become a living thing. At the RM's option, items that have 'Life' already (Intelligent Weapons for example) could be transformed into a living thing considering they are (in many ways) alive.

Description of Polymorph Self and Polymorph Other:

By means of this spell, the caster can transform his physical form into that of another normal living creature. Through the use of this spell, the caster can physically change his sex, race, etc., but he cannot appear as a different person of the same sex and race (if a human male transformed into a human male, he would be himself). The caster can change himself into a normal animal (and perhaps various fantasy creatures at the RM's discretion). Taking the physical form of a creature does not necessarily confer innate 'Powers', spells, or 'Special Abilities' to the caster (if the caster took the form of a race that has innate spell-casting ability, he would not get that ability—but, if he could turn into a Dragon, he could breathe fire.). The caster is in complete control of his faculties; he has his mind, his knowledge, etc. The only thing he changed is his physical form.

The 'Reverse' of this spell transforms the victim into the new creature fully and completely (mentally, physically, etc.). Therefore, if a man were to anger a wizard that had this spell, he could one day be turned into a toad—living the rest of his days hunting insects for dinner.

Note to the RM: This spell is completely at your discretion. What the caster is capable of doing in his new form (spell-casting while he is a raccoon, etc.) is completely up to you. For an interesting variation of the 'Polymorph Other' spell, you might allow a roll to see if the victim can retain his mind (this could lead to an adventure or two—Bob, the warrior turned squirrel, is trying to convince the party he's not just a cute rodent...).

Power Surge			
Difficulty	Very Difficult	**Range**	Caster
Type	Necromantic	**Area of Effect**	See below
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V	**Save Info**	Mystic Power
Casting Time	-5	**Notes**	The blast is 3 dimensional—It will blast up, down, and to the sides. This spell, at the RM's option, will damage landscape and items as well.

Description: This spell allows the caster to detonate his remaining SP (after expenditure for this spell), causing an energy field to emanate from him. Those in the

area of the 'blast' must make a save or suffer the consequences (listed below).

The blast radius will be a number of feet equal to (The caster's remaining SP ÷ 2). The full range will be divided into 5 areas (range ÷ 5 = feet per range)—Point Blank, Short, Medium, Long, and Very Long. Those within the various ranges gain benefits (or penalties) dependent on where they are (see below).

For example, if a caster (after expending SP to cast Power Surge) has 50 remaining SP that detonate. The 'blast' will spread out for (50 SP ÷ 2 =) 25'. The area for each range would be (25 ÷ 5 =) 5 feet. Therefore, from 0-5' = Point Blank, 5-10' = Short, 10-15' = Medium, 15-20' = Long, and 20-25' = Very Long Range.

Range:	**Save Modifier:**	**Damage to Victim:** (Location = per 'Explosion')
Point Blank	-10	?xd20
Short	-5	?xd12
Medium	0	?xd10
Long	5	?xd6
Very Long	10	?xd4

The "?" = SP detonated ÷ 10, Minimum of 1.

Critical Save = Minimum Damage.
Successful Save = ½ Damage.
Fumble Save = Maximum Damage.

What happens to the caster?
He has to make a Very Difficult Spiritual Trauma Roll: Critical = No Effect, Success = 3d6 damage to all areas, Failure = 4d10 to all areas, Fumble = Disintegration. At the RM's discretion, damage can be rolled separately for each area damaged.

Project Image			
Difficulty	Very Difficult	**Range**	Caster
Type	Illusion	**Area of Effect**	See below
Form	Instantaneous	**Duration**	1 hour
Requirements	V, M (a special crystal)	**Save Info**	None
Casting Time	-5	**Notes**	

The caster, through concentration and a special crystal (cost and 'enhancements' are up to the RM), may send a special 'Advanced Illusion' of him to any place in a 10-mile radius. The image will send back to the caster all sensory sensations (sight, sound, smell, etc.) as if he were there. The caster directly controls the image and must keep a constant concentration on it. Failure to concentrate causes, during the lapse, the illusion

to stand/sit still—akin to a puppet. Once concentration begins again, the image returns to normal. The image can speak, but it cannot cast spells, truly interact with the surroundings, etc.

Protection From Evil 10' R	**Protection From Good 10' R**		
Difficulty	Very Difficult	**Range**	Touch
Type	Abjuration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	1 Turn (+1 minute per 1 extra SP spent)
Requirements	V, G	**Save Info**	None—See below
Casting Time	-5	**Notes**	

This spell is exactly like 'Protection From Evil (Good) (see **Spells 6:7**), except that its protection extends in a 10' radius around the recipient.

Description of Protection From Evil (Good):
Causes an invisible, 'force-field'-like barrier to spring up 1" around the affected being. The barrier causes all evil (good) Entities, Undead, etc., to be unable to physically touch the protected creature (the beings could use spells or non-evil/good weapons). Protected beings are at a +2 to 'Resistances' and 'Defense' against the above-mentioned creatures; and they receive a d10 'Immunity' to 'Possession'. It is completely up to the RM whether or not this spell affects Priests, and others that are strongly linked to Demons, Angels, etc. Normal people would be unaffected by this spell. This spell is subject to various creatures' 'Magic Immunity'.

Quicksand			
Difficulty	Very Difficult	**Range**	100 yards
Type	Alteration	**Area of Effect**	10' R
Form	Instantaneous	**Duration**	1 Turn
Requirements	V, G	**Save Info**	Dodge—If applicable
Casting Time	-5	**Notes**	

The caster speaks and points to the area to be affected. The ground in that area will then turn to quicksand-- swallowing all those in the 'Area of Effect' that 'Fail' (or were not allowed a 'Save') to 'Dodge' away in time. The quicksand is 30' deep. After 1 turn, the ground reverts to normal, encasing the victim forever. If, by luck, the victim were standing over a tunnel, he would be sucked into the ground, possibly to survive in the tunnel below (food for thought for the RM).

Quest			
Difficulty	Very Difficult	**Range**	20’
Type	Enchantment	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Until the quest is fulfilled
Requirements	V, G	**Save Info**	Willpower
Casting Time	-5	**Notes**	**Note to RM:** The quest should be fairly reasonable, not something like “...fly to Neptune and bring back a spoonful of its core!”

The caster speaks as he points to the victim, requesting of him a quest (“...find the ‘Staff of Ardale’, and return it to me!”). The victim of the spell must then spend all conscious time in effort of fulfilling the quest (to the best of his ability). The victim may stop for rest, food, etc.

Failure to comply with the Quest results in the loss of 1 ‘Health Level’ per deviation. The loss is permanent until the quest is completed, then the ‘Health Levels’ will be restored.

If the victim is forced to deviate (physically, by spell, etc.) no ‘Health Level’ loss will occur. If the victim is under more than 1 ‘Quest’, he must perform them in the order they were placed.

Remove Charm			
Difficulty	Very Difficult	**Range**	Touch
Type	Abjuration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent, as is normal
Requirements	G	**Save Info**	None
Casting Time	-5	**Notes**	

This spell dispels ‘Charms’, ‘Dominations’, and other forms of mental control spells/magic.

Rending Force			
Difficulty	Very Difficult	**Range**	100’
Type	Conjuration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	2d4 ‘Circles of Combat’
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-5	**Notes**	

The caster speaks and points at the creature to be affected. An invisible force then envelopes the victim and begins to tear the victim to bits, unless he ‘Successfully’ ‘Saves’. The force automatically damages the victim each ‘Circle’ (no ‘Armor Absorption’) causing 2d10+5 damage per attack to d3 random ‘Hit Locations’.

A vicious snarl will be heard and the victim will appear to be attacked by claws and teeth from all directions. The force cannot be harmed or attacked, but 'Magic Immunity', 'Dispel Magic', 'Anti-Magic Field', 'Wish', etc can dispel it.

Repulsion			
Difficulty	Very Difficult	**Range**	30'
Type	Enchantment	**Area of Effect**	1 creature
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-5	**Notes**	Obstructions, such as walls, will deter creatures from being flung the full distance (if the obstruction intercepts the creature)

This spell is similar to 'Minor Repulsion' (see **Spells 6:6**), except that the weight and distance thrown can be up to 10 times greater. Each increase in 'Difficulty' will increase the multiple by 5 (x 10 to x 15, x 15 to x 20, etc.).

Description: The caster speaks and flings his hand as if he is casting out. One creature (of the caster's choosing), of 8000 lbs. or less, will then be flung upwards (4 + d6) x 10 feet (*an increase in difficulty would make it (4 + d6) x **15** feet*), and back [10 + (d3 x 10)] x 10 feet (*an increase in difficulty would make it [10 + (d3 x 10)] x **15** feet*). This will cause falling damage if applicable (slamming into obstructions, hitting the ground after being 'thrown' 300', etc.).

Safe Passage			
Difficulty	Very Difficult	**Range**	Touch
Type	Abjuration/Conjuration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	1 Turn
Requirements	G	**Save Info**	None
Casting Time	-5	**Notes**	

This spell calls into existence a 'Force Field' (see **Spells 6:9**) 1" around the body of the recipient; as well as an invisible aura radiating from the recipient which gently repels all living beings, causing them to remain 5' from the recipient. If a creature is forced (by the recipient) to come closer than 5', he will return to the 5' distance at the first opportunity. In other words, the recipient could walk through a sea of people and they would ripple around him as he walked merrily through.

Scrying	Obscure Scrying		
Difficulty	Very Difficult	**Range**	Touch
Type	Divination (Abjuration)	**Area of Effect**	Special
Form	Instantaneous	**Duration**	Random—up to d6 minutes (24 hours)
Requirements	V, G, M—a reflective surface (V, G)	**Save Info**	Karma (None—Mystic Power, See below)
Casting Time	-5	**Notes**	

This spell allows the caster to temporarily use a reflective surface as a scrying device (see **Magic 5:13**). The 'Reverse' of this spell protects those touched from being detected by scrying devices for 24 hours. If the recipient of 'Obscure Scrying' is unwilling, he may 'Save' versus Mystic Power.

Soul Transference			
Difficulty	Very Difficult	**Range**	20'
Type	Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent
Requirements	V, M (a special item or host body)	**Save Info**	See below
Casting Time	d10 Minutes	**Notes**	

The caster must have a special item (as **Magic 5:23**) or a host body. The host body must have had his soul removed (see **Spells 6:7** 'Imprison the Soul'), or be under the influence of a 'Mind Blank' (**Spells 6:8**), with his mind totally erased. The caster can then transfer the soul of a creature from his body (or housing item) into the host/item. If the creature is unwilling, a 'Willpower Battle' will ensue between the victim and the caster (as 'Imprison the Soul'). The Intelligence, Wisdom, Mystic Power, Willpower, and Charm of the transferred creature will go into the host body, but the 'Body Attributes' will be as the host. Average the 'Presence' of the two creatures. The 'Skills' and (at the RM's discretion) 'Innate Powers' of the host are lost, but the possessor retains all of his knowledge and abilities (except those solely connected to his original body-- like Night Vision).

If the soul is to be transferred into a victim of 'Mind Blank', once the soul is in the host, a 'Willpower Battle' will occur (it is a natural reaction of the body/soul)-- the intruder versus the host. If the intruder wins, the host's soul is destroyed (or forced 'home'). If the host wins, the intruder's soul is destroyed (or forced 'home').

If the soul is housed in an item, the item is treated as 'Entity Bonded' (see **Magic 5:23**). The item would be free-willed and perhaps the RM would allow, for example, spell-casters to retain their spell-casting ability as an 'Innate Power', the soul to communicate with others (maybe telepathically), the soul to attempt 'Possession', etc.

Those in possession of the item could try to manipulate it, but it would not be as though the item contained an 'Entity'; it is a man without a body.

Spirit of the…			
Difficulty	Very Difficult	**Range**	Touch
Type	Alteration/Conjuration/Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	24 hours (+24 hours for each increase in 'Difficulty'
Requirements	V, G	**Save Info**	Willpower
Casting Time	-5	**Notes**	

By means of this spell, the caster calls forth the spirit of some long dead animal to come and co-exist in the body of another creature (this is not a 'Possession', 'Imprisonment', etc.). The creature so inhabited will gain the benefit of the animal's instincts and abilities while still being in full control of his own functions. The abilities conferred are up to the RM.

Steel Skin			
Difficulty	Very Difficult	**Range**	Touch
Type	Abjuration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	1 Turn (+1 Turn per 25 extra SP spent)
Requirements	V, G	**Save Info**	None
Casting Time	-5	**Notes**	

This spell is exactly like 'Stone Skin' (**Spells 6:7**), except that the recipient's skin will be as hard as steel, conferring a natural AR of 15. All normal weapons that strike the affected creature will take 2d6 'Integrity Points' of damage.

By means of this spell, the affected creatures skin becomes as hard as steel (it may still bend freely, and does not hinder movement or weigh more). The affected creature will have a natural 'Armor Rating' (see **Equipment 7**) of 15. All normal weapons that strike the affected creature will take 2d6 'Integrity Points' (see **Combat 4:32**) of damage.

Submerge	Emerge		
Difficulty	Very Difficult	**Range**	100 yards
Type	Enchantment	**Area of Effect**	1 item/creature
Form	Instantaneous	**Duration**	Permanent, as is normal (d10 hours)
Requirements	V, G	**Save Info**	Mystic Power—if applicable
Casting Time	-5	**Notes**	

The caster speaks and makes a laying and covering (scooping and lifting) motion, causing 1 item or creature of up to 10 tons (+ 1 ton per 5 extra SP spent) to sink (rise) into (from) the depths of the ground, water, etc. Thus a sunken ship could rise from the depths of the ocean. The caster must know the general location of the item/creature (within 100 yards—depth is not considered). Items that generally cannot stay up (such as a sunken ship) will remain afloat for d10 hours, or until the caster releases the item. Submerged items/creatures will go down until they are buried, etc. at a depth of double

their height [measured from the bottom/feet—a creature that was laying would be submerged at a depth of double their width (acting as height)].

Items/creatures going into (coming from) the ground will not tear it as they rise; the ground will give way like sand or water. Items/creatures sink (rise) at a rate of 1 foot per 'Phase'.

Time Warp			
Difficulty	Variable/Very Difficult	**Range**	10'
Type	Alteration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-5	**Notes**	The SP expenditure is per a Very Difficult spell

Description: This spell allows 1 creature to travel through time. The distance in time the creature can travel is dependent on the Difficulty the caster sets the spell to. Very Difficult = 0 to 1 yr.; Hard = over 1yr. to 10 yrs.; Very Hard = Over 10 yrs. to 100 yrs.; Extremely Hard = Over 100 yrs. to 1000 yrs.

Total Healing	**Total Harm**		
Difficulty	Very Difficult	**Range**	Touch
Type	Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent, as is normal
Requirements	V, G	**Save Info**	None (Mystic Power)
Casting Time	-5	**Notes**	If the spell is not placed within 5 segments, it will 'fizzle' out.

This spell is as 'Cure Critical Wounds' (see **Spells 6:7**), except that it heals *all* LP of damage. The 'Reverse' causes the victim's LP total to drop to a negative number equaling one away from death, loss of limb, etc.

By means of this spell, the caster can magically heal all LP of damage to all areas wounded. The 'Reverse' allows the caster to cause magical damage to all areas, leaving each area 1 LP away from death, loss of limb, etc.

Undead			
Difficulty	Very Difficult	**Range**	100’
Type	Necromantic	**Area of Effect**	25’ R
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	None
Casting Time	-5	**Notes**	

This spell causes d3 corpses [increase die type for each increase in ‘Difficulty’ (d3 becomes d4, d4 becomes d6, etc.)] to rise as Skeletons or Zombies (dependent on their state of decay) under the control of the caster. If the corpses are in the grave, they will claw their way out.

Vault			
Difficulty	Very Difficult	**Range**	Special
Type	Conjuration	**Area of Effect**	Special
Form	Instantaneous	**Duration**	Permanent, See below
Requirements	V, G	**Save Info**	None
Casting Time	-5	**Notes**	

By means of this spell, the caster creates a ‘nil-space’, which is used for the storage of items. The nil-space *‘follows’* the caster, but is extra planar, and can only be seen by the use of a ‘True Seeing’ spell (or by special creatures-- at the RM’s option).

The caster may place up to 10 non-living items (for the purpose of this spell, ‘Entity Bonded’ items, etc. count) into the ‘vault’. Each item can weigh no more than 500 lbs. (a full chest counts as 1 item). The items elected to go into the ‘vault’ is decided when the spell is cast. The caster calls out the item (places it back in) by pointing to his upturned hand and naming the item. The item will appear in his hand or just in front of him (his choice).

If the caster is ever killed (or otherwise dies), the ‘vault’ will dispel—and all of the Vault’s contents will fall to the ground near him—as if ‘from out of nowhere’.

Vault Connection			
Difficulty	Very Difficult	**Range**	Special
Type	Alteration	**Area of Effect**	1 Vault
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	See below
Casting Time	-5	**Notes**	

Description: By means of this spell, a caster can ‘hack’ into another caster’s ‘Vault’ or allow access of another creature into his ‘Vault’. When a caster allows access of another creature to his Vault no ‘Save’ occurs; the caster is allowing access freely. If the caster is attempting to break into another caster’s Vault, there will be a Power Battle

between the two spells to see if access is attained.

When a Vault has a Vault Connection to it and the caster dies, his items do not drop 'as if from nowhere' as per the Vault spell; instead, the Vault will then 'adhere' to the other person it was connected to (or a random person if more than one 'connection' were made). All other 'ties' to the Vault will be severed.

Witchwind			
Difficulty	Very Difficult	**Range**	100 yards
Type	Alteration/Conjuration/Divination/Summoning	**Area of Effect**	Up to a 5 mile radius
Form	Instantaneous	**Duration**	1 hour (+1 hour per extra SP spent
Requirements	V, G	**Save Info**	None
Casting Time	-5	**Notes**	

Description: By means of this spell, the caster can call forth winds of up to 150 miles per hour. In addition to being able to control the area of effect, direction, and speed of the winds (as long as he concentrates on the effective changes), the caster may also do the following:

1. Send messages upon the wind, which will be carried to the desired recipient. The recipient may respond if he desires.
2. Gain the knowledge (though consistently with this spell) that is normally attained through the use of the spell Wind Direction.
3. Fly upon the wind he has created—though he must fly with the current.
4. He, himself, will suffer no adverse effects of the Witchwind he has created.

Spells 6:9: Hard Spells.

Circle of Holy Protection	**Circle of Unholy Protection**		
Difficulty	Hard	**Range**	Special
Type	Abjuration/Necromantic	**Area of Effect**	See below
Form	Instantaneous	**Duration**	1 Hour
Requirements	V, G, and 3 to 6 casters	**Save Info**	None
Casting Time	-6	**Notes**	

By means of this spell, three to six casters stand 10' apart in a triangle or circle facing outward. They then throw their hands up while speaking a phrase in unison. Once the spell is cast, a shimmering, transparent dome of gold (blue) projects 1' in front of each caster and arcs 120º over the back of their head to greet the arc of their counter-part. All those within the dome gain the following benefits:

1. Nothing Unholy (Holy) may enter the dome [possibly to include 'Unholy (Holy) Words', spells of opposing priesthoods, etc.]
2. Any Unholy (Holy) creature that touches the dome will suffer as if a 'Holy (Unholy) Word' were cast upon them.

3. The creatures inside the dome are protected as if they had a 'Spiritual Shield' (detailed in this section) in effect.
4. All creatures in the dome (including the casters) can move about freely within the dome, but once the creature exits the dome, he may only re-enter by making a 'Willpower Roll' versus the 'Modified Difficulty' of the spell (average the casters' ability for the 'Modifier'). If he 'Fails', he is stuck outside.
5. Any Unholy (Holy) creatures inside the dome when the spell is cast are ejected to just outside the dome, and suffer as number 2 above.

Duality			
Difficulty	Hard	**Range**	10'
Type	Alteration/Conjuration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	Willpower
Casting Time	-6	**Notes**	

This spell causes 1 person to split into 2 identical creatures. The two creatures have the same 'Skills', memories, etc., up to the point of the split. They are clones, twins, etc. Both creatures have the same hopes, desires, loves, etc. The only drawback to this spell is the following:

1. Both creatures will (rightly so) stake claim to the wife, kids, nifty armor, magic items, etc.; setting the stage for jealous conflict, perhaps even murder (how would you feel if someone stole your wife, your life, your identity, and so on).
2. This spell will only duplicate the creature, not his possessions.
3. The RM randomly determines which twin the Player will play. Therefore, if the Player gets a wild idea to make a clone, ambush him, and send him to the far reaches of the world; he may find himself trying to get home.

The RM is to NPC one of the twins until the other one dies (the NPC then becomes the dead PC's new character). The Player can work with the RM on what his plans are/were, etc. so that the RM can keep the NPC in character.

Force Field			
Difficulty	Hard	**Range**	30’
Type	Abjuration/Conjuration	**Area of Effect**	See below
Form	Instantaneous	**Duration**	1 hour (+1 Turn per 10 extra SP spent)
Requirements	V, G	**Save Info**	None
Casting Time	-6	**Notes**	

The caster must speak with both hands placed together; as he moves his hands apart, an invisible barrier will spring into existence. The ‘Force Field’ can take one of four forms:

1. A globe of up to 20’ diameter.
2. A dome that is up to 20’ high in the center with a diameter of up to 40’.
3. A wall of up to 50’ in height and 50’ in width.
4. A covering that radiates up to 6” from a creatures body (a personal protection).

The ‘Force Field’ is impenetrable by physical attack, fire, acid, severe weather, and most magic (see below). All who stand in the ‘Field’ are protected, but they may exit the ‘Field’ when they desire. Attacks, spell-casting, etc. may exit the ‘Force Field’ with no ill effect. Breathable air will exist in the field if it existed there when the spell was cast.

Magic versus the ‘Force Field’:

At the RM’s option, no magic spells of the ‘Difficulty’ ‘Hard’ or lower can affect the ‘Field’ with the following exceptions:

1. ‘Dispel Magic’, ‘Anti-Magic Field’, Magic Immunities, and the like may affect a ‘Force Field’ pending ‘Power Battles’ and spell descriptions.
2. Spells of magical transport (such as ‘Portal’, ‘Teleport’, etc.) pending a ‘Power Battle’—the ‘Modified Difficulty’ of the two spells against each other.
3. Extra-planar creatures/items/magic (such as ‘Phantom Servant’, ‘Vault’, ‘Entity Summonings’, ‘Haven’, etc.) may allow access into/out of the ‘Force Field’ (at the RM’s option) on a case-by-case basis.
4. Any spells the RM feels would justly have an effect on a ‘Force Field’ will.

The Great Escape			
Difficulty	Hard	**Range**	Touch
Type	Abjuration/Alteration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Until used or 1 week passes
Requirements	V, G	**Save Info**	None
Casting Time	-6	**Notes**	

By means of this spell, the caster places a special protection on some lucky creature, allowing them to escape death. Anytime, while protected by this spell, a creature is put in a situation in which they would/should die by any means (aside from natural causes—such as old age), he will vanish and will immediately be 'Teleported' to some predetermined place. After 1 week of non-use, or immediately after the spell has saved the person from death, the 'Duration' expires.

Drawbacks:

1. Only the creatures, and not his possessions, are 'Teleported'.
2. When the creature arrives at his 'safe spot', he will find he is at 1 LP in all 'Hit Locations'; and that he is at 1 in Strength, Endurance, Health, and Agility (the missing points will return at a rate of 1/10th the Attribute's normal rating per week). LP totals will not begin healing until Health is returned to normal (or the RM rules otherwise).
3. The creature will arrive at the 'Fatigue Level' of 'Incapacitated', and when he awakens, he will be nauseous and dizzy.
4. The RM may rule a 'Spiritual Trauma' roll is required to survive the 'escape'.

Life	Death		
Difficulty	Hard	**Range**	30'
Type	Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent, as is normal
Requirements	V, G, and See below	**Save Info**	See below (Willpower)
Casting Time	-6	**Notes**	

The caster speaks and points to the corpse (creature) to be affected. This spell will restore a creature to life that has been dead no longer than one week. The entire body, or most of it, must be present and intact. The creature will rise missing whatever the slain body was missing. Severed parts can be sewn on before casting. Massively damaged bodies will be heavily scarred.

To return to life, the dead creature must make a 'Difficult Spiritual Trauma Roll'. A 'Fumbled' roll means that the creature can *never* be raised by this spell. When the affected creature rises from death, he will only have 1 'Life Point' in all 'Hit Locations' and must heal the remainder.

The 'Reverse' causes the affected creature to 'Save' or have his heart stop (or

some similar event), causing him to die immediately.

Note to the RM:
You may want to consider the effects of stealing the soul from whatever deity/power/plane that had possession of it. They may not like the fact that mortals are returning life to creatures that have had their souls sent to them.

Another consideration is either spell's effect on Undead. Can you cause death to an Undead? What if life is returned to a creature that exist in a limbo of neither life nor death? These and other philosophical questions I will leave to you and your gaming group.

Mass Teleport			
Difficulty	Hard	**Range**	30'
Type	Alteration	**Area of Effect**	Up to 10 Creatures
Form	Instantaneous	**Duration**	Instantaneous
Requirements	V, G	**Save Info**	Mystic Power
Casting Time	-6	**Notes**	

This spell is similar to 'Teleport' (see **Spells 6:8**), except that the caster can 'Teleport' up to 10 creatures of his choice, as long as they are no more than 30' from him.

This spell will instantly transport the creatures to the area of the caster's choosing. There is a risk involved, the caster must make an 'Intelligence Resistance Roll' with the 'Difficulty' dependent on how familiar he is with the place to be teleported to; and on how precise a location he is shooting for.

Critical: Exactly on the mark
Success: Close enough
Failure: 5d6 feet high/low and/or off the mark (yes, the creature being teleported could be killed)
Fumble: A fatal mistake occurred (embedded in a wall, grotesquely reassembled, etc.).

Mystic Fortress	**Reverse Name**		
Difficulty	Hard	**Range**	30' R from caster
Type	Abjuration	**Area of Effect**	1 to 20 Creatures
Form	Instantaneous	**Duration**	See below
Requirements	V	**Save Info**	Mystic Power
Casting Time	-6	**Notes**	

This spell is as 'Haven' (see **Spells 6:8**), except that the caster can bring with him up to 19 others of his choice that are within the 'Range' of the spell. Anyone can leave

the ‘Mystic Fortress’ when they desire.

By means of this spell, the caster removes himself (and up to 19 others) from his present surroundings and enters a nil-space. In this nil-space, the creatures are completely alone and free from harm. The creatures may spend up to 12 hours resting, healing, thinking, etc. before the spell expires or the caster decides to return. Upon returning, they will find that only 1 segment has passed in the ‘real world’.

Natural Disaster			
Difficulty	Hard	**Range**	Caster
Type	Abjuration/Conjuration/Summoning	**Area of Effect**	1 mile radius (+1 mile per 10 extra SP spent
Form	Instantaneous	**Duration**	24 hours
Requirements	V, G	**Save Info**	None
Casting Time	-6	**Notes**	

As ‘Weather Summoning’ (see **Spells 6:7**), except that this spell calls into effect tornadoes, hurricanes, etc.—and, of course, does away with such things. The effect of such adverse weather is up to the RM.

The caster looks to the sky and holds his hands out pleadingly—bringing into effect the Natural Disaster.

Permanency			
Difficulty	Hard	**Range**	Special
Type	Alteration/Enchantment	**Area of Effect**	Special
Form	Instantaneous	**Duration**	Permanent or See below
Requirements	V, G	**Save Info**	None—or Mystic Power
Casting Time	-6	**Notes**	

This spell can be cast immediately after another spell is cast to make that spell permanent. The spells allowed to be affected by ‘Permanency’ and the effect of doing so is completely at the RM’s discretion.

If someone had a ‘Permanent’ ‘Great Escape’ placed upon him, the ‘Duration’ may change to “Permanent until used”. Therefore, the protected creature could enjoy the benefit of ‘The Great Escape’ until he is ‘killed’, then the spell would be expended.

Spiritual Shield			
Difficulty	Hard	**Range**	Touch
Type	Abjuration	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Up to 1 week
Requirements	V, G	**Save Info**	None
Casting Time	-6	**Notes**	

By means of this spell, the caster can protect the soul of the recipient from the following spells/events: Possession, Imprison the Soul, Holy (Unholy) Words, Soul Transference, Soul Search, Phantom Assassin, Mystic Transference, Mystic Drain, or anything else the RM can think of.

The recipient, in effect, will have an 'Immunity' of 10 + 2d10. The effect of the spell last up to 1 week or until the caster calls it off (whichever comes first).

Summons	Invite		
Difficulty	Hard	**Range**	Touch
Type	Enchantment	**Area of Effect**	See below
Form	Instantaneous	**Duration**	Permanent until the item is broken
Requirements	V, G, M (a breakable item)	**Save Info**	None
Casting Time	-6	**Notes**	

By means of this spell, the caster enchants an item so that when it is broken, the creature that broke it, as well as up to 10 others that are holding/touching that creature, will be instantly 'Teleported' to the caster.

The 'Reverse' allows for the caster to be instantly 'Teleported' to the creature that breaks the item.

Symbol			
Difficulty	Hard	**Range**	See below
Type	Abjuration/Enchantment	**Area of Effect**	See below
Form	Instantaneous	**Duration**	Permanent
Requirements	See below	**Save Info**	Mystic Power
Casting Time	-6	**Notes**	Each type of 'Symbol' should be treated as a separate spell.

By the use of this spell, and a special ink/dye/chalk/carving/etc., the caster places a symbol of his choosing (see below) on a page/floor/door/etc. Any who gaze upon the symbol (aside from the caster and those deemed unaffected at the time of inscription) will be affected accordingly. The inscribing material is useable once (cost, availability, etc. are up to the RM's discretion).

Sample Symbols: (The RM is urged to create his own)

1. **Symbol of Pain:** The victim will writhe in burning pain (doing

nothing else) for 20 - Willpower (minimum of 1) hours. After which time, the victim must make a 'Physical Trauma Roll' versus the 'Modified Difficulty' of the spell or go into a coma for d10 days.

2. **Symbol of Sorrow:** The victim will fall to the ground in tears, weeping and sobbing for 1 hour; then he will wander off randomly--totally distraught, for another hour.
3. **Other Symbols:** Death, Insanity, Fear, Violence, etc.

Toxic Cloud			
Difficulty	Hard	**Range**	100'
Type	Conjuration	**Area of Effect**	See below
Form	Instantaneous	**Duration**	1 hour (+1 hour per 25 extra SP spent)
Requirements	V, G	**Save Info**	Endurance
Casting Time	-6	**Notes**	

The caster speaks as he points to the area to be affected; he then determines the direction the 'Toxic Cloud' is to follow (stay, ahead, back, left, right, etc.). Once the direction is determined, it cannot be changed or stopped. The cloud begins as a greenish gas ball of 30' diameter. The gas will extend in length 300' per segment, killing all in its path that 'Fail' their 'Save'. Each creature must 'Save' every segment he is in the cloud.

Transport			
Difficulty	Hard	**Range**	100 yards
Type	Alteration	**Area of Effect**	1 Structure
Form	Instantaneous	**Duration**	Permanent, as is normal
Requirements	V, G	**Save Info**	None (See below)
Casting Time	-6	**Notes**	

Description: This spell allows the caster to teleport items up to and including entire structures (such as castles, labyrinths, Uncle Jim's outhouse, etc.). All occupants will be teleported along with the structure (unless the RM wishes to allow them to make a Willpower Resistance Roll versus the Modified Difficulty of the spell). The caster can choose whether or not he is transported with the building (though he must be in the structure to be teleported).

Warding			
Difficulty	Hard	**Range**	Special
Type	Abjuration	**Area of Effect**	Special
Form	Instantaneous	**Duration**	24 hours
Requirements	V, G	**Save Info**	None
Casting Time	-6	**Notes**	

Description: By means of this spell, the caster speaks and waves his hand (as if casting something formerly held), causing the following effects to occur:

1. All openings (such as doors and windows) will close and seal and will be Magically Locked (as the spell).
2. All openings that do not have a capacity to close and seal (hall entrances, archways, etc.), will have an Advanced Illusion showing no opening.
3. A magical Fog (as the spell) will fill all corridors, obscure all windows, and will fill the outdoor landscape in a perimeter extending 100' from the outer walls of the Warded structure.
4. Each entry way (doorways, windows, etc.) will have a special Aura of Awareness that will alert the caster when a cat-sized or larger creature passes through.
5. The entire outer perimeter (on the fringe of the magical Fog on the landscape) will have a Guardian Watch (as the spell).

Those of the caster's choosing (at the time of the casting) can come and go without setting off the Aura of Awareness or Guardian Watch; see in the Magical Fog; see the Illusions for what they are, and pass through the Magically Locked portals freely. In other words, those of the caster's choosing will suffer no ill effects from the Warding.

Spells 6:10: Very Hard Spells:

Planar Transport			
Difficulty	Very Hard	**Range**	100 yards
Type	Alteration	**Area of Effect**	1 Structure
Form	Instantaneous	**Duration**	Permanent, as is normal
Requirements	V, G	**Save Info**	None (See below)
Casting Time	-7	**Notes**	

This spell is the same as the spell **Transport** (**Spells 6:9**), except it allows the caster to transport the structure across the Planes of Existence.

Description: This spell allows the caster to teleport items up to and including entire structures (such as castles, labyrinths, Uncle Jim's outhouse, etc.). All occupants will be teleported along with the structure (unless the RM wishes to allow them to make a Willpower Resistance Roll versus the Modified Difficulty of the spell). The caster can

choose whether or not he is transported with the building (though he must be in the structure to be teleported).

Resurrection	**Annihilation**		
Difficulty	Very Hard	**Range**	30’
Type	Necromantic	**Area of Effect**	1 Creature
Form	Instantaneous	**Duration**	Permanent, as is normal
Requirements	V, G	**Save Info**	See below (Willpower)
Casting Time	-7	**Notes**	

This spell will fully restore a dead creature to life, even from a single bone. The body will fully materialize, and the soul will be re-inserted. There are risks involved. The less the caster has to work with (a bone instead of a full body), the longer the creature has been dead, etc. will increase the Difficulty of the creature’s soul in returning. To be restored to life, the creature must make a Very Difficult Spiritual Trauma Roll (Modified as the RM seems fit). The RM should also be reminded of the note in **Spells 6:9: ‘Life’**. The **Reverse**, slays the creature, causing his body to rot to dust.

Ripple in Time			
Difficulty	Very Hard	**Range**	Special
Type	Alteration	**Area of Effect**	Special
Form	Instantaneous	**Duration**	Permanent
Requirements	V, G	**Save Info**	None
Casting Time	-7	**Notes**	

Description: This spell allows for small adjustments to the past. What is allowed by this spell is completely at the RM’s discretion. If the request seems too powerful, the Spell Points are spent, but the spell fails. Typical adjustments would be: “The Black Knight did not find the note left by King Leoric”; “The cart wheel did not break”; etc. You may wonder-- “What is so special about this spell?” consider this-- Perhaps the Black Knight, not finding the note King Leoric left, did not get the information he needed to bring the King’s murderer to justice. If the cart wheel had not broken, the caster and his friends may not have ever met the merchant which hired them to go on the quest in which he was the sole survivor.

Consider this—If JFK had had the top of his convertible up in Dallas in November of 1963, he may not of been assassinated. How would that of affected the course of American, or even world, history?

The only one that would know that the timeline is different would be the caster. For example, we all know that JFK was assassinated—what if (in the spirit of make-believe) originally the attempt failed, but some wizard altered the past. Only he would know for sure.

Time Stop			
Difficulty	Very Hard	**Range**	The Caster
Type	Alteration	**Area of Effect**	The Caster
Form	Instantaneous	**Duration**	2 Minutes (+1 minute per 100 extra SP spent)
Requirements	V, G	**Save Info**	None
Casting Time	-7	**Notes**	

Description: This spell allows the caster to step outside of the stream of time. All time around him will seem to freeze in place. The caster and all he carries can move about normally. Once an item leaves the caster's possession, it goes back into the normal (frozen) time stream. Even if the caster picks the item back up, it will remain in the normal time stream.

For example, if the caster were to cast Time Stop, all motion around him would stop—though he could move about normally. The caster could eat his food, drink from his wine skin, and so on; but, if he were to throw his axe, it would hang mid-air the moment it leaves his grasp. Once the Time Stop Duration ended, the axe would continue on its course.

Spells 6:11: New and more powerful spells.

Spells more powerful than 'Very Hard' can exist, but I have (to date) not created any. It is up to the RM on what spells to allow, how to 'Categorize' them, and who may cast what. I strongly urge the RM to attempt to create new spells that are unique to his 'Campaign'. I will release more spells with supplement material that I will write at a future date.

Psychic Powers

Psychic 7:1: Psychic Abilities:

Psychic abilities (or Psionics) are magic-like abilities derived from the mind. The abilities are represented as 'Psychic Talents', which, in turn, are akin to spells in their function. Not everyone possesses these abilities, even if they have a Psychic Power Score.

To determine if a character is a Psionic at roll-up, he must first have a Psychic Power of 13. The Player, if he wants to attempt to have a Psionic character, must make a Very Difficult Karma Roll:

Critical: the character is a Psionic with d4+1 Psychic Talents the Player may choose. The number of Talents the character has will increase +1 for every 10 years of age the character is over age 25.

Success: the character has 1 chosen and d3 random Psychic Talents, up +1 (alternating) Random then Chosen/10 yrs. of age over 25 (at age 35 = Random, age 45= Chosen, etc.).

Failure: 25% chance to have 1 dormant Wild Talent (see **Psychic 7:2** below), up 1 random, dormant, Wild Talent per 10 yrs. of age over age 25.

Fumble: the character can never be a Psionic.

Psychic 7:2: Wild Talents:

Wild Talents, as the name implies, are Psychic Abilities the character has little to no control over. It is possible for a character to be a Psionic and not even be aware of it. The Talent (Talents) could be lying dormant within the character's mind to either remain there for the character's life or to be released unwittingly by the character.

The RM can determine when an opportune moment arrives for a character to make use of a dormant Talent and then either allow it to happen or randomly determine if it does (perhaps a Karma Roll). For example, let us say that a character has a dormant Psychic Talent of 'Domination'. He is in the process of being falsely arrested by local officials. In his rage, the character looks into the eyes of the leader and says, "Let me go!"—Only to find that the leader complies.

If this occurs, the character must make a Wisdom Roll at a Difficulty of Average or higher (at the RM's discretion) to see if the character realizes fully what happened.

Critical: The character realizes full well what happened and can begin using the talent at will (with a +2 Fumble Rate, until the first time the Talent is Criticalled).

Success: The character realizes that the event was in some way connected to him, and he may attempt to make it happen again on his own, but it will require a Successful Karma Roll at a Difficulty the RM sees fit. If the character makes the Karma Roll, he may use the Talent at a +4 Fumble Rate. If the character Successfully attains use of and uses his Talent, he may then use the Talent at will (following the dictates of a Critical above).

Failure: He will know something strange happened, but he has no idea it is

connected to him.

Fumble: The character is oblivious to the event, or treat as a Failure and he will receive an increased Difficulty with his Wisdom roll next time.

Psychic 7:3: Training:

A character that has a Wild Talent, dormant or not, can go to a Psionic for training. The Psionic can coax the Talent out of the character. The coaxing will take (21-Psychic Power Score of the character) in months of training (if the number equals a negative, subtract the number from 28 for the number of days of training required).

Psychic 7:4: Using Psychic Powers:

A. The Psychic Power Score will be used for the following:

1. The Psychic Power Score Modified with the Willpower Modifier will equal the character's Psychic Defense Score.
2. Base Psychic Points. If the character is a full Psionic (not using Wild Talents only) at roll-up, Psychic Points can be increased by d4/year over age 25. If a character ever Criticals using a Talent of Average Difficulty or higher, he may attempt to raise Psychic Points by rolling an Average Psychic Power Roll.
   Critical: +2d4 Psychic Points.
   Success: +d4.
   Failure: no increase.
   Fumble: -d4 (to no less than 1).
3. Used to activate Psychic Talents. The Player who wishes to use a Psychic Talent must make a Psychic Power Roll versus the Difficulty of the Talent (akin to Mystic Power and spell casting).
4. Used to represent the 'Life Points' of the mind.

B. To Affect Others:

1. The Difficulty of the Talent (Modified by the attacker's 'Psychic Power' Modifier) versus the victim's Psychic Defense Score (Modified by any Psychic Defenses the character has up).

   Those creatures without a Psychic Power Score will have a Psychic Defense of (0 + Will)÷2. **Note:** Other Saves may be required instead of/in addition to Psychic Defense, at the RM's discretion (and/or listed with the Talent in question).

2. Modifiers: Psychic Talent versus a...
Sleeping Target: +4
Unconscious Target: +8

Psychic 7:5: Psychic Powers and Combat:

Psychic Powers will inevitably be used in a combat situation. When this occurs, the following will apply:

1. Number of Psychic Actions Allowed per Segment: Intelligence ÷ 5 (no less than 1).
2. Initiative for Psionics: Psionics use Intelligence instead of Wisdom. Initiative will be modified by the 'Difficulty' of Talents, in the same fashion that 'Spell Difficulty' affects Initiative. Simultaneous Initiative between Mental and Physical Attacks will be treated in the same fashion as Simultaneous Initiative between two Physical Attacks.
3. A Psionic can use a Psychic Talent while Attacking and/or Defending, but the Difficulty of the Talent will reduce the effectiveness of the Attack and/or Defense. A Very Easy Talent will yield a -1 to Attack/Defense, with an additional -1 for every Difficulty over and above Very Easy (his concentration is split between these actions).

   Having a Psychic Defense up and/or some long lasting Talents (after the initial concentration, the Talent continues to function) will not incur these penalties—refer to the RM or the Talent in question.
4. A Psionic cannot cast spells AND use a Psychic Talent in the same Circle of Combat.

Psychic 7:6: Psychic Talents:

Below is a list of Psychic Talents, their descriptions, and Difficulty Ratings. The Cost in Psychic Points will be equivalent to the Spell Point cost of a Spell of the same Difficulty [an Average Spell costs 10 SP, an Average Talent costs 10 Psychic Points (or PP), and so on]. I will list the Talents alphabetically.

Any Talent that has a description of... 'As the spell of the same name', is assumed to have a Save compatible with Psychic Talents (such as Psychic Defense) instead of the one listed with the spell. It is also assumed that point expenditures will change from Spell Points to Psychic Points.

Roll d%

01-04 **Charm:** Difficulty = Average. This Talent functions exactly like the spell of the same name (**Spells 6:6**) with the following exceptions: it will affect any living creature-- humanoid or not, the communication is telepathic, and the Psionic need not understand the language of the victim of this Talent. The Range of this Talent is 100'—within sight.

05-08 **Crushing Force:** Difficulty = Very Difficult. This Talent functions exactly like the spell of the same name (**Spells 6:9**) except that the 'Save' is

against Psychic Defense or Willpower.

09-12 **Dominate:** Difficulty = Difficult. This Talent functions exactly like the spell of the same name (**Spells 6:6**) with these exceptions: it will affect any living creature-- humanoid or not, the communication is telepathic, and the Psionic need not understand the language of the victim of this Talent. The Range of this Talent is 100'—within sight. Once the victim is 'Dominated', he can be controlled telepathically from any distance as long as he is on the same plane as the Psionic.

13-16 **Globe of Security:** Difficulty = Hard. By means of this Talent, the Psionic creates a Psychic Defense that extends in a 10' Radius around the Psionic. All those within the Globe that the Psionic chooses will receive a bonus of 5 + 2d6 to add to their Psychic Defense Score. The Globe will stay in existence for d4+1 hours and will move with the Psionic.

17-20 **Implant Emotion:** Difficulty = Easy. Using this Talent, a Psionic may implant any emotion within another being. The creature subjected to this implantation will react normally to the emotion. For example, if a Psionic were to implant the emotion of anger in two guards on a tower (one at a time), they may break out into an argument; while two bandits may end up in a bloody sword fight.

21-24 **Implant Illusion:** Difficulty = Very Difficult. This Talent allows the Psionic to place an Illusion in the mind of any living recipient. The illusion can be anything the Psionic desires and will play out in the victim's mind. If a Psionic placed an Illusion in the mind of a victim that he was teleported to a cavern deep beneath the surface, the victim would live this out within his mind. The victim would look for food, water, a way out, etc. The illusion would seem as real (to the victim) as being there.

25-28 **Implant Thought:** Difficulty = Average. By means of this Talent, the Psionic can implant thoughts such as hunger, pain, etc.; or the Psionic can make a victim believe that someone has stolen his pouch, the person he is looking at is not the person he wishes to question (like the Jedi Mind Trick from 'Star Wars'). When the victim receives this thought and fails his Resistance, he will believe the thought is honest, true, and he will act accordingly. For example: Let us say that a Psionic has been in a hand to hand combat with a very skilled swordsman. The Psionic has been defeated and the swordsman is about to land the fatal blow, when the Psionic implants the thought "...you don't want to kill him, just leave him to his bruised pride..." The swordsman then looks at the Psionic, his sword held over his head, ready to strike-- hesitating for a moment, he then smiles pompously and says, "You aren't worth killing little man, run home to mama until you can learn to fight like a man!" The Psionic then feigns a whimper and runs away as fast as he can.

29-32 **Item Manipulation:** Difficulty = Difficult. This Talent functions exactly like the spell of the same name (**Spells 6:8**).

33-36 **Manipulate Body:** Difficulty = Average. By means of this Talent, the Psionic can manipulate another creature's body parts (1 action). For

example, the Psionic could cause a man's hand/arm to move and pinch a woman on the behind (just for a giggle).

37-40 **Manipulate Vital Signs:** Difficulty = Very Easy. The Psionic can use this talent to control his breathing, heartbeat, body temperature, etc. This can make him appear dead, asleep, etc. It will take d3 Segments for the Psionics Vital Signs to get where he wants them, but it only takes 1 Phase for them to return to normal. The Psionic can continue control of his vital signs for 1 round for every Psychic Point he spends (he will spend them round to round, having to concentrate on his body).

41-44 **Mask Mind:** Difficulty = Average. This Talent allows the Psionic to mask his mind with a Psychic Defense which will give a bonus of d6 to his Psychic Defense Score for d4+1 hours.

45-48 **Mask Self:** Difficulty = Average. By means of this Talent, the Psionic can mask his existence in the minds of any that come within 100' of the Psionic. The Psionic will be 'invisible', and his voice (and other sounds he makes) will sound disembodied and as if it were coming from many directions at once (or no direction at all). The Duration of this Talent is 5 rounds.

49-52 **Mass Defense:** Difficulty = Difficult. This Talent is just like 'Mask Mind' (above), except that it will extend to any the Psionic chooses within a 10'R of the Psionic (the 'field' of protection will move with the Psionic).

53-56 **Mental Barrier:** Difficulty = Difficult. This Talent is just like 'Mask Mind' (above), except that it will transfer a bonus of 2d6 (instead of d6).

57-60 **Mental Bond:** Difficulty = Very Difficult. This Talent allows the Psionic to link his mind to that of a willing recipient within 20'. This bond allows the two to see what the other sees, hears, taste, feels, etc. at will (no matter how far apart they are—though they must be on the same plane of existence). It also allows the two to communicate telepathically as they wish. Either party can break the bond at any time. The Duration of this Talent is d4+1 turns.

61-64 **Mind Reading:** Difficulty = . This Talent allows the Psionic to scan another creature's mind. When a Psionic scans the thoughts of another creature, he can learn what the victim knows (including subconscious thoughts). The longer the Psionic probes, the more detailed the information will be. For example, if a Psionic were to scan the mind of a prisoner to find out the secret location of the prisoner's comrades. He may do a brief scan to find out the prisoner does, in fact, know where his comrades are. If the Psionic were to probe longer (deeper), he would eventually discover that the prisoner's friends are gathered at a local tavern. Probing farther discovers the room number. Probing farther results in the names of the prisoner's companions. If the Psionic were to probe even farther, he may well discover the prisoner's bed wetting problem and lack of self-esteem.

The Duration is 1 segment, up 1 segment per 5 Psychic Points spent over the initial amount. The additional points spent may be spent as the Psionic discovers he must dig deeper into the mind of the victim. The Range is 50'.

The RM may rule that a Willpower battle may occur before certain information could be fully discovered by the probing Psionic.

65-68 **Mind Meld:** Difficulty = Very Difficult. This Talent allows the Psionic to send his mind into that of a victim. This takes the complete concentration of the Psionic to perform. If successful, the Psionic may control the actions, speech, etc. of the victim. If the actions totally go against the nature of the creature (a priestess of a pacifistic religion going into combat), a Willpower battle may ensue. The Duration is... until the victim kicks the Psionic out (due to a Will Battle); the concentration is broken (someone stabs the Psionic's body), or 8 hrs has elapsed.

The initial Range is 50', but any distance can be covered once the Psionic is successfully in the host's mind (as long as the two are on the same plane).

69-72 **Precognition:** Difficulty = Average. This Talent allows the Psionic to receive a vision of the future. The vision seen is uncontrolled. The vision seen could be in the form of a snap shot, or a lengthy, intricate revelation. The distance in the future the Psionic can see is unlimited.

73-76 **Psychic Assault:** Difficulty = Average. This is a direct Psychic Assault (a type of mental 'brawling') on another creature, which is done as follows:

a. The Psionic Rolls an attack, Modified Talent Difficulty versus Psychic Defense.

Critical: d6 Psychic Life Points damage.
Success: d3 Psychic Life Points damage.
Failure: No damage.
Fumble: The attacker takes d4 damage due to strain on the mind.

b. If a character's Psychic Life Points reaches 0 they will fall unconscious. A character can go to a negative number of Psychic Life Points equal to its positive counterpart before his mind is put in a vegetative state. Creatures without a Psychic Power Score will have 1 Psychic Life Point.

c. An assault can only be done against one creature at a time. This form of Attack can cause Fatigue as though it were a physical attack (RM's discretion).

d. Psychic Life Point damage will heal at a rate of d3 per day. A character reduced to a vegetative state will not heal (unless a Player or RM can think of a good way to correct the situation).

77-80 **Psychic Crush:** Difficulty = Difficult. This Talent is as 'Psychic Assault' (see above), only the damage inflicted is as follows:

Critical = 2d8
Success = d8
Failure = no damage
Fumble = Attacker takes 2d4 damage.

Question: If the victim were to take ½ or ¾ damage from this attack form, could it cause physical damage to the victim?
Answer: Yes, at the RM's option. Personally, I probably would not do it that way.

81-84 **Psychic Sight:** Difficulty =

Difficult. By means of this Talent, a Psionic may be able to close his eyes and 'see' in a 160°arc for a range of 100'. The Psionic may move this 'sight' left, right, behind him, etc. as if he were turning his head. The Psionic will see as if it were a well-lit area, even if it is pitch black in the area viewed. Variations in the degrees of light, spells that affect optical organs [Light, Darkness, Illusions (excluding Psychic Illusions), Invisibility, and so on], and blindfolds, (and so on) will not affect Psychic Sight. The Duration is 1 Turn, and can be extended 1 round for every Psychic Point spent over and above the initial amount (the points can be spent round to round, as needed).

85-88 **Psychic Strangulation:** Difficulty = Very Difficult. This Talent allows the Psionic to cause the victim's air supply to be cut off to his lungs and brain. The victim will feel a severe tightness in his throat and chest, and then the sensation that his lungs are like two rocks in his chest. The normal effects of the victim having no oxygen will then occur. The Duration is until the Psionic calls it off, or 1 Turn elapses.

89-92 **Telekinesis:** Difficulty = Difficult. This Talent is as the spell of the same name (**Spells 6:8**).

93-96 **Telepathy:** Difficulty = Easy. This Talent is as the spell of the same name (**Spells 6:5**).

97-00 Allow the character to choose the Talent.

The inventive RM or Player can convert fitting spells into Psychic Talents (as I have done with a few above, such as Charm, Dominate, etc.).

Something to consider would be Psychic Talents and Fatigue.

Considering Psychic Power comes from within, not from external forces, it is possible that its use will have a physically draining effect upon the wielder. This concept is completely at the RM's discretion, and for him to determine how it is manifested. Examples would include the following: having the wielder make a Fatigue Roll after each Talent is used; having the level of Fatigue directly proportionate to the percentage of Psychic Points the Psionic has used; or by simply saying that when the Psionic is out of Psychic Points, he is weak and needs to rest.

Money and Equipment

Equipment 8:1: Units.

'Units' (or "u") is a term used to describe a generic form of money; it will (generally) be expressed as "1u", or ".05u", etc. The RM will have 'Campaign' specifics, and could conceivably call his money "Dollars", "Commons", "Dingle-Berries", and so on.

Equipment 8:2: Armor.

The world is a dangerous place, and armor acts as a nice buffer. Many characters will desire to buy armor; life is short without it. The types and descriptions of armor will follow.

Armor can be made of many different substances, or combinations of substances. I will list these substances as well as how they can be combined. I will also list standard suits of armor; they are as follows:

1. **Fur and Skin Armor:** Layered furs/skins (sewn/strapped together, and) positioned to cover vital areas.

> Simply wearing a fur coat will not do. The protection of this basic armor comes from the intentional positioning and thickening of the garment.

2. **Padded Armor:** Quilted layers of thick cloth and batting (a cotton or wool filling).
3. **Leather Armor:** This is armor made from leather that has been hardened in boiling oil, and hammered/molded into shape. It is very stiff.
4. **Ring Mail/Studded Leather Armor:** Metal rings/studs sewn to a leather backing. The rings are not interlaced.
5. **Scale Mail Armor:** A leather coat with overlapping "scales" of metal.
6. **Chain Mail Armor:** Constructed from interlocking rings of metal. Chain Mail comes in two forms, the **Habergeon**, or vest, and the **Hauberk**, or coat.
7. **Banded Mail Armor:** Overlapping strips of metal sewn to leather, with chain mail covering the joints.
8. **Plate and Mail Armor:** A combination of chain mail with metal plates covering vital areas.
9. **Full Plate Armor:** Shaped and fitted metal plates, interlocked to cover the entire body (except the head, upon which usually sits a closed-faced helm).

Equipment 8:3: Armor Rating.

All armor will have an 'Armor Rating' (or AR). The AR determines how much damage absorption the armor will provide. When combining armor types, add the AR of the armor types together to get the new AR total.

> **Note to the RM:** Use common sense when allowing absorption of damage. It would be inconceivable, for example, for metal armor to absorb damage due to electricity.

Equipment 8:4: List of AR's.

AR:	Dam. Absorb:
1	d2-1
2	d3-1
3	d4-1
4	d3

5	d4
6	d6
7	d8
8	d10
9	d12
10	2d6
11	d10+d4
12	d10+d6
13	d10+d8
14	2d10
15	d10+d12
16	2d12
17	2d10+d6
18	2d10+d8
19	3d10
20	2d10+d12
21	2d12+d10
22	3d12+d4
23	3d12+d6
24	3d12+d8
25	3d12+d10
26	4d12
27	4d12+d4*

Base Material:	**AR:**
Leather: Soft (fur, gloves, etc.)	1
Leather: Hard (boots)	2
Padded Armor	3
Leather: Boiled (armor)	4
Chain Mail	6*
Supplemental Material	**AR:**
Adding metal studs/rings	+2
Adding metal scales	+5
Adding metal bands	+8
Adding metal plates	+9

* Adding metal studs or rings will have no added effect on Chain Mail.

Equipment 8:5: Shields as armor.

There may be times that your character's shield will not only deflect blows, but will absorb damage. For example, if your character were struck in the shield arm, there would be a chance he was hit in the shield. The damage would have to penetrate the shield *as well as* his armor to damage his arm beneath. Below I will list the chance (based on the shield size) of the shield being hit in the example above, and the type of absorption the various shield materials give.

Shield Size:	**% Chance:**
Buckler	25
Small	50
Medium	75
Body	95

Material:	**AR:**
Stretched Skins	4
Wood	6
Metal/wood Combo	8
Metal	9

Equipment 8:6: Armor compatibility.

Only certain armor materials are compatible with other armor materials; so below I have listed what goes with what.

To create armor types, the following rule must be followed: A character may use 1 'Base' and up to 3 compatible 'Add Ons'.

Material:	**Base?**	**Add On?**	**Either?**	**Compatible With...**
1. Leather, Soft			Yes	All materials
2. Leather, Hard			Yes	All except 2 and 3
3. Leather, Boiled			Yes	1, 4, 5, and 6
4. Padded	Yes			All materials
5. Chain Mail			Yes	1, 2, 3, 4, and 9
6. Metal Rings/Studs		Yes		1, 2, 3, and 4
7. Metal "Scales"		Yes		1, 2, and 4
8. Metal Bands		Yes		1, 2, and 4
9. Metal Plates			Yes	1, 2, 4, and 5

Equipment 8:7: Equipment Lists.

Weapon Listing	Cost (Units)	Attack Type	Damage	IN Mod.	Missle?	Max. Range (ft)	Tech Level	Wgt. (lbs)	Length (ft)	Parry Mod.	Min. Str.	Notes
Axes/Hammers												
Battle Axe	1.5	Chop (Pierce)	2d6 (d4)	-3	No	Strength x 2	15	7	3 1/2 to 4	0	8	
Great Axe	3	Chop	2d8	-5	No	Strength	16	10	5	+2	10	Two-Handed Weapon
Great Hammer	1	Crush	2d6	-5	No	Strength x 2	7	10	4	+2	10	Two-Handed Weapon
Hand Axe	0.5	Chop	d8	-1	Yes	Strength x 9	2	5	2	-2	8	
Mattock	1.5	Pierce	2d6	-5	No	Strength	12	10	3 1/2 to 4	+1	10	
War Hammer	0.5	Crush (Pierce)	2d4 (d4)	-3	Yes	Strength x 9	6	5	1 1/2	-2	8	
Bola/Sling												
Bola	0.1	Bind/Constrict	Special	-5	Yes	Strength x 18	3	3	3	N/A	3	
Sling	0.05	Crush	d4 + d2	-5	Yes	Strength x 9	4	1/10	1 to 3	N/A	3	
Bows												
(Arrow/Quarrel)	0.01	Pierce	d4 (see bow)	-3	If Shot	Strength	5/17	1/10	3 (1)	N/A	1	If used manually, treat as the closest weapon type.
Long Bow	10	Pierce	2d6	-4	Yes	600	4	3	6 (strung)	N/A	10	Must be used two-handed
Short Bow	5	Pierce	d6	-3	Yes	400	3	2	3 (strung)	N/A	10	Must be used two-handed
Long Comp Bow	15	Pierce	2d8	-4	Yes	900	7	4	6 (strung)	N/A	10	Must be used two-handed
Short Comp Bow	7.5	Pierce	d8	-3	Yes	700	5	3	3 (strung)	N/A	10	Must be used two-handed
Brawling												
Bite (Human)	N/A	Bite/Tear	d2	0	No	N/A	0	N/A	N/A	N/A	N/A	-4 to Hit. May add ½ bonus damage due to Str.
Brass Knuckles	0.05	Crush	+d3 to Punch	0	No	Strength x 2	9	1	Hand Width	N/A	2	
Elbow	N/A	Crush	d3+1	0	No	N/A	0	N/A	N/A	0	N/A	-1 to hit using this attack form
Fist	N/A	Crush	d3	0	No	N/A	0	N/A	N/A	0	N/A	
Headbutt	N/A	Crush	d3	0	No	N/A	0	N/A	N/A	0	N/A	-2 to Hit. May add ½ bonus damage due to Str.
Kick	N/A	Crush	d4	0	No	N/A	0	N/A	N/A	0	N/A	-2 to hit using this attack form
Knee	N/A	Crush	d4+1	0	No	N/A	0	N/A	N/A	0	N/A	-3 to hit using this attack form
Clubs												
Club	0.05	Crush	d6	-3	No	Strength x 3	1	3	3	0	5	
Great Mace	2	Crush	2d8	-5	No	Strength	16	11	4	0	10	Two-Handed Weapon
Great Morning Star	3	Crush + Pierce	3d6	-5	No	Strength	16	13	5	0	10	Two-Handed Weapon
Mace	1	Crush	d8	-3	No	Strength x 3	16	6	3	0	8	
Morning Star	1.5	Crush + Pierce	2d6	-3	No	Strength x 3	16	9	3	0	8	
Spiked Club	0.25	Crush + Pierce	2d4	-3	No	Strength x 3	12	4	3	0	5	
Crossbows												
Heavy Crossbow	15	Pierce	3d6	Special	Yes	900	17	15	3	N/A	10	
Light Crossbow	7.5	Pierce	d10	Special	Yes	600	17	7	1 1/2	N/A	10	
Darts												
Blowgun	0.05	Pierce (needle)	Special	-3	Yes	30	4	2	2 to 5	0	3	+1 to hit per 1 ft length of blowgun over 2 ft
Dart	0.05	Pierce	d2	-1	Yes	Strength x 9	9	1/2	1/2	N/A	1	
Shuriken	0.5	Pierce	d4	-1	Yes	Strength x 9	9	1/10	1/3	N/A	1	
Exotic 1												
Sai	0.5	Crush (Pierce)	d4	-1	No	Strength x 2	12	2	1 to 1 1/2	+4	3	
Weapon Catcher	0.5	Special	Special	-1	No	Strength		2	1 to 2	+4	3	
Exotic 2												
Nunchaku	1	Crush	d8	-3	Yes	Strength x 2	4	2	2 1/2	+1	3	
Tonfa	1	Crush	d6	-3	No	Strength x 2	4	2	2 to 3	+2	3	
Flails												
Chain	See Equip List	Crush	d4 at ¼" thick	-4	No	Strength x 2	12	Variable	Variable	N/A	Variable	See equipment list. Damage increases 1 die type per ¼" thickness over ¼"
Flail	2	Crush	d8	-3	No	Strength	16	10	3	0	8	
Multi-Balled Flail	+2/ball over 1	Crush	+d3/ball over 1	-5/-7	No	Strength	16	15	3	0	10	May have a maximum of 3 balls (-7 IN for 3 balls)

Weapon Listing	Cost (Units)	Attack Type	Damage	IN Mod.	Missle?	Max. Range (ft)	Tech Level	Wgt. (lbs)	Length (ft)	Parry Mod.	Min. Str.	Notes
Spiked Flail	2.5	Crush + Pierce	d10	-3	No	Strength	16	11	3	0	8	
Garrote/Grab												
Garrote	0.05	Constriction	Special	0	No	N/A	2	1/10	Variable	N/A	N/A	Refer to the combat rules on strangulation
Knives												
Dagger	0.5	Pierce (slash)	d4 (d2)	0	Yes	Strength x 9	8	1	1	-4	2	
Knife	0.5	Slash (Pierce)	d3 (d3)	0	Yes	Strength x 9	4	1	1	-4	2	
Sickle	0.1	Slash (Pierce)	d4 (d4)	-2	No	Strength x 2	7	3	2	-4	4	
Lasso/Net												
Lasso	See Equip List	Bind/Constrict	Special	-7	Yes	Strength x 2	7	1/2 lb per ft	10+	N/A	5	Assumes a rope of ½" thick
Net	5	Subdue	Subdue	-7	Yes	Strength x 2	4	30	10 x 10	N/A	10	
Pole-Arms												
Military Fork	1	Pierce (Crush)	3d6 (d6)	-5	No	Strength x 3	17	7	7+	0	8	
Pike	0.5	Pierce	3d6	Special	No	Strength x 3	17	18	18	N/A	10	
Pole-Axe	1.5	Chop (Pierce/Crush)	3d6 (d6)	-5	No	Strength	17	10 to 15	5 to 8	0	10	
Scythe	0.5	Slash (Pierce)	2d6 (2d6)	-5	No	Strength	7	10	5 to 7	+2	8	
Spears/Staves												
Heavy Lance	3	Pierce	3d6	Special	No	Strength x 3	17	15	12	0	12	
Light Lance	2	Pierce	2d6	Special	No	Strength x 3	17	10	12	0	10	
Short Staff		Crush	d6	-3	No	Strength x 2	2	3	4	+1	5	
Throwing Spear	0.5	Pierce	3d6	-5	Yes	Strength x 13	4	6	15	+2	8	
Thrusting Spear	0.5	Pierce (Crush)	2d6 (d6)	-3	Yes	Strength x 9	4	4	5	N/A	7	Only wieldable as a missle or make-shift Pike
Trident	3.5	Pierce (Crush)	3d4 (d6)	-3	Yes	Strength x 9	9	5	5	0	8	
Quarterstaff	0.05	Crush	d6	-3	No	Strength x 2	2	5	7	+2	8	
Shields												
Body Shield	2	Crush (+ Pierce)	2d4 (+d4)	-5	No	Strength	4	15	5 x 3	+6	12	
Buckler	0.1	Crush (+ Pierce)	d3 (+d4)	-1	Yes	Strength x 3	4	3	1 Diameter	0	5	
Medium Shield	1	Crush (+ Pierce)	d6 +(d4)	-3	No	Strength	4	10	3 Diameter	+4	10	
Small Shield	0.5	Crush (+ Pierce)	d4 (+d4)	-2	No	Strength	4	5	2 Diameter	+2	8	
Swords												
Bastard Sword	6	Chop/Pierce	d12	-3	No	Strength x 2	15	10	4 1/2	0	10	
Broadsword	5	Chop/Pierce	d10	-3	No	Strength x 2	14	7	3 1/2	0	8	
Foil	1	Pierce (Slash)	d4 (d2)	-1	No	Strength x 2	18	3	3 1/2	0	5	
Great Sword	10	Chop/Pierce	2d8	-5	No	Strength	16	15	6	0	12	Two-Handed Weapon
Longsword	3	Chop/Pierce	d8	-3	No	Strength x 2	13	5	3 1/2 to 4	0	8	
Rapier	1.5	Pierce (Slash)	d6 (d3)	-1	No	Strength x 2	18	3	3 1/2	0	5	
Short Sword	2	Chop/Pierce	d6	-2	Yes	Strength x 9	8	3	2	-2	5	
Whips												
Cat O' Nine Tails	0.2	Slash	d4	-3	No	N/A	5	3	2	N/A	5	
Whip	0.1	Slash (as Bola)	d2	-5	No	N/A	5	3	10+	N/A	5	
Wrestling												
Wrestling	N/A	Subdue	Subdue	0	No	N/A	0	N/A	N/A	N/A	N/A	Refer to combat rules over Wrestling

Armor:	Cost (in u):	AR:	Lbs. Wt:	Coverage:	Tech Level:	Notes:
Fur/Skin	1	2	5	Torso	5	
Padded	5	3	10	Torso	7	
Leather	10	4	15	Torso	13	
Ring Mail	25	6	30	Torso	14	
Scale Mail	50	7	40	Torso	15	
Chain Mail: Vest	75	6	40	Torso	16	Could wear Padded underneath
Chain Mail: Coat	100	6	45	Torso, ½ leg, ¾ arm	16	50 (75)% likely to protect leg (arm)
Banded Mail	200	12	45	Torso, AR 6 sleeves	17	75% likely to protect arms (AR 6)
Metal Breast Plate	300	9	20	Torso	18	
Full Plate	800	17	70	All except the head	19	May wear no other armor
Arm/Leg guards						
Boiled Leather	1	4	3	Arm or leg	13	
Chain	8	6	5	Arm or leg	16	
Plate	25	9	7	Arm or leg	18	
Gauntlets (Boots)						
Hard Leather	1 (1.5)	2	.5 (.75)	Hands or feet	13	
Chain	8 (12)	6	.75 (1)	Hands or feet	16	
Plate	10 (15)	9	1 (2)	Hands or feet	18	
Coif	15	6	3	Head and neck	16	25% likely to hit an unprotected area
Cap:						
Boiled Leather	1.5	4	2	Head	13	50% likely to hit an unprotected area
Metal	25	9	5	Head	14	50% likely to hit an unprotected area
Metal Helmet:						
Open-faced	40	9	7	Head	14	25% likely to hit an unprotected area
Closed-faced	50	9	10	Head	15	

Standard Equipment:	Cost:	Weight (lbs):	Capacity:	Tech. Level	Notes:
Backpack	0.25	3	50 lbs.	5	Size is 3' x 2' x 1'
Belt Pouch: Large	0.05	1/20	10 lbs.	4	Size is 8" x 6" x 6"
Belt Pouch: Small	0.01	1/10	5 lbs.	4	Size is 4" x 3" x 3"
Bit and Bridal	1	5		11	
Candle	.01 per 6"	1/10 per inch	15 minutes per inch	15	
Chain (¼", ½", ¾", 1")	.05, .1, .25, .5 per ft.	1, 2, 3, 4 per ft.		12	
Cloth Sack: Large	0.1	1	50 lb./6 cubic ft.	7	
Cloth Sack: Small	0.05	¼	30 lb./4 cubic ft.	7	
Coins	N/A	1/40		9	
Flint and Steel	0.01	1/10		3	
Grappling Hook	1	5		12	
Hourglass	0.5	1		17	
Ink (1 vial)	0.1	1/10	Writes 50 pages	10	
Iron Spike	0.05	¼		12	
Lamp	0.25	1	8 hours per pint	9	
Lantern	0.5	3	8 hours per pint	10	Lantern is hooded
Lock: Excellent Quality	1	1		14	
Lock: Good Quality	0.25	1		14	
Lock: Poor Quality	0.1	1		14	
Mirror: Glass	5/squ. ft.	1		17	
Mirror: Silver	10/squ. ft.	1		7	
Oil: Battle	0.25	1	1 pint	16	Highly volatile
Oil: Lamp	0.1	1	1 pint	9	Slow to light and burn
Paper	0.05	1/200	1 sheet	16	
Papyrus	0.01	1/200	1 sheet	10	
Parchment	0.02	1/200	1 sheet	15	
Quiver	.15, .25	1, 2	12 arrows, 20 arrows	5	
Rope	.01 per ft.	½ per ft.	½" thickness	4	
Saddle	5	25		17	
Saddle Bags	1 each	3 each	25 lb./3 cubic ft.	18	
Scroll Case: Bone	1	1	Holds 30 pages	10	
Scroll Case: Clay	0.05	1	Holds 30 pages	10	
Scroll Case: Leather	0.1	1	Holds 30 pages	10	
Scroll Case: Wood	0.5	1	Holds 30 pages	10	
Soap (per pound)	0.01	1		15	
Spyglass	10 see note	1		19	Cost is +5 per magnification over 'x2'
Tack and Harness	10	50		11	
Tent: Large	0.5	25	Holds 10 people	3	
Tent: Pavilion	5+	100	Holds 20+ people	3	
Tent: Pup	0.1	5	Holds 1 person	3	
Tent: Small	0.25	10	Holds 2 people	3	
Thieves Tools	0.5	1		14	Not always available
Torch	0.05	1	30 minutes	3	
Water/Wine Skin	0.5	1	Holds 1 gallon	6	
Whetstone	0.01	1		9	
Winter/Horse Blanket	0.1	5		5	
Wooden Chest: Large	1	20	100 lb./12 cubic ft.	8	
Wooden Chest: Small	0.5	10	50 lb./6 cubic ft.	8	

Foodstuff:	Cost:	Weight (lbs):		Tech. Level:
Dry Rations	.5/day	1		20
Horse meal	.05/day	10		11
Jarred Preserves: Meat	0.05	1		20
Jarred Preserves: Vegetables	0.02	1		20

Livestock:	Cost:	Tech. Level:
Chicken	0.05	11
Cow	5	7
Dog: Guard/War	5	5
Dog: Hunting	1	5
Dog: Untrained	0.5	5
Draft Horse	20	11
Falcon: Untrained	5	17
Goat	0.5	6
Great Cat: Untrained	500 to 5000	15

Mount: Camel	50	11
Mount: Elephant	500	11
Mount: Horse	50	11
Mule	5	11
Ox	10	7
Pig	2.5	10
Sheep	0.75	6
Slave: Female	75 to 150	6
Slave: Gladiator	250 to 500	6
Slave: Male	50 to 100	6
Slave: Skilled	Cost x 2+	6
War-horse: Heavy	400	12
War-horse: Light	200	12

Employment and Services:	**Cost:**	**Tech. Level:**
Barber	0.05	9
Doctor	1 to 5	6
Harlot	1 to 5	6
Messenger: Cross Country	.05 per mile	14
Messenger: In Town	0.05	14
Messenger: Danger	Cost x 2+	14
Pay (per week): Common	5	?
Pay (per week): High	20	?
Pay (per week): Poor	1	?
Weapon/Armor Repair	1% of the original cost per 1% 'Integrity Points' repaired	13

Food and Lodging:	**Cost:**	**Tech. Level:**
Meals: Common	0.25	6
Meals: King's Feast	1 to 5+	6
Meals: Squalid	0.1	6
Room (per day): Common	0.5	13
Room (per day): Luxury	5+	13
Room (per day): Poor	0.2	13
Stabling (per day)	0.25	13

Clothing/Material:	**Cost (per sq. ft.):**	**Tech. Level:**
Burlap	0.005	
Cloth (non-descript)	0.01	
Common	0.05	
Cotton	0.03	
Exotic	0.5	
Fur or Hide:		
Linen	0.005	
Manufactured Clothing	Cost of Materials x 1.5 +	
Rare	0.25	
Silk	.15 to .2	
Uncommon	0.1	
Wool	0.05	
Yarn	0.03	

Transport:	**Cost:**	**Tech. Level:**
Cart	25	13
Chariot: Common	10	10
Chariot: War	25	10
Ship: Large Cargo	3000	8
Ship: Large Sailing	1000	9
Ship: Large War	90000	15
Ship: Small Cargo	1500	8
Ship: Small Sailing	500	9
Ship: Small War	45000	15
Wagon	50	16

Real Estate:	**Cost:**	**Tech. Level:**

Dwelling (per square foot):		
Made of Sod	.15/squ. ft.	6
Made of Stone	1.85/squ. ft.	8
Made of Wood	.6/squ. ft.	7
Land (per acre): Poor Quality	10	
Land (per acre): Good Quality	20	
Land (per acre): Excellent Quality	50	
Land (per acre): Superior Quality	100	
Modifications:		
Catwalk	.01/squ. ft.	15
Landscaping	.02 to .5/manhour	N/A
Moat	.003/cubic ft.	11
Secret Door	50/Difficulty	8
Trick/Trap	Materials + 1/manhour	8
Wall of Stone	.09/cubic ft.	15
Wall of Wood	.03/cubic ft.	14

Note to the RM: This list is by no means complete. To list every conceivable item would result in a book the size of a **Sears Catalogue**, solely listing available equipment As a general rule, take today's prices and reduce them to 1/200th the price, and adjust for supply and demand, inflation, availability, etc. The above list is only a suggestion, and you should feel free to adjust it as you see fit.

Mystic Rune ™

Fantasy Role-Playing System

By Curtis Patranella © 2001

Credits and History:

Current Playtesters: (Those in italics were the very first to ever play Mystic Rune)

Curtis Patranella:	Resident Game Master and occasional character assassin.
Suzanne Hudson:	When she was awake, she was dynamite!
John Byork:	He found a way (every time!) to give his enemies the upper hand!
Lance Durham:	If I had a nasty priesthood, he wanted to play it.
Michael Haire:	He argued and debated and tested every theory I had!
Amy Hassett:	Her characters always have the most interesting deaths…
Tommy Hudson:	He found a 'kinder, gentler' way to be vicious and evil.
Aletha Patranella:	She never plays a character with stats less than super heroic.
Shedrick Pittman:	He showed us all the meaning of crappy die rolling.

Playtesters of the past:
Martha Patranella, Rodney Trotter, Jason Waggoner, Scott Weeks, and *Craig White*. Thank you!!!

A brief history: (You can skip this part… but curiosity won't allow it)

I cut my teeth on the same RPG that most people did—Dungeons and Dragons (I started playing in 1979, at the age of 14). As time went on, I began writing house rules for (what I felt were) holes/problems with the rules. Don't misunderstand me, my friends and I had years of fun playing Dungeons and Dragons (actually it was AD&D). I just felt constrained by it. I eventually had a tome full of variations. So many, in fact, that it was almost a different game. I kept playing D&D up until shortly after the second edition came out. I had seen a slow change in TSR (and the feel of D&D) from the time Gary Gygax (co-creator of D&D, and creator of AD&D) left TSR, and the time the second edition came out. I felt that TSR totally abandoned the older players that had been with them from the beginning, and tried to keep all of the 'kiddies'. I believe that they no longer put out quality products—instead relying on the release of numerous 'fluff and filler' books. TSR caved in to their critics and removed demons (et al) from the game—leaving D&D's defenders high and dry. Honestly, I felt betrayed by a company that was once a member of the 'brotherhood of gamers', but evolved into a cold, 'homogenized' business. I never again purchased a TSR product.

In 1987, born from my eight years experience at gaming, and my desire to have an RPG an adult could play, I began tinkering with the idea of **Mystic Rune ™**. Being a child of D&D, I started off with some 'D&Disms'—there were "character classes", "ethics" ("alignments"), and cardboard cutout monsters; but I decided that was not what I truly wanted (after all, I wanted to implement MY ideas—not Gary Gygax's), so I went back to the proverbial drawing board.

In 1991, on my second attempt, I threw out everything but the concept of 'Luck Points', 'Faith', having Attributes directly affect skills (and be the basis of saves), and the mechanics of my magic system. This is when I came up with the concept of my current Resistance Roll equation, skill-based characters, variable (as well as customizable) monsters—essentially, a brother to what you are now reading.

In 1996, I did my third revision. The third revision cleaned up some bugs and quirks discovered over 6 years of playing the game. It was essentially a re-write and

polish job. I ironed out a few rules, removed some of the voluminous information (the second version book weighed in at over 1200 pages!!!), and really cleaned it up.

In 1999, I wrote a supplemental to the rules, which added the Attribute "Karma", and split "Dexterity" into "Speed" and "Agility". I also brought in ideas I had toyed with since 1987—Cosmic Power, Psychic Abilities, additional skills, and additional spells. I had also included some Game Master tools—essays on how to create campaign worlds and adventures, "Social Rank", and "Renown".

This year (2001), I am re-formatting and cleaning up **Mystic Rune ™**. In a sense, you can say that it is getting its fourth revision. I am merging the third revision rules with the "supplemental" (true fourth revision) rules, adding *some* of the information cut in 1991—and I am giving it all a good overhaul.

A lot has happened over the last 22 years… the mighty TSR was purchased by a once little-known company called Wizards of the Coast (snicker, snicker). Dungeons and Dragons is now on its third edition, and WOC is reaching out to all those people that TSR abandoned almost 15 years ago. My oldest child is now about the age I was when I first began role-playing—and many of the concepts I developed over 20 years ago are now seeing the light of day in WOC's "D20 System" (only a handful of people will ever know that I was 15-20 years ahead of my time… oh well).

Anyway, I hope you enjoy this little-known treasure that may well be my legacy— **Mystic Rune ™**.

About Pronouns:

The male pronoun was used exclusively throughout this book—it was not to exclude women, hermaphrodites, or those androgynous members of our society. Simply put, after hundreds, dare I say, thousands of years of use, the male pronoun is less awkward than using the following: plural pronouns in place of a singular; he/she; he/she/it; s/h/it; males, females, or undecided; transvestites and their colorful friends; human (or humyn); or the zillion other methods of appeasing those unfortunates that were born with ultra-thin skin.

If this offends you, I am sorry… but keep in mind… even the words 'she' and 'her' has the word 'he' in it. Come to think of it, so does 'hermaphrodite'.

Warning! Warning! The author of this book will self-destruct if you do not read this warning!

Only those who are going to act as Runemasters should read any further than this warning. The information provided in the RM Manual is secret, providing for suspense for the Player during play. If you are solely a Player, my advice to you is to avoid this area of the book—doing so will make the game more enjoyable for you.

RM 1: The purpose of the RM Manual.

The purpose of this section of the book is to provide you (the RM) with information skipped in the Player's section of the book and to provide you with notes and suggestions that pertain solely to you.

RM 2: A few pointers for the beginning RM.

1. Always expect the Players to do what you least expected, did not want, and hoped they wouldn't do. You will soon discover that, after spending hours creating the perfect adventure-- the Players opt not to go. After spending the better part of a week creating a map, expect your Players to go to an area you didn't map. That's life-- you've been warned!
2. When Players do as mentioned in number 1 above, bluff. Never let the Players see you sweat! Pretend you know exactly what you are doing, and try to stay one step ahead of the Players, taking notes along the way.
3. Be consistent, fair, and honest. If your Players do not trust and respect you, your game sessions will probably degenerate into a debate session. Eventually, no one will want to play.
4. If a situation arises you are not prepared for, make a snap decision (as intelligently as possible), then give it deep thought later. The flow of the game is important, and you do not want to delay it for three hours while you ponder a dilemma. Warn the Players that any decisions made on the spur of the moment are subject to change (if acceptably possible) after you have had time to ponder them for a while.
5. Common sense out rules "Rules", Die Rolls, and Pouting. If a situation comes up in which common sense dictates that you ignore a rule or roll—DO IT!
6. You are allowed to use 'Dramatic License' and occasionally *fudge* a die roll. No, I am not giving you permission to cheat (remember number 3 above?)! Dramatic license simply means that it is okay to do something for story, suspense, drama, comedy, etc. in which die rolls or 'rules' would become bulky and/or interfere. If (occasionally) you want to simply say "...the harlot, tired of your insults, slaps you across the face..." you can. She did not have to roll 'To Hit', and she did not roll damage. The story progressed.

   Fudging die rolls is another matter. What I mean by fudging is that, occasionally, for the

purpose of story, perhaps the villain didn't Critically hit the hero; or maybe a Critical hit didn't disembowel the villain. It is okay to do these things, as long as it is done fairly, rarely, and only when necessary.

7. If your Players have a tendency to look up monster stats (which is wrong and unfair), I would suggest to you that you occasionally create a creature of your own to throw at them. Make him meaner than Hell; and tell your Players that is what they should expect now. Tell them that because the monsters provided are not much of a challenge anymore, you will have to create new and more (shall we say) interesting creatures for them to encounter (I bet they soon decide to become illiterate).
8. Be impartial. It doesn't matter if the girl across the table is gorgeous, the man to the right is your life-long friend, and the NPC they are fighting is your pride and joy; you must rule equally between them.
9. Remember, NPC's are not plastic, one-dimensional cutouts; they are intricate characters just like the PC's. You have to make even the lowliest barkeep seem real to the Players.
10. Like an umpire in baseball, your word is final. Call 'em as you see 'em.

RM 3: Non-standard Attribute scores.

There may be occasions when a character (either NPC or PC) may have an Attribute drop to 0 or raise to an extraordinarily high number. When this occurs the following rules apply (alter them to suit you):

1. Strength of 0: The character is helpless, unable to tend to himself.
2. Endurance of 0: The character will be in a constant state of fatigue and will be unable to do even the most menial task without exhausting himself.
3. Health of 0: The character will die.
4. Agility of 0: The character will be a clumsy oaf and will have a bonus Fumble Rate to almost any action.
5. Speed of 0: The character will automatically react last in almost any endeavor. He will only be able to move at a snail's pace. It may take him several minutes to travel a distance a normal person can travel in seconds. Imagine an extremely old person with a walker and an IV drip trying to get from the bed to the bathroom—they would be faster than someone with a Speed Score of 0.
6. Charm of 0: Even his mother will most probably hate him. He would be completely anti-social.
7. Presence of 0: The character will be viewed (initially any way) as completely repulsive. The character (most probably) would cause children to scream, women to weep, and men to attack him.
8. Intelligence of 0: The character would be capable of little more than drooling.
9. Wisdom of 0: The character could never learn from his (or

anyone else's) mistakes; he would be doomed to a life of burning his hand in a flame only to stick it right back in.

10. Willpower of 0: The character could be pushed around like a grain of sand in a hurricane.
11. Mystic Power of 0: The character would have no aptitude with (or resistance to) magic.
12. Any Attribute of 0: The character would receive NO Save involving that Attribute.
13. Strength may go below 1 (for the purpose of very small creatures). When this occurs, the score will appear as a decimal (such as .1, .25, or .01). To determine the Maximum Weight a character can carry; multiply the decimal by what a creature with a Strength Score of 1 can carry.
14. If Mystic Power ever rises to double the racial maximum, the following may occur:

    A: The character could, in and of himself, be considered magical (the implications are up to you).

    B: Dependent upon the method of spell casting, random spell effects could occur; the caster could lose control of his power; and side-effects could occur during spell casting.

    C: During moments of unconsciousness (including sleep), the caster could inadvertently alter the area around him with uncontrolled spell casting.

    D: The character could end up as a beacon to Entities or other similar creatures.

RM 4: Controlling the level of play.

If you desire to create a game session for novice Players playing novice Characters, you can control the level of power of the character by having the Players create young characters. Younger characters will have less Skill Points than older ones. If you desire to allow the characters to be more powerful than the starting characters are in **The Character Generation Chapter of the Player Manual**, allow a multiple to starting Skill Points, and/or Spell Points (such as x 1.5, x 2, etc.).

RM 5: Optional Character Generation Techniques:

Below I will discuss additions to Character Generation. You may use these additions to help round out/spice-up the characters of your Campaign, and/or as an RM tool for use behind the screens.

RM 6: Social Ranking:

Social Ranking dictates how your character is perceived/accepted in society. It will affect how your character is initially treated in given circumstances (similarly to Presence). Wealth Level will have some, but not an overwhelming, effect on Social Ranking (for example, Mother Theresa was not financially well off, but she is widely respected and accepted in society-- her position as a nun and her 'Renown' [see below] helped). Common sense dictates that Social Ranking can vary from culture to culture. Usually, a character must be known (or known of) for Social Ranking to have an effect (however, a

character dressed in priest garb, or looking like a bum, etc. will initiate a perception of the character—If a policeman came to your door, chances are you would open the door, converse with him, answer questions, etc.; if a beggar came to the door, I am sure the outcome would be different).

The Mechanics of Social Rank:

Social Rank will be represented as a number from 0 to 20 or more. A score of 0 represents a person who would not be missed if they were to disappear from the face of the Earth; and even if they were missed, no one would care because they have no relevance or importance whatsoever. A character with a score of 20 would be akin to the importance of a head of state (rob a '0'—oh well... rob a '20'—there's nowhere to run to, baby).

Whenever the RM feels that Social Rank would play a role in a given situation, he could make a Roll at a Difficulty he feels appropriate, Modified by the Character's Charm and Renown. In some circumstances, Presence could even help Modify Social Rank.

For example: a character could command a thief he has trapped to surrender. The thief's eyes may shift side to side, eyeing the character, possible routes of escape, and various onlookers. He may then think for a moment about attacking the character. Now, if the character were the head of the city watch, had great Renown as an excellent swordsman, had a commanding, charismatic, air about him, and carried himself in an intimidating manner, the thief would quite possibly feel the situation hopeless and surrender. If the same character was a 'nobody' with an oafish manner and clumsy social skills, the thief could well attack.

Common sense should dictate that Social Rank would vary culture to culture, and being the head of the city watch within one kingdom may well mean nothing in another kingdom. It is up to the RM to determine how, when, and where Social Rank would come into play.

Determining Social Rank:

The ranking of a priest in a church, or the rank of a military/political leader could allow a person of a low Wealth Level to actually start at a Base Social Rank akin to a higher Wealth Level. Other factors the RM deems important will also impact Social Rank.

Wealth Level	Base Social Rank		Modifiers:
Flat Broke	d2-1		Charm Modifier
Destitute	d3-1		Renown Modifier (Score under 8/over 13 = +/- Mod)
Common	2d4		Being a Priest of a socially accepted religion = +d4
Wealthy	3d4		Being a Priest of a socially unaccepted religion = -d4
Lord/Noble	3d6		Being in Law Enforcement/Military = +d3/-d6*
Royalty	3d6+2		* = (Dependent on the situation and the persons dealt with)

Note: Other things to consider when placing Modifiers is that in any given situation, pluses could be minuses, and being a nobody could well be a benefit.

RM 7: Renown:

Renown is a person's fame or reputation. In **Mystic Rune™** terms, it will represent how well known a character is in various social circles. It can affect the outcome of Skills such as 'Gather Information', and can affect situations such as arrest, entry into secure areas, etc. This 'Renown' a character has can affect a character's various 'connections' within the social circles; be it the law enforcement community, the drug culture, etc.

The Mechanics of Renown:

Renown is represented as a number from 0 (completely unknown by any but a handful of people or less) to 20 (Elvis) or more. The social circles in which a character of Renown is known, is generally based upon his Wealth Level but can bleed over into other areas (for example, a wealthy man may have contacts in the underworld, and vice versa; often, a policeman may have connections in criminal organizations, etc.).

Another thing to consider is this—being a character of high Renown is not necessarily a positive thing (just ask Timothy McVeigh). The RM is to work the particulars out with the Players.

When a character encounters others, the RM can roll a Renown Roll at a Difficulty he sees fit to see if the character has been heard of or is recognized. Reactions to Renown would be according to the people/situation at hand (from—"hey... your the hero that killed Thargas Manslayer!" to—"hey... you're the bastard that killed my brother Thargas!"). The RM is to deal with the situations logically.

Criticalled and Fumbled Rolls can affect a normally good/bad Renown. In other words, a character Renowned as a vicious killer may have fans out there (akin to the hero worship of gangsters in our culture).

Determining Renown:

The Player or RM must Roll a d20 to determine a character's Renown. The RM must determine what the character is 'Renowned' for (and, most likely, the Player can have some valid input). A person with a "High Average" Renown (a score between 11 and 13) will probably be well known in his community/social circle/etc.; a person with a high Renown (a score over 13) will possibly have some fame connected to his name, which could extend beyond his community.

If the RM so desires, he can have the Player Roll an Average Karma Roll to determine what the character is Renowned for. He is then urged to create a history to explain why the character is Renowned for any particular reason.

Result of Karma Roll:

These are only examples—the RM is encouraged to think of his own reputations. What a character is known for does not have to be true (a very virginal female could get the reputation of being a whore due to a misunderstanding).

d8	Critical:	Success:
1	Saved a life (lives)	Respected businessman
2	Great Adventurer	Honest
3	The BEST in his field	Brave
4	A hero	Charitable
5	Great Lover	Charming
6	Stopped a horrible	Competent at...

	crime (crimes)	
7	He is a powerful...	Strong Ethics/Morals
8	Work out the details with the Player	Work out the details with the Player
d8	**Failure:**	**Fumble:**
1	Cowardly	Murderer
2	Dishonest	Criminal
3	Stingy	Traitor
4	Corrupt	Sadistic and cruel
5	Incompetent at...	Alcoholic/Doper
6	A Cheat	Insane
7	Immoral	Slut/Whore or Whore-Monger
8	Work out the details with the Player	Work out the details with the Player

RM 8: Followers.

There may come a time that your Player's character will achieve popularity, status, or a calling for a noble cause; if this occurs, you may want to see if the character attracts followers. Do so based upon the character's actions, his Social Rank, and Renown (or his actions and Charm score if Social Rank and Renown are not used).

RM 9: Rolling Up Characters That Are Supernaturally Long-Lived:

When rolling up a character, such as a Vampire that has been a Vampire for 500 years, you may quickly find that he develops an overwhelming number of Spell Points, Skill Points, and so on. If you would like to keep these numbers in check, while still allowing such a character the benefit of his many years, you may want to consider the guidelines below:

a. Roll-up the character as the age he became a Vampire, made the pact with the god to be immortal, etc. This will be the base from which you extend his Abilities/Skill Points/Spell Points/etc. It would be best to keep the following in mind—how much interaction with society can a Lich have in order to keep up with current events, training, continuing his education, etc. A Vampire may have a better chance, but thoughts and desires do sometimes change when a person crosses over to a different 'lifestyle'. Remember back to all of those old Vampire movies... decaying castles, lonely, covered in dust—It is not like he doesn't have time to clean it. Maybe he just no longer cares. In the same *vein*, how many opportunities does a recluse, near-godlike, Arch Mage have to adventure and cast spells? He probably spends most of his time being grumpy, wishing that all of those troublesome adventurer-wanabees would just leave him and his piles of magic treasure alone. At this point you may say "Aha! He would need to take on all of those pesky Adventurers." I would retort by saying—"How many times have you played an adventure set in a wizard's lair in which the wizard himself confronted the party? Usually it is all of his traps and monsters that weeds out most of the party members—then the wizard confronts the last remaining beaten down, stragglers."

b. If the character is not aging physically, he will no longer suffer further ills of an aging body (waning vision, strength, etc.); he can, however (depending on the nature of the character), continue to increase/perfect his body.

Note: An Undead, such as a Vampire or a Lich, will probably not be able to increase their body's natural functions with exorcise—for all practical purposes

they are DEAD!!! I would handle it this way...

1. All rolls would be made at the age the base character was. In other words, if a character became immortal/long-lived at the age of 42—though he is 567 now, he would roll as if he were 42 yrs old.

2. Take the number of years the character has been immortal/long-lived and divide it by 50. This would be the number of rolls you would make to see if the character's Attributes increased. If a character had been an immortal for 500 years, you would make (500 ÷ 50 =) 10 rolls per Character Generation step number 14.

3. The Attribute Wisdom that rises for every 10 yrs over age 26, I would impose a maximum limit of 2 or 3 times the base Wisdom Score. In other words, if a character had a Wisdom of 11 at age 37, became immortal and lived another 42,000 yrs—he would max out at a Wisdom of 22 or 33.

c. Spell Points (and even Faith Points) would be increased dependent upon the desires of the RM. If the RM determines that the character has been very active he may rule that the character will get Spell Points as listed in number 22 of the Character Generation rules. For decreased activity, the RM may reduce the amount by stating that the time of immortality should be divided by 2, 3, 10, 50, 100, etc. In other words, if a character became immortal at age 32, and is now 582 yrs old; the RM may rule that his immortal years be reduced by dividing by 50. The character would then (per the rules in Character Generation number 22) have 32 - 25 = 7 + (582 - 32 at time of change = 550 ÷ 50 =) 11 = 18 x d6 extra Spell Points over Mystic Power base. The RM may justify this by saying that the immortal character has been alone in a fortification tucked away in the wilderness his entire immortal life, and has had little opportunity to use his spells.

d. Skill Points can be handled many ways. I have a few suggestions I will list below.

1. Fudge a little and just apply increased points where the RM feels appropriate.

2. Give the character his full Skill Points for his age, or an amount reduced as Spell Points in 'c' above.

3. Give a set amount of Skill Points for every 50 or 100 yrs the character has been alive.

e. Position in the Church would only be affected if the character remains active in the church for the entire time.

f. Special Items: If the character has been around for a long time I would go ahead and give him a

19 out of 20 chance of having special items. On a roll of '1' I would give him a multiple number of Special Items. For example, if the character were Wealthy and 500 yrs old, I would roll a 20-sided die. If the result were 19 or less I would give him d3 Special Items (per number 40 of Character Generation). If I rolled a '1', I would give him d4 x d3 Special Items (or 2 times d3, or whatever the RM determines).

g. Starting Money: I would leave it as written. This would reflect the character's acquisitions over the years.

RM 10: Contacts:

A character could well have contact with people outside their circle of family and friends; or, perhaps, their family member or friend holds a position/title that would yield the character a benefit. This contact could help a character in times of trouble, when 'Gathering Information', etc. The contact could be an individual or group (a single thief, or members of the Thieves Guild, etc.). The particulars are up to the RM.

To determine the number and type of contacts, see the list below. The RM is urged to work with the Player to give the character suitable contacts. Common sense dictates that if a character is a part of an organization (the Thieves Guild, a priesthood, law enforcement, etc.) he will automatically have contacts within that organization. Another thing to consider is this-- a character is going to make contacts throughout the game, this listing is simply to determine what (and how many) contacts the character starts the game with and should not affect what (or how many) contacts the character makes during play.

Base Number of Contacts: (This is usually aside from friends and family the character has).

Make a Very Difficult Karma Resistance Roll.

Critical = 2d4
Success = d6
Failure = d3
Fumble = none.

Modifiers to the Number of Contacts:

Renown	Each point above 13 = +1	Each point below 8 = -1
Social Rank	Each point above 10 = +1	Each point below 5 = -1
Charm	Each point above 13 = +1	Each point below 13 = -1

Type of Contact:

For each Wealth Level below Common, subtract 1 from the Roll for the chart below. For each Wealth Level above Common, add 1 to the Roll.

d10:	Result:
≤ 1	Indentured Servant (serf, slave, prisoner, etc.)
2	Street People (beggar, prostitute, street performer, urchin, peddler, etc.)
3	Criminal (mugger, dope dealer, thief, etc.)
4	Shop Owner/Professional (baker, butcher, tailor, etc.)
5	Professional (merchant, mercenary, assassin, minstrel, wizard, etc.)
6	Clergyman

7	Law Enforcement Agent or Military Man
8	Noble, Criminal Organization, or Media
9	Government Official or Foreign Diplomat
10	Spy or Famous Person
11	Choose from any in the list above this result
12	Heads of State
13+	Choose any type of contact

Influence/Power of the Contact:

Once the number and type of contact is determined, it may be a good idea to know how powerful/connected the contact is. It would be like having a contact in the military that was a private, opposed to having one that was a general. To determine this, the RM must roll a d20. The higher the Roll, the more powerful/connected the contact is.

Note: The RM has the right to limit the power/connection of a contact based upon Wealth Level, type of contact, or any other factor he deems necessary.

Camaraderie of the Contact:

Just because you know someone doesn't mean he likes you. The same holds true for the contacts a character has. To determine how close a contact is to a character, the RM must make a Difficult Charm Resistance Roll for each contact (using the character's Charm Score). A Critical would result in the contact being very close and loyal to the character, while a Fumble would dictate that the contact would have to be coerced/paid handsomely to cooperate with the character in question.

RM 11: Starting the Game With New Spells, Magic Items, and/or Potions.

I am sure that on more than one occasion, your Players have asked—'can I cast a spell or two before we play?'; or 'I want to have already summoned a demon'. At this point you may stammer and look from exit to exit trying to find a way out of this situation. Relax. It is perfectly reasonable that the Character in question, having lived a life before play, could have had spells cast, demons or familiars summoned, and/or poisons manufactured. The trick to all of this is deciding how many spells, demons, etc. have been created/cast/summoned/etc. prior to play, and what effect it will have on the character. My friend, I have an answer for you.

Keep in mind the following things when you read the rules below:

1. The character's Spell Point, Luck, and Wealth total may not accurately reflect expenditure from casting, creating, or summoning spells, Entities, magic items, or alchemical potions. This is because it would be very difficult and time consuming to 'role-play' each of these events out with each individual

   Player prior to the game session. If you choose to do so, then you have no need for the rules below. The character may not have all of his Luck Points, but he has a magic item. He may not have all of his Spell Points, but he has a bound demon. "Waaaa..." it could have been worse. You could have role-played it out.

You could have disallowed any chance for the Players to do it. Remind them if necessary.

2. The character must have the Spell, Spell Points, Summoning, etc. in question in order to perform the act desired. In other words, a character cannot cast a 'Contingency' of 'Fireball' upon death if he doesn't have enough Spell Points to cast them both at the same time.
3. The character must have access to a lab to make alchemical potions.
4. Wealth modifiers (see below) may disallow any chance to create items/potions, etc.
5. Using the rules below, the character can create or cast spells; create magic items, recipes, or alchemical potions, salves, etc.; and/or Summon, Imprison, Bind, or Bond Entities, all at the RM's discretion.
6. It is up to the RM to impose any further rulings, maladies, or repercussions due to Fumbled Summonings, created spells, etc. If you (the RM) desire to have a character start with reduced Life Points due to an unfortunate accident, so be it.

The Rules:

1. The events will be divided into three sets: Spells Cast and Created, Entities and Magic Items, and Alchemical Goods Created.
2. For each SET of events a character will have his full Luck. If he has 13 Luck, he will have 13 Luck for Spells Cast and Created, 13 Luck for Entities and Magic Items, and 13 Luck for Alchemical Goods Created. The amount of Luck he spends within each category will be gone, and unavailable, for each successive event within that category. For example, if a character has 13 Luck and he desires to cast 3 spells. He could spend 10 Luck on the first spell, but would only have 3 Luck to spend on the second or third spell.
3. Each category will have a number of points configured to use for the purpose of 'purchasing' the chance to cast, create, summon, etc. (akin to Skill Points used to purchase Skills). The cost of each event and the points used to buy them (Event Points) will be listed below. The Event Points attained for each category can only be spent within *that* category. Use them or lose them.
4. The amount of Luck, Spell Points, and Units the character starts play with depends on the number of categories the character participated in. For each Set the character used Luck (even if he only spent 1 Luck Point), Spell Points, or a Wealth Modifier (see below)—Luck, Spell Points, or Units available for purchasing equipment will be reduced by 25% of the maximum total the character had. The character could conceivably begin the game with a total of ¼ his maximum Luck, Spell Points, and Wealth. Keep in mind though, that he could also start with a bound demon, a magic dagger, and a new spell.
5. All expenditures occur whether

the character was successful or not. If he tries to summon a demon and Fumbles—tough titties. He still spends the Spell Points, Luck Points, and Wealth.

6. There is give and take—any character that Imprisons, Binds, or Bonds an Entity will only be spending the points to do that event; it will be assumed the prior requirements were performed successfully some time beforehand.
7. The brewing of a magical potion will take 1 event from the Spells Cast and Created and 1 event from the Alchemical Goods Created. A character would both be brewing and enchanting the potion.

Event Points:

Spells Cast and Created:	(age ÷ 5) + (Spell Points ÷ 5) = Event Points
Entities and Magic Items:	(age ÷ 5) + (SP ÷ 5) + Wealth Modifier = Event Points
Alchemical Goods Created:	(age ÷ 5) + Wealth Modifier = Event Points

Wealth Modifiers:	
Flat Broke	-10
Destitute	-5
Common	0
Wealthy/Noble	+8
Royal	+25 - (number in line to throne)

Event Cost:

Spells Cast and Created:	
Very Easy	½
Easy	1
Average	2
Difficult	4
Very Difficult	8
Hard	16
Very Hard	32
Extremely Hard	64

Magic Items:	
Minor	4
Average	8
Powerful	16
Very Powerful	32
Extremely Powerful	64

Alchemical Goods Created:		
Poison		
Type 1	1	
Type 2	2	
Type 3	3	…And so on
Potion	+1	Per each level of Difficulty
Medicine	+1	Per each level of Difficulty

Entities:				
	Minor Entity	Lesser	Greater	Lord
Summon	1	2	4	8
Imprison	2	4	8	16
Bind	4	8	16	32
Bond	8	16	32	64

RM 12: Hit Locations.

Falls°:	
Roll a d12:	Location:
1	Left Foot
2	Right Foot
3	Left Leg
4	Right Leg
5	Left Hand
6	Right Hand
7	Left Arm
8	Right Arm
9	Full Torso

10	Head
11	Roll d4 Locations
12	Roll 2d4 Locations
Explosion, Liquid, Splash°:	
Roll a d12 + d6:	Location:
2	Left Leg
3	Right Leg
4	Both Legs
5	Abdomen and 1 Leg
6	Abdomen and Both Legs
7	Full Torso
8	Left Arm
9	Right Arm
10	Upper Torso and 1 Arm
11	Head and Upper Torso
12	Head and Full Torso
13	Head, Upper Torso, and 1 Arm
14	Head, Upper Torso, and Both Arms
15	Head, Full Torso, and Both Arms
16	Head
17	Roll d4 Locations
18	Roll 2d4 Locations

° = Where applicable, alternate body parts could be hit (wings instead of arms, long neck instead of head, etc.). Decide on the percent chance that the alternate body part is hit based upon your own preferences.

RM 13: Fumbles and Major Wounds.

The effects of Fumbles and Major Wounds are up to you. You can be as simplistic or graphic as you desire (from—lose LP until treated, to—disembowelment). I would suggest that you separate your tables by type of damage (piercing, chopping, etc.). For Fumbles, I would suggest that you include items to give a realistic air to combat (slung weapons, slipping, falling, hitting companions, etc.).

RM 14: Cosmic Power and the Gods.

In this chapter, I will attempt to bring together a basic set of rules concerning the creation, use, and function of gods and other 'Cosmic Creatures'. This essay is simply a basis for the RM to build upon. For me to answer every philosophical question that would arise from a discussion of religion, deities, and the functions of the universe would require an entire book (if not several books!). Instead of writing an encyclopedia of Curt's Philosophy, I will simply give a little 'food for thought' and leave it to the inventive RM to flesh out the details.

The types of deities discussed in this particular essay concerns gods of a relatively weak power with human-like frailties (like the gods of Greek legend). If you are looking for rules for gods with the power of God (with a capital 'g'), I can give it to you in a nutshell:

Anything he wants to do, he does. Anything he wants to know, he knows. He is beyond the power of rules and it would be stupid to even try.

RM 15: Cosmic Energy:

Cosmic Energy, for the purpose of **Mystic Rune™**, is a type of energy that flows through the universe. It is similar to magical energy described in the **Mystic Rune™ Player's Manual—**

Magic (Chapter 5) in the sense that it is an unseen force that can be tapped and manipulated. Mere mortals cannot tap into Cosmic Energy voluntarily, though they are a part of it (through worship, having a soul, having and using Faith Points, perhaps even being a derivative of some deities' use of Cosmic Energy, and so on).

Cosmic Energy may be used and/or resisted by any creature that has a Cosmic Power Score; these creatures are called Cosmic Creatures. Cosmic Creatures that attain a group of worshippers (or fulfilling other requirements the RM deems necessary) may be referred to as a deity. It is up to the RM to decide whether or not Demons and Angels (or perhaps just the powerful ones) should be Cosmic Creatures.

When Cosmic Energy is used to cast a spell-like effect, it is called a Cosmic Effect. Cosmic Effects are akin to spells, but are more powerful, accomplishing that which is beyond the grasp of mortals.

Cosmic Energy will take 4 forms:

Raw Cosmic Energy:
Untapped, unfocused, and/or unrefined Cosmic Energy. Raw Cosmic Energy can be unstable, powerful, and potentially destructive (but I will get into that in a little while).

Dedicated Cosmic Energy:
This is a type of Raw Cosmic Energy that is derived from a deity's worship and collection of souls. 'Dedicated Cosmic Energy' may only be tapped by the specific deity the energy was dedicated to (in other words, pooled Cosmic Energy whose source was worship of the evil god Icky, and souls of the aforementioned worshippers, would only be available for the evil god Icky to use).

Focused Cosmic Energy:
When Raw Cosmic Energy is used to perform a Cosmic Effect (or, the act of using a Cosmic Effect) it becomes Focused Cosmic Energy. A **Cosmic Effect** is the spell-like use of Cosmic Energy, whether it comes in the form of a Power, or is cast like a spell.

Refined Cosmic Energy:
This is a (mostly) stable form of Cosmic Energy. This is Energy that has been tamed or 'Focused' to perform a specific function; such as that found in Cosmic Weapons (akin to magic weapons), or the aftermath of a Cosmic Effect.

RM 16: Cosmic Energy versus...

There are rules governing the use of magic in the **Mystic Rune™ Player's Manual**. In that discussion, it is shown that magic can overpower the physical forces of the universe (gravity, mortal creatures, weather, etc.), but many of these physical forces have a resistance. Cosmic Energy is a step above magical energy. Cosmic Energy cannot be resisted the same way (or to the same degree) that magical energy can. To reflect Cosmic Energy's power, and the resistance (if any) the various forces of the universe have against it, the following should hold true as a core base of rules for the RM to build upon:

1. Cosmic Creatures cannot be harmed by normal weaponry. Magic (and Blessed) Weapons only deliver ½ damage (if any).

Intelligent and Entity Bonded Weapons deliver ¾ damage. Cosmic Weapons affect Cosmic Creatures fully.

Note: Just because a 'Cosmic Creature' (or even a magical one) cannot be harmed by normal weapons, does not mean that they cannot be harmed by an overwhelming display of physical power. For example, if someone were to give the Evil god Icky a nuclear missile suppository and detonate it, there is a very good chance that Icky would get killer cramps (perhaps even having his physical form destroyed). The same would hold true if you were to drop a cart full of rocks on an animated Skeleton. The Skeleton may be immune to normal weapons, but he would more than likely be a scattered pile of debris beneath a scattered pile of debris.

2. Damage from Cosmic Weapons/Creatures cannot be absorbed by normal armor, but Magical/Blessed Armor may absorb damage as if it were of an AR equal to ½ its original score.
3. Intelligent or Entity Bonded Armor may absorb damage as if it were of an AR equal to ¾ its original score (RM's may make adjustments to suit themselves).
4. Cosmic Creatures are immune to spells of a Difficulty of Average or lower. Spells of a Difficulty of Difficult or higher *may* have an effect on a Cosmic Creature (at the RM's option), but if the spell gets through their defenses, they would save versus the spell as if it were 3 Difficulties lower than it actually is (this relates to a +15 to resist spells).

   The opposite holds true for Cosmic Effects. Magic *may* be able to resist the Effect (at the RM's option), but it will do so at a -15 to the resistance (including Magic Immunities). Mortal creatures have no resistance to Cosmic Effects without Magical or Cosmic Protections.

   Note: Spells cast by priests (through the use of Faith) may have an increased effectiveness. This would reflect a priest's connection to his deity.

5. Cosmic Creatures are completely immune to Psionics (Psychic Powers) used by mortals.
6. Faith Points give a worshipper and priest a connection to his deity. If the RM wishes to elaborate on all the possibilities this opens up, please do.
7. There may be certain procedures that may be performed that *may* have an effect on Cosmic Energy/Creatures (place the Eye of Dirdos in a pool of fire when the stars align, sacrifice a virgin on an altar of jade during the falling of the North Star, etc.). The effects and procedures are up to the RM.

RM 17: Worship, Souls, and Cosmic Energy:

Many things generate Cosmic Energy: worship, souls, death of a Cosmic Creature, etc. Cosmic Energy is also a regenerating type of energy that

accumulates over time from the fibers of the universe. For purposes of simplicity and playability, I will categorize the collection of Dedicated Cosmic Energy as follows

Note: The time frames listed below are in days; if you—as the RM—wish to change the time frame, please do so

1. Each day, the deity/Cosmic Creature in question will get access to Cosmic Energy in the form of Cosmic Points (akin to Spell Points). He can use these points for many functions (see **RM 19** below).
2. Cosmic Points spent will be lost forever, except for those derived from his connection with Cosmic Energy (through his Cosmic Power Score). Each day, a Cosmic Creature will get Cosmic Points equal to his Cosmic Power Score. These points are cumulative and the Cosmic Creature is only limited to how many Cosmic Points he can hold by how powerful he is (Cosmic Power Score x 10 = Limit).
3. For each of the following the Cosmic Creature has/attains, he will receive the corresponding bonus in Cosmic Points that day.

   Note: These bonus points may be held over and above those accumulated according to number 2 above. These bonus points must be spent before the Cosmic Creature taps into his regular Cosmic Points.

Event:	**Bonus Points Awarded:**
For every 100 worshippers the Cosmic Creature has	1*
For each Special Sacrifice made to the Cosmic Creature	1 to 5+ (Details are up to the RM.)
For each erection of a Consecrated/Desecrated...	
Shrine or Chapel	50° (will receive 1/day thereafter)
Temple	100° (will receive 2/day thereafter)
Cathedral	200°(will receiver 4/day thereafter)
Special (graveyard, sacred land, etc.)	up to RM°
For every 1000 souls the deity has possession of	1*
For every 10 souls absorbed (destroying the soul)	1
For every 10 priests the deity has	1*
Servant deities (underlings within a Pantheon)	¼ of the servant's Dedicated Points
Destroying another deity and absorbing his power	½ his Dedicated Points, and Points equal to the slain deity's Cosmic Point pool (non-bonus)° (see "RM 19" below)

*** = The quality of the worshippers may be high, which may double or triple this number; or the quality may be low, which would require double or triple the number of worshippers to generate the Cosmic Points.**	**° = A one time bonus in points.**

RM 18: Stealing Dedicated Energy (including killing a Cosmic Creature):

There may come a time that a Cosmic Creature will do battle against either a mortal or another Cosmic Creature. If this occurs, the standard rules of Combat apply, amended as follows:

1. In battle with mortals, a Cosmic Creature always wins Initiative, regardless of the action he performs (within reason—If he needs to cross 100 yards to engage the enemy, the enemy may have the jump on him).
2. A Cosmic Creature that is 'slain' has his material form killed/destroyed, but his Essence (Mind, Soul, and Cosmic Points) remains in existence. This is similar to a mortal being killed, but his soul living on. A 'slain' Cosmic Creature's Essence will return to its home plane (RM's option) and he may well be able to reconstruct a physical form over time.
3. The Essence of a 'slain' Cosmic Creature is vulnerable. Another Cosmic Creature may 'Lock On' to a 'slain' Cosmic Creature's Essence and attempt to absorb the power. The Essence may attempt to resist this through a Will Battle. The absorption of a Cosmic Creature's power takes only a moment of time (the exact amount is up to the RM) and the concentration of the attacking Cosmic Creature. A Cosmic Creature who's Essence is absorbed ceases to be. A Cosmic Creature that is 'slain', but his Essence survives, loses contact with his worshippers (no flow of Cosmic Energy, Granting of Powers, the connection through Faith is lost, etc.) until he reconstructs a new physical form.
4. If two or more Cosmic Creatures are attempting to draw power from the same Essence, a Willpower Battle will occur between them. It is possible for the power absorbed to be divided between several recipients.
5. The RM may rule that only a Cosmic Creature of a certain power (like a Major Cosmic Creature) may have his Essence survive. Others may have their Essence disintegrate over time, returning to Raw Cosmic Energy.
6. Cosmic Creatures do not have their Spell Fumble Rates due to attacking, defending, etc. Nor do they make Mental Trauma Rolls for severed limbs, etc.
7. Cosmic Creatures may have other special rules governing them that is either derived from a Special Power or the RM's desires.

RM 19: The Cosmic Power Attribute and Cosmic Points:

All Cosmic Creatures will have a Cosmic Power Score. The size of this score will denote the power of the Creature (see **RM 20** below). This Cosmic Power Score is a Cosmic Creature's connection with Cosmic Energy (like Mystic Power is a connection to Magic). Cosmic Power will generate a pool of Cosmic Energy for the Creature to use which will be represented as a number of points (akin to Spell Points). These points may accumulate day after day up to a maximum allowed by the power of the Creature. Each day the Cosmic Creature will receive a number of points equal to his Cosmic Power Score. On top of a Cosmic Creature's 'self-derived' points, he may attain 'Bonus Points' that come from worshippers, absorbing Essence, receiving Special Sacrifice, etc. The Bonus Points attained are over and above a Cosmic Creature's allowed maximum, but they must be spent before his normal pool of points is tapped.

The Cosmic Points that a Creature has can be spent to cause Cosmic Effects, creation of a physical form, increasing his power, or anything else the RM can think of. Rules governing these eventualities will be listed below and covered as you read through the remainder of this chapter.

1. Causing a Cosmic Effect will cost Cosmic Points (CP) of a varying amount dependent on the Difficulty of the Effect. The cost is on the same scale as an equivalent Spell Point expenditure for a Spell (an Average Cosmic Effect will cost 10 CP, just as an Average Spell costs 10 SP).
2. A Cosmic Creature that has the capability of Spell Casting may spend 1 CP to link it with the spell he is casting, causing it to be a Cosmically Cast Spell. A Cosmically Cast Spell cast on a Cosmic Creature would be treated like a mortal casting a spell on a mortal (in other words, treat it like a normal situation in the core rules).
3. Cosmic Points may be spent in a similar fashion to Luck Points. If this is done, the following applies:

   a. No more than 10 CP may be spent for any one action/event at one time. It would only be necessary to spend CP as Luck when the Cosmic Creature is combating a 'Cosmic' adversary—spending 1 CP as Luck versus a normal adversary (a mortal, etc.) would make success a virtual certainty.

   b. CP may be spent to make the impossible possible (a character may want to do a triple somersault, back-flip with a twist while firing an arrow straight into the eye of an eagle; and the RM may rule that no matter how many Luck Points were spent, it would be impossible. A Cosmic Creature, on the other hand, could do it through the use of CP expenditures).

   c. Any event in which CP are used and the Cosmic Creature is at least Successful, the result of the Success will far surpass that

of mortal man (a Cosmic Creature using CP as an advanced type of Luck to aid his Blacksmithing Skill, will make a sword, horseshoe, etc. that is of a quality unknown to mortals).

d. If the RM desires, the expenditure of CP may allow for the Cosmic Creature to create everyday items out of thin air, or maybe even restore existing items to their former quality. For example, a Cosmic Creature in a battle with a troupe of mortals is weaponless, he expends 'x' amount of CP and a normal sword appears in his hand.

e. CP may be used to manufacture Cosmic Items in a similar fashion to the manufacturing of Magic Items.

4. Cosmic Points may be used to raise the Cosmic Power Attribute. In order to raise Cosmic Power 1 point, a Cosmic Creature must spend 500 Cosmic Points.

RM 20: Types of Cosmic Creatures (and 'Where do they come from?'):

Cosmic Creatures can come from many sources. The list is only limited by the imagination. Below I will attempt to fuel the fires of creativity with some ideas and suggestions.

Here are some rules and suggestions for the creation of Cosmic Creatures:

1. **The ascension of a mortal by a deity:** The deity in question could reward a loyal worshipper by raising him to the heavens (consuming him in an abyss of flame) and giving him a gift of Cosmic Power. The gift of Cosmic Power would be sacrificed from the deity in question (basically, he would be giving up a piece of himself to transform a mortal into a god). For every two points of Cosmic Power the deity gives up, the mortal will attain one (obviously a deity does not want to do this often). When a mortal receives 'divinity' in such a manner, his transition is easier than some of the methods listed below. Slowly, over the course of time, the mortal's physical form will go through a transition in which his mortal form will disintegrate, being replaced instantaneously and systematically by a Cosmically generated one. Over time, the new Cosmic Creature will attain all of his special powers (or at the RM's option, he could receive them all when the gift is given).

Ascension and Faith:
Having a character that has 'Faith Points' from a specific Deity, who then becomes a Cosmic Creature could (eventually) cause a problem.

What if the character in question becomes an equal to his Deity—will he still worship him? What happens to the character's 'Faith Points'?

If the instance arises in which a formally mortal character attains

a power in which having 'Faith Points' seems contradictory, or silly—simply state that the power of the 'Faith' has become a part of the character. You could then convert the character's 'Faith Points' to (we'll call them) 'Power Points'. These 'Power Points' can be used in a similar fashion to 'Faith Points', but the god the character formally was faithful to will no longer be able to manipulate the totals.

It is up to you on whether or not you will allow the 'Power Points' to be regenerative, or to be gone for good once they are used.

You will also have to decide if you still will allow the character to "call for a miracle".

2. **Ascension of a mortal through hero worship or created from the beliefs of the populace:** A Cosmic Creature (particularly a deity) could come into being through the hopes, dreams, fears, desires, or admiration of the populace. Perhaps the collective beliefs/worship would collect a pool of Dedicated Cosmic Energy that will allow the Creature to come to be. A Creature created in such a manner should begin with 1 point of Cosmic Power. His physical form would probably be as the populace imagines him to be, or the character in his prime (for example, if someone swore they saw the ghost of Elvis, they may see him as the cool, handsome, 1950's Elvis, instead of the older, sequin jump-suited Elvis).

3. **A mortal comes in close contact with Raw Cosmic Energy and his soul survives:** If a mortal were to ever spend any length of time unprotected in a pool of Raw Cosmic Energy, it could mean his destruction—or his attainment of divinity. Raw Cosmic Energy will consume/disintegrate a mortal's physical form and (unless he can overcome it) his soul. A soul is not, in and of itself, Cosmic, but it is/has a connection to it (in the same manner that a Human is not a magical creature, but magical energy can flow through/into him).

   Any mortal whose physical form (and most probably all possessions—except maybe the magical ones) is destroyed, leaves his soul to stave off the destructive effects of Cosmic Energy. The soul must make a Very Hard Willpower Roll.

   Critical: The Soul absorbs Cosmic Energy, attaining a Cosmic Power of d3
   Success: The Soul absorbs Cosmic Energy, attaining a Cosmic Power Score of 1
   Failure: The Soul heads to its final destination (its deity of choice usually)
   Fumble: The Soul is consumed by the pool of Raw Cosmic Energy, increasing its size by 1.

   The RM should feel free to expand on this (perhaps rating a pool of Raw Cosmic Energy, and having the Soul affected accordingly, etc.).

Minor Cosmic Creature:
Cosmic Power Score of 1 to 7. A creature that has attained a power beyond mortal man. A doorway to divinity.

Types of Cosmic Creatures could include Demon Lords, Arch-Angels, Demigods, perhaps even Saints.

Lesser Cosmic Creature: Cosmic Power Score of 8 to 13. A Creature that is a true divinity but is weak. A Minor Deity.

Major Cosmic Creature: Cosmic Power Score of 14 to 20. A powerful Cosmic Creature. A Major Deity.

Greater Cosmic Creature: Cosmic Power Score of 21+. An ultimate force among Cosmic Creatures. A Greater Deity.

RM 21: Creating Cosmic Creatures for your Campaign:

Creating a Cosmic Creature should not be much harder than rolling-up any other type of character in **Mystic Rune™**. Below I will give some suggestions to consider so that you (as the RM) may venture forth in the creation of a personification of your priest's admiration.

1. Roll-Up the Cosmic Creature's base statistics:

   a. If the Cosmic Creature is to be a Humanoid, Roll-Up the character as you normally would—allowing for some creative 'fudging' (you may have a goddess of love and beauty with a Charm and Presence of 3 each if you don't). If the Cosmic Creature is already a PC or NPC, half of your work will be done.

   b. If the Cosmic Creature is to be a monstrous/animal type, roll it up as you desire—using the Monster Statistics from this book as a guide.

2. If necessary, 'tweak' the character before moving on to step three. By 'tweaking', I mean—add to the character that which will not be covered by your standard character generation (like clawed hands on a Human). This includes jotting down Special Abilities/Powers that you feel that the character would need/should have. If the Power/Ability is not covered by the rules, write down/create the rules and add them to your collection. Any Power/Ability that could be possessed by a monster normally in the **Mystic Rune™** core rules can be assigned instead of 'purchased' below (RM's use your best judgment—you may desire to give a character the ability to breathe fire like a dragon, but make him 'purchase' the ability to travel the planes). Keep one thing in mind, there should be consistency in a character's construction.

   For example, a god of life may not have any damaging spells.
3. Assign or randomly generate a Cosmic Power Score for the character. I would suggest that you use the following die types

(listed below) if you choose the random method.

Recently 'Ascended' creature:	d2
Minor Cosmic Creature:	d8
Lesser Cosmic Creature:	5 + d8
Major Cosmic Creature:	13 + d8
Greater Cosmic Creature:	18 + 2d6

4. Cosmic Creatures will receive a special set of 'Skill Points' called 'Power Points' with which to 'purchase' Special Powers and Abilities (see **RM 22** below). The number of points given should be as follows:

   The Cosmic Creature may increase his Power Points by converting 100 Cosmic Points into 1 Power Point, or by increasing his Cosmic Power (which yields 10/Point).

   A decrease in Cosmic Power incurs no loss of Power Points (Special Abilities).

100 Power Points Base
+ (D10 x 10)
+ (Cosmic Power x 10)
Total 'Power Points'

RM 22: Cosmic Powers:

Below is a starter list of various Powers and Abilities for Cosmic Creatures to 'purchase' with Power Points. The Score next to the Title of the Power/Ability is the Total Cost. Before the listing of 'purchasable' Powers/Abilities, I will list Abilities that should be shared by most Cosmic Creatures (RM's discretion).

Common Cosmic Creature Abilities:

I will purposefully leave room for RM development. I cannot tell an RM how his Campaign or World should be run.

1. A deity will grant Faith to his followers, give spells, answer prayers, and will keep 'track' of their comings and goings. This is not something that a deity does actively; it is an involuntary response. It is like your heartbeat or blinking. They occur with little to no forethought from you. You may divert your attention to these events if you desire, but you do not have to. If a deity had to directly pay attention to the individual lives of millions of worshippers (or even hundreds) it would give him little time for everything else. Instead, if a disturbance occurs (such as a priest doing something against the faith), the deity would become aware something was wrong and could investigate. This would be akin to you going along with your merry life, then having your attention diverted to an itch that needed to be scratched. This, of course, is my take on the matter; if you have a better idea—go for it.
2. A deity that has Spell Casting Ability will no longer need to memorize or re-learn spells; they are an integral part of him now. He may learn new spells, but he will not 'forget' his old ones.
3. To cast a spell, a deity simply needs to 'will it' to happen and it will (Spell Points would still be

expended). He no longer has to speak or use gestures to initiate a spell.

4. A Cosmic Creature can recognize the station of a creature he encounters on sight. In other words, they can tell a mortal is a mortal and a Cosmic Creature is not.
5. If the RM desires, a deity could leave a 'signature' behind which will linger for a while after he passes by. For example, if a Cosmic Creature has been active in an area, another Cosmic Creature could come along and see a trace of his passing (a sort of Cosmic Tracking).
6. Whether or not a Cosmic Creature must eat, breathe, sleep, or empty his bladder is completely up to the RM.
7. Dependent on the RM's desires, a Cosmic Creature could be IMMORTAL or just really long lived.
8. A deity should be able to spot a worshipper on sight.
9. Whether or not a Cosmic Creature can pass between the planes freely (at will) is up to the individual RM.
10. Keep in mind these are Cosmic Creatures, deities; they can do many things that do not need explanation. In other words... if it feels right, do it.

Special Powers and Abilities:

The RM should set the limits to a Cosmic Creature's Powers or Abilities. Where a range of Power Point Cost is given, an exact amount is dependent on the power of the Ability and the RM.

Awe/Horror:
A Cosmic Creature with this Power can activate it at will or leave it up at all times. Any Mortal that they encounter must make a Very Hard Willpower Roll or, in the presence of the Creature, they will stand in gaping awe/trembling horror. The roll would have to be made with each new encounter with the Cosmic Creature in question. **Cost: 10**

Cosmic Effect:
This Power allows a Cosmic Creature to 'cast' a Cosmic Effect. **Cost: 10, +5 per Difficulty Level over VE** (VE = 10, Easy = 15, Average = 20, etc.)

Defy Physics:
This Power allows a Cosmic Creature to walk on walls, float in mid-air, stand from the ceiling, etc. **Cost: 25**

Divine Attribute:
The Cosmic Creature has an Attribute (or many) that rises above that of mortal men. For every 15 Power Points spent, the character will have d4 to add to an Attribute (except Cosmic Power). The Attribute is only limited to a maximum the RM sets. **Cost: 15**

Emits... (Gas, thorns, aura, cold, stench, fire, fog, repulsion, pain, etc.)**:**
The emission could come and go at the will of the Cosmic Creature, affecting all in the area (or perhaps only those of the Cosmic Creature's choosing). **Cost: 10**

Gaze Attack: This Gaze Attack should be more powerful than that of a Gorgon or similar creature (if the attack turned the victim to stone, remember... it would be a Cosmic Power the victim must resist). Examples may include a Gaze that Disintegrates, Dominates, Causes the victim's eyes to melt, etc. **Cost: 25**

Increased Immunities (or Resistances):
For every (x) Power Points the character spends, he will gain a +d4 to an Immunity (or Resistance) (such as versus Fire, Cold, Poison, etc.—If such things would harm him anyway). **Cost: 15 (or 10)**

Increased Skill Aptitude:
The Cosmic Creature may have a bonus of 100 Skill Points to spend for every 10 Power Points spent; or he may gain a +d4 Modifier to a Skill. **Cost: 10**

Mass Communication:
The Cosmic Creature may understand/communicate in any language of any sentient creature (or RM option, of a specific type of creature—example: all Human languages, all avian languages, etc.). **Cost: 5**

Omnibus:
The ability to perform many actions at once. A Cosmic Creature with this power may, aside from normal/reactionary actions, perform up to four actions at one time. He could, for example, cast a spell, a Cosmic Effect, use a Psionic Talent, and attack with his weapons, all in the same Circle of Combat. **Cost: 50**

Omniscience: The ability to know the history of a person, place, or thing. For example, knowing a creature's name and/or purpose. **Cost: 25**

Planar Travel: The Cosmic Creature may travel the planes of existence (at the RM's discretion) at will, a number of times per day, etc. The 'cost' listed is for travel 'at will'; if the RM limits the travel ability, he may reduce the 'cost'. **Cost: 25**

Possession:
The Cosmic Creature has the power of Possession. His physical form will meld into that of the host. The implications are purely at the RM's discretion. **Cost: 15**

Regeneration:
The Cosmic Creature may re-grow limbs and/or heal from wounds in a matter of seconds (a type of regeneration that slowly heals/returns lost limbs may 'cost' nothing if the RM desires). **Cost: 25**

Shape Changing:
The limit or form of the shape change is up to the RM, but any type of Shape Change allowed would occur instantaneously at the will of the Cosmic Creature. Example: A Cosmic Creature might be able to change into a tree, chair, giant monster (an alter-ego/form perhaps), fluid, etc. **Cost: 10 to 50**

Special Blood:
It might be acid or ignite into flame (possibly harming attackers sprayed by the blood); it may be an independent Entity able to move about when spilled, etc. **Cost: 10 to 20**

Special Feature:
A uniform that is a living part of the Cosmic Creature (like 'Spawn'), eyes that shoot fireballs (the RM may desire this to be a Gaze Attack), the Cosmic Creature is able to fart Lightning, etc. Any type of Special Feature not covered elsewhere. **Cost: 10 to 25**

Special Power: The Cosmic Creature can fly, burrow, swim, breathe underwater, has an independent body part, or can stretch like rubber, etc.

Anything the RM or Player can think of. **Cost: 10 to 50**

Sphere of Influence:
The Cosmic Creature may have a Sphere of Influence that will give him exclusive (RM's choice) Powers pertaining to that Sphere. The RM is urged to give between 3 and 5 Powers connected with the Sphere. For example: There may be a Cosmic Creature such as the fabled 'Reaper' who collects souls to take to their respective eternities; he may have the Touch of Death, the Power to collect a soul (bonding it to him) until he takes it home, and the Power to place lost/prematurely demised souls back into a body to live on. Another example would be a god of knowledge; he may have the Power to know the history of any person, place, or thing; the Power to see into the future—no matter how distant; the Power to Communicate with all Sentient beings; the Power to channel visions/information to another (to see what he knows/sees, etc.); and the Power to Transcribe any written word. **Cost: 50 to 75**

Summoning:
The Cosmic Creature may be able to instantly call to his side Entities, servants, worshippers, and/or guardians, etc. The specific types and numbers are up to the RM. **Cost: 10 to 50**

Superhuman Sense of... (Sight, hearing, smell, etc.)**:**
The Cosmic Creature may be able to see a bug on a post from a mile away, or hear a whispered conversation from across the room, etc. **Cost: 10**

RM 23: Cosmic Effects:

Below are examples of Cosmic Effects; the RM is urged to create more that coincide with his Campaign World's specific needs.

Cosmic Bolt:
Difficulty: Easy
Range: 20' (up 20' per 5 extra CP spent)
Save: None
Area of Effect: 1 Target
Notes:
Duration: Instantaneous

This Effect causes a bolt of Cosmic Energy to fire forth from the user's hand and (if a Successful 'To Hit' is rolled) strikes the target. The 'To Hit' required will be the attacker's 'Throw' versus the victim's 'Dodge' Score. The damage inflicted is d8, but can be increased an additional die type (from d8 to d10, to d12, to d20, to d20 + d4, etc.) for every 5 extra CP used over and above those used for using the Effect and increasing its Range.

Cosmic Shielding:
Difficulty: Difficult
Range: Self
Save: Cosmic Power
Area of Effect: Self (or greater)
Notes:
Duration: 1 hour

By use of this Effect, a Cosmic Creature can bring into existence an invisible barrier that will envelope the 'caster' of this Effect. Any Cosmic Effects or certain Powers (RM's use your best judgment) that are 'cast' at or used against the Cosmic Creature so protected must penetrate the barrier to affect him. To pass beyond the barrier, a

Power Battle will ensue—the Modified Difficulty of the Effect/Power versus the Modified Difficulty of the Cosmic Shielding. The Cosmic Shield gets a bonus Modifier of +d4.

If the Cosmic Creature so desires, he may extend the Radius of the Shielding by a 5' Radius for each additional 10 CP spent. Any in the Area of Effect will have the same protection from the Shield as the 'caster'.

Note: The Shield will move with the 'caster'.

Create Life:
Difficulty: Very Hard
Range: 1 mile
Save: None
Area of Effect: Up to 1000 beings
Notes:
Duration: Permanent

This Effect allows a Cosmic Creature to create life. The life forms created will be in their most basic form and must evolve over time to a state of maturity. For example, if a Cosmic Creature were to create a Humanoid race, they would come into being in a primitive, almost animal-like, form. They would then have to progress over the centuries to a state of tool use, building construction, organized religion, etc.

Create Reality:
Difficulty: Hard
Range: Effect spreads from the 'caster'
Save: See below
Area of Effect: Up to a 50-mile Radius
Notes:
Duration: Permanent

This Effect allows a Cosmic Creature to bring into being a new existence. The Reality created is like a substantive Illusion. The Cosmic Creature could (within the Area of Effect) bring into existence an area in which rivers flow up hill, it rains blood, and all of the plant life is caustic to the touch. That which is created is very real, and able to evolve as if it were a natural occurrence.

If the Reality created were to be overwriting a Reality already in existence (changing the Pacific Ocean into a sea of molten gold) a Power Battle will occur—the Modified Difficulty of the Effect versus 50. If the Reality to be overwritten is a Reality created by another Cosmic Creature, the Power Battle will be the Modified Difficulty of the Effect versus (the current Reality's Modified Difficulty + 10).

Note: This Effect will not create sentient life. That is a separate Effect—'Create Life'.

Create Unnatural Occurrence:
Difficulty: Difficult
Range: 1 mile
Save: None
Area of Effect: Up to a 10-mile Radius
Notes:
Duration: Up to 8 hours (Creature's Choice)

This Effect allows a Cosmic Creature to affect a Reality for a brief time. He could, for example, cause it to rain blood, or acid; or he could cause the hands of the dead rise up from their graves to clutch the feet of those who pass by; and so on. RM's, let your imaginations run wild.

Project an Avatar:
Difficulty: Very Difficult
Range: Special
Save: None
Area of Effect: 1 Avatar
Notes:
Duration: Up to 8 hrs—Creature's Choice (up 1 hour per 5 extra CP spent)

By means of this Effect, a Cosmic Creature can bring into existence an Avatar (see below). This Avatar can move about and act on behalf of the Cosmic Creature. The Cosmic Creature will be aware of everything the Avatar sees, hears, encounters, etc. The Avatar, however, cannot come within 100 yards of the original Cosmic Creature. If he does, the Avatar will be 'recalled' back into the original Cosmic Creature.

Avatar: An Avatar is an extension of a Cosmic Creature. It is, in many ways, like a carbon copy of the creature that creates it. An Avatar will have all of the knowledge, Powers, and abilities of the original creature-- but it is controlled by the sub-conscious thoughts of the original creature. There is no way to distinguish between an Avatar and the original creature, except by the original creature. This allows a deity to be in more than one place at a time.

There are drawbacks to having an Avatar however; any Spell Points, Cosmic Points, Powers limited in use per day, and so on, will come from the original creature's supply. If the Avatar is ever wounded, the original creature will take ½ damage. If the Avatar is 'killed', the original creature must make a Hard Cosmic Power Roll or suffer the same fate (a Success may still cause trauma to the creature).

A Cosmic Creature is limited in how many Avatars they may have by the Power Level of the Creature. Minor = 1, Lesser = 2, Major = 3, Greater = 4.

Teleport:
Difficulty: Hard
Range: Special
Save: Willpower (at the RM's option, no Save for Mortals)
Area of Effect: Up to a 50 yd. Radius
Notes:
Duration: Permanent

This Effect allows a Cosmic Creature to Teleport anything and anyone he wants that is within a 50 yd. Radius from him to any place he desires. This Teleport can cross the planes, time, and space. Those Teleported will reach their destination without fail, as long as the Effect isn't Fumbled.

Transform Soul:
Difficulty: Difficult
Range: 50'
Save: None
Area of Effect: 1 Soul
Notes:
Duration: Permanent

This Effect allows a Cosmic Creature to transform a soul committed to him into an appropriate Entity type (Angel, Demon, Elemental, etc.). The power of the Entity created will depend on the level of Success in 'casting' the Effect.
Critical = An Entity of the status of (Roll a d4) 1-3 = Lesser, 4 = Greater
Success = An Entity of the status of Minor
Failure = No effect
Fumble = Soul destroyed.

Therefore, if an evil deity were to attempt to turn a soul into a Demon, he would focus his energy; if he 'Succeeds' he would bring into existence a Minor Demon.

RM 24: Rules of the Universe:

It may be a good idea for you (as the RM) to devise a reason why deities do not just up and annihilate entire nations on a whim, or why they choose to work through their worshippers, etc. Whether it is called 'Rules of the Universe', Fate, or answering to a higher being, there must be something that keeps Cosmic Creatures in check.

RM 25: Religion:

Before I move on with the remainder of this book, I would like to bring up a few points about religion. These points are simply something to consider when creating a religion for your Campaign World.

1. Just because a religion has a specific rite they perform doesn't mean the deity demanded the followers do it. Sometimes something is done out of habit, or because it seemed like a good idea at the time, then it eventually becomes a part of the way things are 'supposed to be'. For example: A group of priests comes to say prayers as required by the religion. Each priest wears his normal clothing to the meeting, except the High Priest—who wears a black robe. The others inquire as to why he has done this, and the High Priest tells them that he felt that he should wear something that signifies he is the leader of the group. The others like the idea, and decide they should wear white robes to differentiate themselves from the general populace. One-hundred years later, the religion still practices the dress code, but they think of it as something that has always existed within the religion. If a priest were to try to wear his normal clothes to a prayer meeting during this era, he would be chastised.
2. Certain Holy Days may come into existence due to a historical event or birthdays, even though a deity did not specify this in his religious platform. The same may hold true for political affiliations, social commentary of current events, etc. of the Religion.
3. A religion may evolve and change over time, causing many branches of the same faith-- each with their own beliefs. Take Christianity for example; there are many different, wildly diverse sects within a faith that sprang from a single religion. It could make one wonder if any of a religion's offshoots even resemble the original religion.
4. Religions can define a culture and a culture can design a religion. A prime example is the way that the so-called enlightened of today are trying to 'modernize' ancient religions. At times, if someone finds their faith 'inconvenient', they try to find justification for their differences of opinion in other religions, or the 'modification' of the current one. The same can occur in a fantasy world as well.

RM 26: Sample Faith Point awards.

Each new convert to the religion:	1
Each new convert from an opposing religion:	2
Strictly abiding by rules of faith:	+1 per week
Each selfless act in honor of the faith:	1
Completing a Holy Quest:	+1 to 10
Bringing word of faith to others:	+1 per week
Erecting a place of worship in honor of the deity:	+d4, +1 per 10 followers of faith attracted

RM 27: Alchemy.

The method of creating poisons, antidotes, etc. is as follows:

1. The Alchemist must have a recipe (or create one if he doesn't—see number 5 below).
2. The Alchemist must gather the ingredients necessary to create the substance.
3. The Alchemist must have the adequate tools on hand to create the substance (beakers, mortar and pestle, etc.) or he will be penalized (the Difficulty will go up, or he will be unable to make it).
4. The Alchemist must do as prescribed in the recipe and make a Resistance Roll, his Skill versus the Difficulty of the recipe.
5. To create a recipe, the Alchemist must research/experiment on the substance he wishes to create. After he has done so for 3d10 (or more) days (which can lead to explosions, toxic fumes, etc.), he may make an Intelligence Resistance Roll to see if the substance he desires is discovered. If he is successful, he may log his research and begin at number 1 above to see if all is well. If not, (Kaboom!) back to the drawing board.

To break down the components of the substance, do as follows:

1. Have the substance on hand.
2. Have an adequate lab or be penalized.
3. After a number of minutes, hours, days, etc. (whatever the RM desires) of study/work/research make a Skill Roll. If successful, one or more of the components will be isolated.
4. Start over at number 1.

RM 28: Fantasy Metals.

Adamantite:

Adamantite is derived from the word 'Adamantine'. The term Adamantine originated as a Greek word--*'Adamas'*, which meant "the hardest known substance" (the word was associated with diamonds, until medieval times, when Latin separated the association with the term *'diamas'* used for diamonds). The word *Adamas* evolved into an Old French term *'Adamant'* (used as a noun). *'Adamant'* came into the English language as an adjective meaning "unyielding, unshakable, immovable". Adamantine items have been used in stories of myth and legend, and even the Bible. The term was probably used to tell of the unyielding weapons of the Angels or of the strength of the heroes' sword. As

time progressed, Adamantite came to be used in fantasy fiction as an item unto itself (instead of a description of one), usually associated with Dwarves or magic.

How does this relate to Mystic Rune™? In Mystic Rune™, Adamantite will be an ore that is akin to steel and is comparable to such in weight. Adamantite is a black metal that is much harder than steel, usually yielding a non-magical bonus of +d6 to items made of it. Adamantite requires special handling in the smelting and manufacturing of items made from it. I usually associate Adamantite with Dwarves because it is strong, durable, and reliable—and because Dwarves are master craftsmen, and probably hold the secret to its smelting process. Weapons made of Adamantite will hold their edge longer, and will not break easily.

Mithril:

Anyone who has read 'The Hobbit' or 'The Lord of the Rings' should be familiar with the term 'Mithril'. Tolkien gave the Fantasy Industry of RPG's and fantasy fiction their concepts of Elves, Dwarves, Orcs, Goblins, and Halflings (Hobbits). Hell, Tolkien even gave us the 'ves' and 'ven' ending to the words Elves, Elven, Dwarves, and Dwarven—prior to that, the spelling was 'Elfin', 'Dwarfs', etc.

According to Tolkien's work, Mithril (also known as 'True Silver' and 'Moria-Silver')—an Elven term (the Dwarves had a name for it they would not tell), 'could be beaten like copper, and polished like glass'. Dwarves could make a metal of it that was lighter than steel, but just as hard (if not harder). Mithril looked similar to silver, but it would not tarnish or dim. Elves loved it dearly (as did the Dwarves). According to 'The Lord of the Rings', Mithril was the source of the Dwarves' vast wealth (and the loss of it—due to covetous creatures). Mithril, at first, was worth ten times that of gold, and as it became more and more rare—it became priceless.

In Mystic Rune™ terms, Mithril will weigh half as much as steel, but will be just as hard. Mithril will also be 'quieter' than steel, in that—when beaten—the sound will not resonate as loudly as steel. If desired, you could give high quality Mithril a non-magical bonus of +d2.

RM 29: The creation of new spells.

There may be occasions in which a character may wish to create a new spell; when this occurs, the following criteria must be met:

1. The spell must be within his power level and of the type allowable.
2. He must spend d10 months studying and researching.
3. He must practice with various spell effects and incantations (which opens the door to interesting surprises). He must make an Intelligence Resistance Roll when you feel the time is right. If ‘Failed’, the wizard must start over.
4. The wizard must log the results (making way for the written spell).

Note: If the character is a priest, he may

(instead of that listed above) pray, perform special sacrifices, etc. in order to be 'Granted' a new kind of spell.

RM 30: Magic and your Campaign.

Keep in mind that the Campaign that you run is yours. If you do not like a spell presented in this book, omit it. If you want to add new spells, go for it. If you want to change the Type, Form, Requirements, etc. do it. For example, if you want a grim fantasy world, in which magic is rare, hard to cast, and highly volatile, then feel free to do so. You are your only limit.

A few questions you may want to address:

1. Can a creature tell that spells are being cast upon him?
2. Are there sensory effects to spell casting (it gives off an aura or aroma, etc.)?
3. Do the stars and the moon, etc. affect spell casting?

RM 31: The creation of magical items.

The following is a suggestion for you. You may have your own ideas about how to handle such things; if so--great!

1. The character must find a book that details the process (or create such a book through research, experiments, etc.).
2. The character must be able to perform the incantations necessary to magic the item (he must be a wizard or priest).
3. The character must purchase, find, or construct the item to be enchanted.
4. The character should possess the Skills necessary to carry out the instructions in the book ('Alchemy' to brew potions, and so on).
5. The character must then do as instructed in the book (casting the necessary incantations, saying the proper prayers, etc.).
6. The RM should call for an Intelligence (and/or some other) Resistance Roll to see that it was created properly.

RM 32: Magic Items.

I will list some suggestions on types of magic items and how to handle them. I would suggest that you use what I have written below as a basis to build upon.

Scrolls:
Magic scrolls (as opposed to normal ones) could be read by any intelligent creature that attempts to read it; even complete illiterates. The scroll would reveal its contents to the 'reader' in the language he is most proficient in. Magic scrolls could be protected by magical wardings, curses, etc. that have to be undone/by-passed so as to reveal its secrets. A scroll could contain a spell, in which the reader simply reads the scroll (perhaps out loud), and the spell will be cast. The reading of the scroll should take no more than 1 segment per 'page'. The length of the scroll can be anything, regardless of the spell contained on its surface.

Wands, Rods/Scepters, and Staves:
These items could hold special powers and/or spells. The effects could be used

an infinite or limited number of times, dependent upon your desires. The use could be regulated by a set number of 'charges' (1 or more 'charges' being expended when various powers are used), or a set number of uses allowed within a certain time frame. **Example:** Staff of Teleportation, Rod of Life, Wand of Illusion, Scepter of Might, etc.

Potions, Salves, or Oils:
These items would have to be ingested/rubbed on for the effects to take place. There may be a delay for the effects to be known, allowing for the elixir to work its way into the system. The user of the brew would have no control on the length of the effect, considering it would last until it worked its way through the character's system, or wore off. As a side note, you may wish to consider the effect of drinking/mixing a potion before the previous one wears off (kind of like mixing chemicals in a laboratory).

Rings/Jewelry:
The item would have to be worn to have an effect and would be regulated in its use as Rods, Staves, etc. are. **Example:** Ring of Invisibility, Amulet of Protection, etc.

Containers:
As is obvious, these would be bags, bottles, cases, packs, bowls, cups, etc. They could contain Imprisoned/Bound Entities or Spirits, or special properties (like a cup that is forever filled with water).

Books/Writing Instruments:
These items could yield infinite knowledge, function on their own, allow for the raising of Attributes or abilities, etc.

Clothing:
The item must be worn to function. **Examples:** Cloak of Protection, Robe of the Chameleon, Hat of Intelligence, etc.

Transport:
This would include flying carpets, magical chariots, etc.

Figurines, Statues, Art:
This would include items that come to life, pictures that tell the future, paintings that act as gateways to other worlds, etc.

Household Items and Tools:
Mirrors of Scrying, flying brooms, ropes that rise on command, etc.

Musical Instruments:
These items could cause those that hear them to be Charmed or killed; sounding them could Summon or destroy things, etc.

Foodstuff:
Herbs that heal, spices that invigorate, berries that remove fatigue, etc.

Miscellaneous Items:
Tarot Cards that immediately affect your fate, bones/claws/teeth that Summon creatures, ashes that manipulate things they are poured upon, etc.

Weapons:
Some of these items would have a rating like +1, or +4, which would yield a bonus to Hit, Parry, and Damage. Some would have special properties like Intelligence, or the ability to inflict Fear on contact, etc.

Armor:
Like weapons, these items could have a rating; but this rating would act as a Bonus to AR. Magic armor could have special properties as well (yielding special immunities, or weighing less than normal, etc.).

Cursed Items:
These items would have harmful or reverse effects compared to their counterparts (a ring that causes the wearer to *think* he can go invisible). Cursed weapons and armor could have ratings such as -3 or –7 ('To Hit', 'To Parry', to Damage, *adds* to 'Initiative', etc.), and may keep replacing the character's current weapon—even after he throws the cursed one away time and again; and so on.

Artifacts and Relics:
These items could be legendary, powerful, and (because of their age) unstable.

These would be items of immense power—like the lost Ark of the Covenant as portrayed in 'Raiders of the Lost Ark'.

RM 33: Determining Special Items.

Many of you may have thought to yourself... "In the Character Generation, it says roll for Special Items—what kind of items should I give?" Below is a sample 'Random Table' you could use to determine the base type of Special Item. For now, I will leave specific Special Items up to *your* imagination. In the future, I may create an in-depth 'Random Item Creator'. I may also give a listing of specific items in future writings.

Roll a d20	Type:
1 to 2	Scrolls
3	Wands, Rods, Scepters, or Staves
4 to 5	Potions, Salves, or Oils
6 to 7	Rings or Other Jewelry
8	Containers
9	Books or Writing Instruments
10	Crystals, Stones, Jewels, Coins, Talismans, Charms, Trinkets, Candles, or Incense
11	Clothing
12	Transportation
13	Figurines, Statues, Sculptures, or Art
14	Household Items, Furniture, or Tools
15	Musical Instruments
16	Food, Spices, Plants, or Herbs
17	Weapons or Armor
18	Miscellaneous Items (cards, bones, claws, teeth, horns, ashes, etc.)
19	Artifacts or Relics
20	Cursed Items

RM 34: Firearms.

The types of firearms discussed in this section pertain to the dangerous (to use) and unstable versions used in ancient times. Rules pertaining to modern firearms would be included in any supplemental material discussing modern (or futuristic) settings.

The types of firearms are as follows (their Tech Level will be noted in parenthesis):

1. **Hand Cannon (18):** Hand Cannons are tubes requiring two people to wield. One must hold the cannon, while the other ignites the powder by touching a flame to a hole.
2. **Match-Lock (19):** Match-Lock firearms have a slow-burning match (or ember), and when triggered, the flame (or ember) touches the hole and ignites the powder. **Note:** The match has to be removed when reloading. The average wielder of a Match-Lock firearm will use roughly a ½ lb. of match a day.
3. **Flint-Lock (20):** A Flint-Lock firearm has a clamp holding a piece of flint. When triggered, the flint strikes a piece of steel, creating a spark that ignites the powder.
4. **Percussion-Lock (20):** Percussion-Lock firearms have a hammer that strikes a cap. When the cap is struck, the gunpowder is ignited.

The Rules:

1. All firearms (pistol or musket) will be barrel-loaded by pouring gunpowder in and packing it with wadding. A steel or lead ball is then inserted.
2. The victim of a gunshot wound will make all Resistance Rolls versus infection using ½ their Rating.
3. All ancient firearms (because of their nature) will receive an increased Fumble Rate (listed with the weapon).
4. All people who load firearms or manufacture explosives will need to have the Firearm Knowledge Skill detailed below. Firearms loaded by individuals without this Skill are, more often than not, doomed to misfire or explode (in ways the user did not intend).

   Firearm Knowledge: Int 8; 2; 18: a Knowledge Skill:

   This Skill allows individuals to properly load firearms (including cannons) and prepare bombs.

   Too much or too little powder could have detrimental effects; the wrong length of fuse could result in premature death in the wielder, etc.
5. Fumbles with firearms will result in the following:

Roll a d10:	**Result:** (You may, if you desire, develop your own list.)
1 to 5	The weapon Misfires. The weapon must be unloaded, then reloaded.
6 or 7	The weapon Backfires and causes 2d6 burning damage to the wielder's (roll d4) 1 = hand, 2 = arm, 3 = face/head, 4 = all three. The weapon may be damaged.
8 or 9	The weapon catches on fire.
10	The weapon explodes, doing 3d4 damage to the appropriate areas (as Backfire above).

6. The damage of firearms is as follows:

Firearms:	3d10
Bombs:	3d10 for 1 lb. of powder, up d10 per pound until 10 lbs.

	d100 + 5d10 for 10 lbs., up d100 per 10 lbs. thereafter.
Cannon, small:	as a Boulder x 2 (+ explosion if applicable).
Cannon, large:	as a Boulder x 3 (+ explosion if applicable).

7. Armor will absorb little to none of the damage caused by firearms. Magical armor will absorb damage at an AR equal to its "+" (+4 = AR 4, +1 = AR 1, etc.).
8.

Type:	Cost:	Max. Range:	Fumble Rate:
Hand Cannon	35	200'	10
Match-Lock	40/50	125'/250'	7
Flint-Lock	60/75	150'/300'	5
Percussion	75/100	150/300	3
Gunpowder	10 per pint, Tech Level = 17, Weight = 1 lb., 16 shots per lb.		

Note: The stats separated by a slash mark represent the stats for a pistol/musket.

RM 35: Technical Levels.

Below I will list what a 'Tech Level' generally entails. What Tech Level you decide to use is up to you (you may even decide to blend Tech Levels). What is listed below is to give you a basic idea as to what was known/available in the particular time period. The facts listed are based on 'The Timetable of History' written by Bernard Grun.

Tech Level:	Technologies:	Approximate Date:
0	No technology--mankind is in an ape-like state. Only natural shelters would be used.	10,000,000 B. C.
1	Natural tools, such as bones and rocks, are used.	4,000,000 B. C.
2	Manufacturing of simple tools.	2,000,000 B. C.
3	The control and use of fire and artificial shelters.	400,000 to 800,000 B. C.
4	The first stirrings of religion cave paintings, lunar calendars, ritual burial, and sculpted figurines (used for worship).	30,000 to 60,000 B. C.
5	The needle (sewing now possible), and bow and arrow invented. The dog is domesticated.	10,000 to 20,000 B. C.
6	The first towns (Jericho). Sheep domesticated. Pottery invented.	5,000 to 9,000 B. C.
7	The invention of the loom. Agriculture begins to replace hunting as a major food source. Cattle domesticated. Copper used in trading. Smelting of silver and gold.	4,000 to 5,000 B. C.
8	The first cities. Sailboats. Stone monuments. The wheel. Trade ships. The first writing (pictograph).	3,000 to 4,000 B. C.
9	Astronomical observations with the naked eye. The development of a reliable calendar and number system. Use of silkworm. Manufacture of beer. Invention of the plow, and the potter's wheel. Sea travel. Early use of iron.	2,500 to 3,000 B. C.
10	Earliest written codes of law. Use of papyrus, kilns, clay tablets, and maps. The use of mummification.	2,000 to 2,500 B. C.

11	The domestication of the horse, elephant, and chicken. Use of irrigation, dams, decimal system, surgery, and mercury. Learning of 4 basic elements (air, earth, fire, water). Government rule from afar. Early use of contraceptives.	1,500 to 2,000 B. C.
12	Widespread use of iron. First complete alphabet. Use of sundials, water clocks, canals, advanced shipbuilding, tin, and horse breeding/training. Importation of plants.	1,000 to 1,500 B. C.
13	Modern alphabet. The use of fabric dyes, water supply system, chariots, steel, wheels with spokes, horseshoes, solder, animal bladders as floats, electrum (silver and gold blend), and rent, lease, interest, and mortgage. The first highways. Medicine is separated from the priesthoods.	600 to 1000 B. C.
14	Stone bridges. Banking. Chemical warfare (combustibles). The use of catapults and city walls.	300 to 600 B. C.
15	Ball, dice, and board games. First suggestion that the Earth revolves around the sun. The use of gears, water wheels, paved streets, Algebra, compass, powers and roots, cogwheel, lever and pulley, screw and wedge.	300 B. C. to 500 A. D.
16	Wooden caskets. Paddle-wheel boats. The game of chess. Book printing. Sugar. Coffee. Organized news service. Castles.	500 to 1,000 A. D.
17	Importance of 0 discovered. Gunpowder. Playing cards. Glass window. Windmills. Toll roads. Standard yard and acre.	1000 to 1500 A. D.
18	C-Section from a live woman. Discovery of Earth's magnetic pole. Decimal fractions. Loss of bow in war. Clocks.	1,500 to 1,600 A. D.
19	Telescope. Chemistry. Use of brackets in math. Calculus. Water closet. Velocity of light is discovered. Pistons raised by steam.	1,600 to 1,700 A. D.
20	Carriage springs. High-pressure boilers. Three-color printing. Invention of capacitor. Sign language. Preservation by hermetic seal. Early steam engine. Air balloon. Circular saw. Preserving jar. Horse-drawn railroad.	1,700 to 1,800 A. D.

RM 36: How to Create a Campaign World:

In this section I have a series of questions. These questions will guide you through the process of creating your very own Campaign World. I will give you guidelines and suggestions along with some of the questions where I think they are needed. At the end of the chapter I will re-list the questions without the commentary for you to use as a 'Campaign World Creation Summary'.

1. Is this a High or Low fantasy world (see number 12 and 13 below)?

   You need to decide if you are going to have a grim and gritty (perhaps historical) type of world, in which magic, monsters, etc. are mostly the stuff of legend; or are you going to have a world in which people can walk down to the local shop and buy a magical trinket? You may very well decide to have a world that lies somewhere between these two extremes.

In a nutshell:
High fantasy = the supernatural is commonplace.
Low fantasy = the supernatural is rare (if it exists at all).

2. What are the planar structures?

   Is there a heaven and hell? If so, where are they in relation to the world you are creating? Perhaps there are parallel planes and worlds similar to the one you are creating. You may even decide there are many worlds overlapping like layers of skin, each forming a part of the universe. You are only limited by your own imagination (or if you are a plagiarist, the imaginations of others—some call it creative borrowing).
3. How many planets, moons, and suns are in the solar system?

   a. What is their basic composition?
   b. How many have life?

4. What are the planar/world constants? Is the world based on Earth?

   This is where you need to decide if rivers run downhill, what the gravity is like, etc. The atmosphere of Earth is comprised of nitrogen (78%), oxygen (21%), and argon (1%), with traces of carbon dioxide, hydrogen, neon, helium, krypton (Superman's home planet), and xenon (not *Xena*, xenon). I don't know what half of those components are, but Earth has them.
5. What is the world's circumference/size?

   The circumference of the Earth at the equator is 24,901.55 miles. The diameter of Earth (at the equator) is 7,926.41 miles. The circumference of a peanut butter jar has no significance here.

6. How much of the world's surface is covered by water?

   The Earth has 2/3 of its surface covered by water.
7. Draw a basic outline/map of the area/world.

   I would suggest using an atlas of Earth to aid you in placing terrain types. Use common sense when placing deserts, swamps, and waterways. The last thing you want to do is have a swamp in the middle of a desert surrounded by a forest—If you do; the suspension of disbelief may be hard to come by.
8. Terrain and Climate:

   a. Where is the area mapped in relation to the poles?

   The equator is hot. It gets cooler as you approach the poles.

   b. How many hours of daylight during each month?

   A world almanac will aid you greatly with this. Keep in mind that the length of the day and night varies region-to-region, month-to-month.
9. How long are the seasons? What is the weather/climate like?
10. Are there any peculiar natural

resources?

For example—are there such things as mud that heals, pools of water that have magical powers, trees with magic berries, etc.

11. Fill in the flora and fauna.

    a. Are there any peculiar properties to the plant life, etc.?

    Does it get up and walk around, or eat people, etc.?

    b. What races populate the world (see number 18 below)?

    c. Which race (if any) dominates the world?

    d. What are the percentages of males and females of each race?

    e. What monsters populate the world?

12. Does magic, special powers, psychic abilities, etc. exist on this world?

    a. How does magic work on this world?

    In a low fantasy or horror campaign, magic may work ritualistically; or you may say that it is only available to those born with the talent, etc.

    b. How are powers handled?

13. How interactive are the gods on this world?

    Do they keep to themselves or do they invite themselves to parties?

14. How did the world (including the races) come to be?

    Was it a big bang, or the mighty hand of a god that created life, the universe, and everything?

15. What is the history of the region?
16. What mystical/mythical places exist in this world?

    For example, on Earth we have Stonehenge, tales of Atlantis, the Bermuda Triangle, etc.

17. What diseases and/or curses exist in the world?
18. Detailing the Races:
    In many fantasy settings, there are often many races aside from Human. These Non-Human (or Humanoid) races should be different Culturally, Physically, etc. For example, an Elf is not a frolicky Human with pointy ears; he is an Elf, with an Elf's outlook on life, and an Elf's Culture.

    As Humanity has many cultures within its race, so do Non-Humans. The Elves of one region may be completely different from Elves of another region. Overall, I would suggest that you take the time and effort in creating Non-Human races as you do creating the Human cultures that populate your fantasy world.
    When creating races, you must concern yourself with the following:

    1. Describe the race. Detail their biological make-up, appearance, height, weight, etc.

2. Does the race have any Attribute Modifiers, Penalties, or Limitations? With some races, you may Roll Up as normal, but they may get a +d4 to Strength and a -d4 to Agility (to no lower than 1); or they may have an alternate die (or dice) to roll for Attributes.

3. Detail any special Quirks the race may have.

4. Detail how the race ages. Some races may live for thousands of years, or they may live only 30. However the race ages though, roll them up as the equivalent Human age. For example, if a race ages at half the Human rate, then you would Roll Up a 60 year old (new race) as a 30 year old Human in regard to Skill Point awards, Attribute raising, etc.

5. List any Bonus Skills, Skill Modifiers, Variant Skill Costs, etc., the race may have. Humans receive a +100 to their starting Skill Points. Other races may not get any, or may get 50; but, they may receive new or variant Bonus Skills, a (+d?) to a Skill or Skill Category, or they may buy certain Skills at ½ Cost or Double Cost, etc.

6. Does the race have any Special Abilities, Weaknesses, or Innate Powers?

7. What is the race's Base Movement, Vision Type, Diet, Gestation of Pregnancy, Method of Mating, etc?

For further details, you could then detail their society as you would any other culture. I realize I am not detailing this as much as you would probably like, but consider this; I cannot describe in vast detail some race for *you* to use in *your* Campaign World. When I write a Campaign World Supplement for this game, I will detail the races in it (including a Character Generation similar to that described in the Character Generation chapter of the Player Manual).

In the Creature Catalogue, I will list a few creatures as a (for the most part) non-player race. You can use the examples there to aid you in expanding upon the races in your Campaign World.

For those of you that are new to this, I suggest that you borrow from myth (Centaurs, Satyrs, Nymphs, Faeries, etc.) and fiction. J. R. R. Tolkien's work has been the source for many GMs (Elves, Orcs, Dwarves, and Goblins).

19. Detailing the Culture:

Below are questions you should ponder when detailing the cultures of your world.

1. What language do they speak?

2. Determine the social structure (is it divided by class, caste, etc.?), form of government, and

the role of women (are they considered property, second-class citizens, a sub-class, or equals?).

3. What are the rules of behavior (is it considered bad form to urinate in public?)?

4. What is the diet of the race? Discuss cuisine.

5. What is the manner of dress and fashion?

6. Do they have any racial/cultural bigotries?

7. What is the method of time keeping and dating?

8. Does the cultural Tech Level vary with other cultures?

9. Are there any cultural rituals (marriage, burial, circumcision, holidays, etc.)?

10. What form of habitat and terrain do they prefer?

11. Are there 'civilized' and 'barbarian' divisions in culture?

12. What about sports, medicine, science, architecture, and/or entertainment?

13. What about history, myth, legend, or prophecies?

20. Detailing the Religion:
What is the philosophy? What is the stance on moral/ethical issues?

1. How is the gospel spread (by force, by example, by promoting paranoia and xenophobia)?

2. Are there guidelines for life? Is the after-life discussed?

3. What restrictions/codes must one live by? Is it different for priests than worshippers?

4. What is the penalty of sin? Are rules or devotion stressed?

5. Do the priests have a special view (vow of poverty and the like)?

6. Is creation explained? Are there prophecies?

7. Are religious titles used (Bishop, 'Father', etc.)?

8. What is the social standing of the religion? What social benefits does it promote (charity?)?

For example, walking up to the town square in downtown Bubbaville and announcing that you are a Satanist looking for recruits will probably not be too well received.

9. Where can worship occur (outdoors, in church, anywhere)?

10. What must Priests and Worshippers sacrifice (if anything)? What about rituals and structured meetings? What is their influence on society?

11. What about Holy Days,

myths, legends, heroes, Saints, holy items, etc.?

12. What actions grant Faith Point awards for worshippers and priests?

13. What is the history of the religion?

21. Detailing the Priesthood:

1. How do you become a priest? What are the Minimum Requirements (age, sex, Attribute Scores, etc.)?

2. What are the rules regarding the use of weapons and armor?

3. What Bonus Skills are attained during training?

4. What are the **Granted Powers** attained by the priest? 'Granted Powers' are powers and abilities given to a priest by the deific power (or agent thereof) that the priest worships. The priest will only have access to his 'Granted Powers' so long as he has at least 1 active Faith Point. 'Granted Powers' include spell casting, the power to Turn, the power to Summon, Banish, etc.

5. What spells are allowed?

6. What is the required attire?

7. What is the function and duty of the priest?

22. Other:

Guilds and Professions:

Guilds are the gathering together of individuals or organizations with a common interest, which oversee certain businesses in cities and towns (such as blacksmithing, theft, merchants, etc.). These guilds often refuse to teach their craft to outsiders and get very unhappy about non-guild members doing business in their town. Many guilds often have their own secret codes and languages.

Below I will list some professions typically found in a city or town.

1. Smiths: Black, Weapon, Armor, Stonecutter
2. Militiaman, Sheriff
3. Innkeeper, Bartender, Waitress
4. Astrologer, Astronomer
5. Seamstress, Tailor
6. Merchant
7. Apothecary, Herbalist, Alchemist
8. Mathematician, Scientist, Inventor
9. Stable-boy
10. Carpenter, Jeweler, Mason, Coin Maker
11. Physician, Healer, Barber
12. Scribe, Cartographer
13. Costumer
14. Messenger
15. Gambler
16. Prostitute
17. Navigator, Sailor
18. Warehouseman
19. Priest, Wizard
20. Mercenary, Assassin
21. Librarian
22. Lawyer
23. Animal Handler
24. Architect
25. Mortician, Gravedigger
26. Thief, Fence (not the one around your yard!)
27. Bard, Minstrel, Storyteller
28. Money-Lender, Money-Changer
29. Shipwright

30. Sage, Student, Seer
31. Baker
32. Candle and Torch Maker
33. Cooper, Cobbler, Potter
34. Lamp-Lighter
35. Leather Worker
36. Dye and Ink Maker
37. Miller (Paper, Wheat, etc.)
38. Net-Maker
39. Fur Trader
40. Glass Blower

RM 37: How to Create Adventures:

As I did for **Chapter 5:1**, I will do for this section. Below I will list a set of questions with my inspirational commentary; afterward, I will re-list the questions as a summary. After answering the questions below, you should be well on your way to creating your own adventure.

1. Choose the plot of the story:

   a. What is the setting?
   b. What is the main goal?
   c. What is the motivation for the principle characters?
   d. What is the purpose for the PC's involvement?

2. Choose the main obstacle and/or antagonist of the story.
3. Choose the vital NPC's (supporting cast).
4. Decide on encounters, dangers, and rewards. Include special notes about points of interest.

   At this point, you want to decide if the characters are going to encounter monsters, traps, natural disasters, etc. You must also decide if there is treasure to be had, what it is, and the form it takes. Keep in mind that rewards can be alliances, art, political positioning, etc.—It doesn't always have to be gold.
5. Draw any maps needed, looking at the four main environments:

   a. The immediate environment: The room, area, etc. the PC's is in.
   b. The outer area: The castle, woods, etc. that the 'immediate environment' (above) is in.
   c. The general area: The land in which the castle, woods, etc. lies.
   d. The overall view: The kingdom, world, plane, etc. the land lies in.
6. Create random encounters (optional).

   There are those that desire to have every aspect of every adventure planned out, with little room for surprises; others like to introduce a little spice to their prepared adventures. It is for those reasons, that I list 'Random Encounters' as an optional thing to do. Now, there may be some of you out there that want to know what a 'Random Encounter' is...

   A 'Random Encounter' is an event or encounter the PC's have a *chance* to encounter. This encounter may not necessarily be a part of the 'planned' encounter. It may be used to deplete PC's supplies, re-stock depleted supplies, provide them with 'red herrings' to endure, or add a little realistic chaos to an otherwise 'by-the-books' adventure.

For example, wouldn't it be interesting if during an adventure in which the PC's are tracking down an assassin, they encounter a bar fight, a broken wagon wheel on their wagon, a band of traveling minstrels, and a damsel in distress—none of which had anything to do with the plot at hand? "What's the point", you may say. To that I say—"consider this... on your way to work you may have had a flat tire, been hit up by a beggar, and during a futile attempt not to be late—run into a heretofore unknown coworker, sending her difficult-to-collate documents flying. While this may not be fun, it is the facts of life. Life is filled with many sub-plots, 'Random Encounters' reflect this."

When and if you decide to use 'Random Encounters', I would suggest the following:

a. Plan a 'Random Chart' with a list of possible events, their number (example: d4 Lions), the frequency of the encounter (example: 'only once', or 'up to 4 times', etc.), and the number of times you are to check for a 'Random Encounter (example: a 1-2 on a d6 = an encounter, roll once at dawn, noon, dusk, and midnight).

b. Set up your 'Random Chart' numbered so that you could easily roll a die type to discover what encounter occurs. Perhaps a percentile roll would serve best for giving various encounters varying degrees of certainty.

c. 'Random Encounters' should suit the region, etc. the adventure takes place in. It wouldn't be fitting to roll for a bar fight in the middle of the wilderness.

d. I would suggest having a 'Random Chart' created for each adventure.

e. It may be a good idea to have some 'Random Charts' with about 25 to 50 encounters on them for general use when the Adventurers strike off into unplanned territory, or you're in the mood to improvise an adventure.

f. Some of your 'Random Encounters' could be mini-adventures or side-adventures for the PC's to go on (save a kitty stuck in a tree, investigate a gloomy cemetery, rescue a hostage from a couple of kidnappers, etc.).

7. Roll Up any NPC's, monsters, etc.
8. Write the 'script'.

   Quite simply, write out all of your ideas in a manner in which you can fluidly run the adventure, being prepared as the Players progress section to section.
9. Fill in special touches such as sights, smells, and other subtleties.

   This way you can flesh out empty, boring rooms with the

proverbial 'red herring', or touches of realism. For example, if a group of characters were to open the door to an empty room, you could describe it one of two ways:

1. You open the door and see an empty room.
2. You open the door; it creaks as you see dust fall from the beam above the door. You can see in the sparse light from your torch that the room is filled with cobwebs and dust. You pick up the faint aroma of a burned out candle. Otherwise, the room *appears* to be empty.

If you choose to do your description like '2' above, the PC's will be much more interested in the room and will suspect that someone has been there recently (perhaps they still are!).

Note: If your adventure is a mystery, you may want to come up with the ending first, and then work backwards to the beginning. In doing this, you will (more easily) be able to place intricate clues throughout the adventure.

RM 38: Frequently Asked Questions.

Q: If you critical a Wisdom (or other Attribute Score) can you raise the Attribute in question?
A: At the RM's option, depending on the nature and purpose of the roll, he could allow you to raise the Attribute in question by first rolling the Score or higher on a d20 (a roll of 20 required for Attributes over 20). If that roll were Successful, he could then allow a Very Difficult Attribute Resistance Roll. A Success would raise the Attribute 1 point, a Critical = 2 points, a Fumble = the Attribute can never be raised any higher than its current Score.

Q: How does "Great Escape" affect Luck and Spell Points when you arrive at your safe place? Can you cast spells?
A: When you arrive at your safe place, you will have the Luck and Spell Points you had at the moment you *would* have died. You would be virtually helpless and unable to cast spells.

Q: How does dying and being brought back by the Life spell affect permanently cast spells the character had? How does it affect Life Points, Spell Points, and Luck Points?
A: Permanently cast spells will be gone at the point of death. Characters brought back to Life will have the Life Points dictated by the item or spell that revived them. The character will have the Luck and Spell Points he had at the moment of Death—unless he used Luck during death to return to life.

Q: How does Critically Learning or Memorizing Spells affect the Spell?
A: A Critically Learned Spell could conceivably allow the caster the following benefits:

1. A +5 to memorize the spells.
2. A +5 to Intelligence rolls when copying spell.
3. A +5 to the Roll when casting the spell.

A Critically Memorized Spell could conceivably allow the caster the following benefits:

1. The spell needs never be memorized again. A new spell may be learned to take the slot this spell once held (in other words—the permanently memorized spell will not count against the Wizard's maximum number of spells he can have "on call" at any one time).
2. Gain a +5 to the Roll when casting the spell.

Q: How many licks does it take to get to the center of a 'Tootsie Pop'?
A: That will remain a mystery of the universe.

RM 39: Runemaster's Screens.

The following is a grouping of information that you can use for your RM Screens.

Runemaster Screens

Movement Modifiers:

Size Category	Movement Base is…	Size
Minute	Base Move ÷ 5*	6" or less
Very Tiny	Base Move ÷ 4	6" to 1'
Tiny	Base Move ÷ 3	1' 1" to 2'
Small	Base Move ÷ 1.5	2' 1" to 4'
Medium	Base	4' 1" to 7'
Large	Base x 1.5	7' 1" to 12'
Huge	Base x 3	12' 1" to 25'
Gigantic +	Base x 4**	25' 1" +
* = +1 to the divisor for every 1" below 6"		
** = +1 to multiplier for every 10' over 25'		

Overland Movement Modifiers:

Difficulty of Journey:	Movement Changed To:
Very Easy	Move x 1.5
Easy	Move x 1.25
Average	Movement Rate
Difficult	Move x .75
Very Difficult	Move x .5
Hard	Move x .25
Very Hard	Move x .125
Extremely Hard	½ mile per day or less

Jumping Modifiers:

Size:	Effect:	Size:	Effect:
Minute (6")	Jump x .1*	Medium	Normal Jump
Very Tiny	Jump x .125	Large	Jump x 2
Tiny	Jump x .25	Huge	Jump x 3
Small	Jump x .5	Gigantic	Jump x 4**

Initiative Modifiers:

Cast a spell	-1*
Use innate spell or power	-1
Use 'Breath Weapon'	-2
Each second of 'Movement'	-2
Drop excess equipment	-2d4
Use 'Magic Item'	Variable**
Have slippery footing	-2
Draw sheathed weapon	-5†
Grab dropped item	-7‡
Charging	Special Ω
Weapon attack	Special ΩΩ

***** Per Difficulty of the Spell (Very Easy is –1, Easy is –2, etc.).

****** A (+) or (-) equal to the bonus/penalty of the item, or up to the RM.

† Or may 'Quick Draw' -1 (with a -5 to 'Hit' and 'Parry' that 'Circle of Combat').

‡ Plus any penalties due to any 'Movement' needed.

Ω See the rules on 'Charging'.

ΩΩ See the weapon in question. If your character is fighting with two weapons that have the same 'Initiative Modifier', you must subtract 1 from the second weapon. Otherwise, attack with the weapons in order.

Function:	Time Required:
Quickly search body *	1 minute
Intense search of body +	2 minutes
Complete search of body #	5 minutes
Looting	1 segment
Light a torch	1 minute
Search for secret door/trap	1 minute per 10' of area searched
Bind/treat wound	1 minute
Hammer a spike	1 minute
Withdraw and drink a potion:	
Close at hand	1 segment
In backpack, etc.	2 segments or more
Don a disguise:	
Simple	5 minutes
Difficult	d6 turns
Complex	d6 hrs.
Shout a simple command	During 'Circle of Combat' (see Chp. 4)
Drop excess equipment for combat	-2d4 to 'Initiative' (see Chp. 4)
Pick lock:	
Simple	1 segment
Difficult	1 minute
Complex	d10+2 minutes
Set trap:	
Simple	d6 minutes
Difficult	d6 turns
Complex	d6 hours
Remove Trap:	
Simple	1 minute
Difficult	d10+2 minutes
Complex	d6 turns

Runemaster Screens

Strength Modifier:	Die-Type:
-7	-d10
-6	-d8
-5	-d6
-4	-d4
-3	-d3
-2	-d2
-1	-1 point
0	0
1	+1 point
2	+d2
3	+d3
4	+d4
5	+d6
6	+d8
7	+d10

Combat Modifiers:

Opponent is...	Attack at...
Invisible *	½ Hit Rating
Off balance	+2
Prone/Stunned	+4
Sitting/Kneeling	+2
Blind, etc. *	+4
Surprised	+2
Hindered	+3
"Hastened"	-4
"Slowed"	+4

* If your character is invisible, and his opponent is not, your character will hit at +4, and his opponent will strike using ½ his 'Hit Rating'.

More Combat Modifiers:

Attack is...	Attack at...
A kick	-2
A called shot	-4 'Base', +/- at RM's discretion.
From higher elevation	+3
From lower elevation	-3
From behind	+2
Versus Larger creature	+1 per category larger (+1 per 6' over 24').
Versus Smaller	-1 per category smaller (-1 per 1" under 6").
'Grab' for weapon	'A Called Shot'
Thrown non-missile weapon	-4
All out attack	+4
All out defense	+4 to defense
Point Blank attack	+4 (Bows, Crossbows, and Firearms only)
With 'off' hand	Penalty listed on the right side of slash in **4:13, # 1**

Even More Combat Modifiers:

Weapon Type:	Penalty
Two small weapons (a fist and dagger)**:**	0/-1
A small and medium weapon (a dagger and battle axe)**:**	-1/-2
Two medium weapons (two swords)**:**	-2/-4
A small (or medium) weapon and a body shield:	-2(-3)/-6

Missile Modifiers:		
Range:	**To Hit at...**	**Damage is at...**
Medium	-2	¾
Long	-4	½
Maximum	-8	¼

Falling Damage Modifier:
(d6-2 for the first 10', +d6 for every 10' thereafter—up to 200' total):

Size:	Damage at...
Minute	⅛
Medium	Normal
Very Tiny	¼
Tiny	½
Small	¾
Large	x2
Huge	x3
Gigantic	x4

Runemaster Screens

Hit Locations:

Falls°:	
Roll a d12:	Location:
1	Left Foot
2	Right Foot
3	Left Leg
4	Right Leg
5	Left Hand
6	Right Hand
7	Left Arm
8	Right Arm
9	Full Torso
10	Head
11	Roll d4 Locations
12	Roll 2d4 Locations

Explosion, Liquid, Splash°:	
Roll a d12 + d6:	Location:
2	Left Leg
3	Right Leg
4	Both Legs
5	Abdomen and 1 Leg
6	Abdomen and Both Legs
7	Full Torso
8	Left Arm
9	Right Arm
10	Upper Torso and 1 Arm
11	Head and Upper Torso
12	Head and Full Torso
13	Head, Upper Torso, and 1 Arm
14	Head, Upper Torso, and Both Arms
15	Head, Full Torso, and Both Arms
16	Head
17	Roll d4 Locations
18	Roll 2d4 Locations

Weight of Rock (in lbs.):	**Damage:**	**Bonus per 10' dropped:**
⅛ to ¼	d2	N/A
¼+ to ½	d4	N/A
½+ to 5	d6	N/A
6 to 10	d8	+1
11 to 25	d10	+d2
26 to 50	2d10	+d4
51 to 100	3d10	+d6
101 to 200	4d10	+d8
201 to 400	5d10	+d10
401 to 800	6d10	+d12
801 to 1600	7d10	+d20
per 1000 (or fraction) thereafter	+d10	+d20

Weight of Hurled Item	**Range (in feet):**
If Unencumbered weight or less	Strength
If Light Encumbrance	½ Str.
If Moderate Encumbrance	¼ Str.
If Heavy Encumbrance	1/7 Str.
If Very Encumbered	1/10 Str.
If at Max. Encumbrance	May only drop it
If at ¾ Un. Weight	Str. x 1.25
If at ½ Un. Weight	Str. x 2.5
If at 1/5 Un. Weight	Str. x 5
If at 1/10 Un. Weight	Str. x 10
If at 1/20 Un. Weight	Str. x 20

Substance:	**Direct Hit Damage:**	**Splash Damage:**
Acid	3d10/2d10/1d10 *	2d8/d8/d4 *
Burning Oil	3d10/segment	d6/segment
Holy Water	As acid to various creatures (the RM has details).	
Boiling Water	d6/d3/1 *	d3/1 *
Boiling Oil	2d10/d10/d6/d4 **	d10/d6/d4/1 **

* = The first segment/second segment/third segment.

** = The first and second segment/third and fourth segment/fifth segment/sixth segment.

Runemaster Screens

Infection:

Severity:	Healing Rate if treated:
Mild	1 to 5 days
Moderate	1 to 10 days until Mild
Serious	1 to 10 days until Moderate
Severe	Will kill in 1-5 days unless an amputation or 'Cure Disease' spell is used.
Severity:	**Healing Rate if untreated*:**
Mild	1-5 days/ 2-10 days/ Becomes a Moderate infection in 1-5 days/ Becomes Serious in 1-5 days
Moderate	Mild in 1-10/Mild in 2-20/Ser. in 1-5/Sev. in 1-5
Serious	Mod. in 1-10/Mild in 2-20/Sev.in 1-5/die in 1-5
Severe	Will kill in 1-5 days unless an amputation or 'Cure Disease' spell is used.

Poison:

Type:	Damage (if save/if not):
1	0/1
2	0/d3
3	1/d6
4	d3/2d6
5	2d6/Death
6	2d8/Death
7	3d6/Death
8	3d8+5/Death
A	Causes a comatose sleep
B	Debilitative; -3d6 Strength and Endurance
C	Debilitative; -3d6 Intelligence, Wisdom, and Will
D	Purgative (diarrhea/vomiting)
E	Hallucinogen
F	Pain inducing drug

Increased Spell Fumble Rates:

Spell-Casting and...	Fumble Rate at...
Attacking	+4
Defending	+2
Falling	+3
Walking, Marching, etc.	+1
Running, Swimming, etc.	+4
Encumbered	+2*
Fatigue	+1**

* Per level of 'Encumbrance' over 'Un.'
** Per level of 'Fatigue' over Light.

Regaining Spell Points:

In 1 hour increments:
If active: 1/hour
If resting: d2/hour
If sleeping: d4/hour
In 8 hour increments:
If active: d4/8 hours
If resting: d8/8 hours
If sleeping: 2d10/8 hours

Spell Modifiers:

Each point of (X) below 20	Increases the 'Resistance' to (Y) by 1 point
Read/Write Magic	Learn and Memorize
Speak Magic	Cast verbal spells
Spell Craft	To cast spells, and to increase 'Spell Points'

Magic Circles/Pentagrams:

Substance	Resistance*
Chalk	10
Marble or blood	15
Iron	20
Silver	25
Gold	30

Runemaster Screens

Sample Cosmic Point Awards:

Event:	Bonus Points Awarded:
For every 100 worshippers the Cosmic Creature has	1*
For each Special Sacrifice made to the Cosmic Creature	1 to 5+ (Details are up to the RM.)
For each erection of a Consecrated/Desecrated...	
Shrine or Chapel	50° (will receive 1/day thereafter)
Temple	100° (will receive 2/day thereafter)
Cathedral	200°(will receiver 4/day thereafter)
Special (graveyard, sacred land, etc.)	up to RM°
For every 1000 souls the deity has possession of	1*
For every 10 souls absorbed (destroying the soul)	1
For every 10 priests the deity has	1*
Servant deities (underlings within a Pantheon)	¼ of the servant's Dedicated Points
Destroying another deity and absorbing his power	½ his Dedicated Points, and Points equal to the slain deity's Cosmic Point pool (non-bonus)° (see Chp. 3:4 below)
*** = The quality of the worshippers may be high, which may double or triple this number; or the quality may be low, which would require double or triple the number of worshippers to generate the Cosmic Points.**	**° = A one time bonus in points.**

Sample Faith Point Awards:

Each new convert to the religion:	1
Each new convert from an opposing religion:	2
Strictly abiding by rules of faith:	+1 per week
Each selfless act in honor of the faith:	1
Completing a Holy Quest:	+1 to 10
Bringing word of faith to others:	+1 per week
Erecting a place of worship in honor of the deity:	+d4, +1 per 10 followers of faith attracted

Sample Magic Item Categories:

Roll a d20	Type:
1 to 2	Scrolls
3	Wands, Rods, Scepters, or Staves
4 to 5	Potions, Salves, or Oils
6 to 7	Rings or Other Jewelry
8	Containers
9	Books or Writing Instruments
10	Crystals, Stones, Jewels, Coins, Talismans, Charms, Trinkets, Candles, or Incense
11	Clothing
12	Transportation
13	Figurines, Statues, Sculptures, or Art
14	Household Items, Furniture, or Tools
15	Musical Instruments
16	Food, Spices, Plants, or Herbs
17	Weapons or Armor
18	Miscellaneous Items (cards, bones, claws, teeth, horns, ashes, etc.)
19	Artifacts or Relics
20	Cursed Items

Runemaster Screens

AR:	Dam. Absorb:
1	d2-1
2	d3-1
3	d4-1
4	d3
5	d4
6	d6
7	d8
8	d10
9	d12
10	2d6
11	d10+d4
12	d10+d6
13	d10+d8
14	2d10
15	d10+d12
16	2d12
17	2d10+d6
18	2d10+d8
19	3d10
20	2d10+d12
21	2d12+d10
22	3d12+d4
23	3d12+d6
24	3d12+d8
25	3d12+d10
26	4d12
27	4d12+d4*

Base Material:	AR:
Leather: Soft (fur, gloves, etc.)	1
Leather: Hard (boots)	2
Padded Armor	3
Leather: Boiled (armor)	4
Chain Mail	6
Supplemental Material	**AR:**
Adding metal studs/rings	+2
Adding metal scales	+5
Adding metal bands	+8
Adding metal plates	+9

Material:	Base?	Add On?	Either?	Compatible With...
1. Leather, Soft			Yes	All materials
2. Leather, Hard			Yes	All except 2 and 3
3. Leather, Boiled		Yes		All except 2 and 3
4. Padded	Yes			All materials
5. Chain Mail			Yes	All except 5 and 6
6. Metal Rings/Studs		Yes		1, 2, 3, and 4
7. Metal "Scales"		Yes		1, 2, 3, and 4
8. Metal Bands			Yes	1, 2, 3, 4, and 5
9. Metal Plates			Yes	1, 2, 3, 4, and 5

Shield Size:	% Chance:	Material:	AR:
Buckler	25	Stretched Skins	4
Small	50	Wood	6
Medium	75	Metal/wood Combo	8
Body	95	Metal	9

Armor:	Cost (in u):	AR:	Lbs. Wt:
Fur/Skin	1	2	5
Padded	5	3	10
Leather	10	4	15
Ring Mail	25	6	30
Scale Mail	50	7	40
Chain Mail: Vest	75	6	40
Chain Mail: Coat	100	6	45
Banded Mail	200	12	45
Metal Breast Plate	300	9	20
Full Plate	800	17	70
Arm/Leg guards			
Boiled Leather	1	4	3
Chain	8	6	5
Plate	25	9	7
Gauntlets (Boots)			
Hard Leather	1 (1.5)	2	.5 (.75)
Chain	8 (12)	6	.75 (1)
Plate	10 (15)	9	1 (2)
Coif	15	6	3
Cap:			
Boiled Leather	1.5	4	2
Metal	25	9	5
Metal Helmet:			
Open-faced	40	9	7
Closed-faced	50	9	10

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RM CC: 1: Introduction to the Creature Catalogue.

The information that follows is a basis for you to expand upon for your own Campaign World. I realize that there may not be as much detail as you may desire—but I will give you enough to get you started.

The reason that I will not go into vast detail here is because I cannot tell *you* how *you* are to do *your* Campaign World. I can, however, give you suggestions and guidelines to assist you. When I write *my* Campaign World, I will be able to detail the specific creatures of *that* world (which I intend to do soon).

The creatures I have detailed are the common creatures, such as animals found in our world. I have also detailed some of the variations of normal animals that are found in myth and legend (For example: Unicorns, which are a variation of a horse).

RM CC: 2: Variation to the rules.

You (hopefully) have read through the Player Manual and Runemaster Manual, and are familiar with the rules of **Mystic Rune™**. With that in mind, there are a few *variations* you will need to consider when dealing with creatures (Some *liberties* have been taken with creatures that have not been taken elsewhere in this book)—they are as follows:

1. The term 'monster' is misleading. What follows is simply a list of creatures not presented elsewhere in this book. If used loosely, I guess the term 'monster' could refer to any non-human creatures the PCs may encounter.
2. Only the pertinent Attributes are listed (lions may be cute, but there is really no need for a Charm Score). I will simply list a flat 'Life Point' total when needed; you know how to apply it (½ for hands and feet, etc.).
3. In some instances, I will list the Damage Modifier for the creature and it may not correspond to any given Strength Score. The reason for this is simple; the Strength Score will often be cited for the purpose of Encumbrance only.
4. When a modifier is listed (other than Damage Modifiers), they are in addition to any Modifiers the creature would get due to their Attribute Score.
5. For many creatures, I will list an Attribute called 'Cunning' instead of an Intelligence or Wisdom Score. The reason I will do so is that many creatures have an animal intelligence, and even the smartest horse is far from the low end of Human intelligence. He might do a great number of tricks, but he still can't do first grade math.
6. Most statistics listed are for your standard creature of that type; you can always adjust the stats to create exceptional versions of the creatures listed.
7. Where no stat is listed and one is needed, I would suggest that (where

common sense allows) you give an average score (8 to 13). Small animals could well have a Strength score of less than 1, and a horse may have an Endurance of over 20.

8. All special vision listed (unless otherwise noted) will be Night Vision. If you decide to personalize it—great!
9. Some generalities are given for two good reasons; one—I decided to give you the benefit of the doubt regarding common sense, and two—It would be a waste of space to list the stats for 4000 furry animals.
10. I flat out skipped some descriptions (I think we all know what a bear looks like—If not, get out more).
11. If you feel you need more in-depth information than I have provided, most cities have a library.
12. If something is not listed, make one or more of the following assumptions:
    A. The stat is the same as a comparable creature.
    B. The stat is in the average range (8 to 13).
    C. I forgot to list it.
    D. You are to use your own judgment.

RM CC: 3: Holy/Blessed Items and their effect on Monsters.

There are certain creatures that are only harmed by special or magical weapons. Under the category of special weapons, would be Holy Items. It is up to you on whether or not Holy Items will affect all creatures only harmed by magic/special weapons; or if they will only affect diametrically opposed creatures (Holy Weapons versus Undead, Demons, etc.). I will list my suggestions with the creature listing in question.

RM CC: 4: Monsters and major wounds.

Certain major wounds will not affect various creatures in the manner one, at first, might think it would. For example, cutting off the head of an animated skeleton may only remove its ability to see. Each body part may need to be destroyed.

RM CC: 5: Gaze attacks.

Some creatures can cause problems by simply looking at someone, or having that person gaze into their eyes. When this situation occurs, you may allow a Save to avoid looking into the creature's eyes. If the victim looks into the creature's eyes, a Save may not be allowed dependent on the nature of the gaze attack. The details not given in the creature statistics are up to you.

RM CC: 7: Creature Listing.

Below is an alphabetical listing of the creatures available in this book. The listings will also include creatures that are *variations* of the main creature type (as in, a Hell Hound is a variation of a Dog).

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Creature:	Creature:
Ape, Great: Baboon	Entities: Demon, Minor Type 3
Ape, Great: Chimpanzee	Entities: Elemental, Air
Ape, Great: Gorilla	Entities: Elemental, Earth
Ape, Great: Orangutan	Entities: Elemental, Fire
Ape, Great: Yeti	Entities: Elemental, Lord
Bear, Black	Entities: Elemental, Water
Bear, Grizzly	Golem/Automaton
Bear, Polar	Horse, Domestic
Bird of Prey: Eagle	Horse, Heavy War
Bird of Prey: Falcon	Horse, Light War
Bird of Prey: Owl	Horse, Wild
Boar, Wild	Horse: Pegasi
Cats, Great: Chimera	Horse: Unicorn
Cats, Great: Griffon	Large Animals: Bison
Cats, Great: Lion	Large Animals: Camel
Cats, Great: Manticore	Large Animals: Mountain Goat
Cats, Great: Mountain Lion	Lycanthrope, Afflicted
Cats, Great: Tiger	Lycanthrope, Afflicted: Werewolf
Crocodile/Alligator	Lycanthrope, Natural
Dog/Wolf: Death Dog	Octopus/Squid: Kraken
Dog/Wolf: Dog	Octopus/Squid: Octopus
Dog/Wolf: Hell Hound (Demon)	Octopus/Squid: Squid
Dog/Wolf: Wolf	Predators of the Deep: Barracuda
Dog/Wolf: Worg	Predators of the Deep: Piranha
Dragon	Predators of the Deep: Shark
Elephant	Predators of the Deep: Whale
Elephant: Wooly Mammoth	Small Animals
Entities: Angel, Arch	Snake, Constrictor
Entities: Angel, Greater	Snake, Poisonous
Entities: Angel, Lesser	Snake: Basilisk
Entities: Angel, Minor	Snake: Hydra
Entities: Demon Lord	Undead: Ghoul
Entities: Demon, Greater Type 1	Undead: Lich
Entities: Demon, Greater Type 2	Undead: Revenant
Entities: Demon, Greater Type 3	Undead: Skeleton
Entities: Demon, Lesser Type 1	Undead: Spirits
Entities: Demon, Lesser Type 2	Undead: Vampire
Entities: Demon, Lesser Type 3	Undead: Wight
Entities: Demon, Minor Type 1	Undead: Zombie
Entities: Demon, Minor Type 2	

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RM CC: 8: Creature Details.

Great Apes:

There are actually three types of ape that comprise the term 'Great Ape'; Gorilla, Orangutan, and Chimpanzee, but I will list a fourth and fifth kind of ape among the stats, the Baboon and the mythological Yeti. Below I will list general notes about each type of ape, then I will list their stats.

Baboon: Baboons generally dwell on rocky hills (they are not very good climbers) in bands of 10 to 200 (+ young), headed by a dominant male. The males tend to have a harem of up to 10 females, stealing females from rival bands if necessary. Baboons tend to be 2 to 3 foot tall (with 1 to 2 foot long tails), weighing between 20 lbs. (female) and 40 lbs. (males). Baboons are omnivorous, including the consumption of reptiles and insects. Baboons live 35 to 40 yrs.

Chimpanzee: Chimpanzees are the closest to man of all animals. They can use simple tools (including sticks and the like for weapons). Chimpanzees are also capable of problem solving and self-awareness (recognizing their own reflection). Chimpanzees dwell in jungles/forests and open land equally well; though they tend to stay in trees more often during the wet season. They often group together in bands of 25 to 80 lead by a dominant male. The females will (much like some girls I knew in high school) mate indiscriminately among the males. Chimpanzees are omnivorous (including insects). The chimpanzee male is generally 5½' tall, weighing 120 to 175 lbs, while the female stands about 4' tall, and weighs about 100 to 120 lbs. Chimpanzees generally live about 50 yrs. and can suffer many Human diseases.

Gorilla: Gorillas lair in mountainous or forested (jungle) regions. They generally co-exist with other gorillas peacefully, but will mount an elaborate warning display (beat chest, roar, put his face nose-to-nose with another, etc.) if he feels his territory (including harem of 10 to 30 females) is threatened. Some gorillas live in groups of 1 male + his harem + their offspring. Often, male gorillas will live a solitary existence. Gorillas are herbivores that need little water (the dew off of leaves is usually enough). Gorilla males are generally 6' tall, weighing 600 lbs. Females stand 5' tall and weigh about 200 lbs. Gorillas live for roughly 30 yrs.

Orangutan: Orangutans lair solely in the forest/jungle, spending most all of their time in the trees (males often will sleep on the ground). Males are usually solitary, while the females will occasionally band together with their young. Orangutan males stand 4' tall and weigh between 130 and 200 lbs., while females stand 3' tall and weigh between 90 and 110 lbs. Orangutans are herbivores that will occasionally eat eggs and insects. Orangutans live approximately 30 yrs. **Note:** Because they spend most of their existence in trees, they are reputed to have the strongest arms of all the apes. It is also known that centuries ago, orangutans were much bigger than they are today.

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Yeti (Abominable Snowman, Bigfoot, Sasquatch): There are many theories and legends concerning yetis. Your impression is all that matters. If you want them to be wild, savage, carnivores do so. If you want them to be peaceful herbivores, do it. There are a few things I can note that are common of any form of yeti. Yeti males stand roughly 6 to 8 tall and weigh between 200 to 800 lbs. Yeti females stand 5 to 6 foot tall and weigh between 150 to 200 lbs. Yetis are fully covered in hair, and depending upon your impression, they will have fangs or flat teeth. Snowmen would dwell in icy realms, while sasquatch would dwell in temperate forest. Yeti would have many Human qualities, such as a fully functional hand with an opposable thumb, perhaps simple tool use, and self-awareness. Whether or not their hands are clawed is dependent upon your impression of them.

General Notes:

Apes are generally social, and often groom each other for social purposes. Apes are very intelligent and can often memorize terrain. They could border on Human Intelligence. You could also create variations, such as Man-Eating Apes, etc. You may even create a race of Sub-Human/Primitive Human that is between the ape and man in their evolutionary process (like the Yeti).

Some apes may use rocks, dung, etc. to pelt their enemies.

To Roll Up:

For all Attributes listed below, Roll (11) d20, and drop the lowest (2) rolls. Place the scores as desired. You will then Modify the scores as noted below (**Note:** Any negative Modifier will not drop an Attribute below 1).

The listing for Skill Points, can be used to increase listed core Skills—or to give the Ape ability in legitimate Skills you feel they should have. The listed Modifiers to Skills are in addition to normal Modifiers (due to Attributes, etc.).

Great Apes:	**Baboon**	**Chimpanzee**	**Gorilla**	**Oranutan**	**Yeti**
Attributes	**Modifier**	**Modifier**	**Modifier**	**Modifier**	**Modifier**
Strength	½ Score		+2d10	+d10	+2d10
Endurance					
Health					
Agility					
Speed					
Cunning	-d4	Borders on Human	-d4	-d4	
Karma					
Willpower					
Mystic Power					
Life Points	½ the avg. of End & Hlt	Avg. End & Hlt	End + Hlt	Avg. End & Hlt	End + Hlt
Luck Points	d20				

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Weapon Type	Base Damage	Base Damage	Base Damage	Base Damage	Base Damage	Damage Bonus
Fist	d2	d3	d4	d3	d4	0 Baboon, per Strength for all others
Bite	d3	d2	d3	d2	d4	¼ to ½ Damage Modifier
Claw/Nails	d3	N/A	N/A	N/A	d6 if applicable	0 Baboon, per Strength for all others

Skill Points	(Cunning x 10) + (10 x d10) + 50

Base Skills	Base Range	Modifiers	Notes
Climb	d10	Chimpanzee and Gorilla = +5, Orangutan = +10	
Dodge	d10		
Jump	d10		
Grab	d10		
Wrestle	d10		
Throw	d10		
Acrobatics	d10		
Move Quiet	d10		
Conceal	d10		
Hide	d10		
Swim	d10		
Perception	d10		
Find	d10		
Track	d10		
Sleight of Hand	d10		
Brawling: Hit	d10		
Brawling: Parry	d10		
Weapon	Hit Base of d6		Chimpanzee only

Vision Type	Rating
Normal	12 + d6

Movement Type	Base Rating	Base Rating	Base Rating	Base Rating	Base Rating
Land	20	20	20	20	20
Swim	5	5	5	5	5
Climb	1¼ times faster than man	1¼ times faster than man	1¼ times faster than man	1¼ times faster than man	As Man

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Bear:

Black Bear: The black bear can actually be black, rusty brown, or gray. He is the smallest and probably least aggressive type of bear. Black bears are 3' at the shoulder and stand 4' to 6' tall. Black bears weigh 100 to 300 lbs. Black bears are generally solitary creatures that dwell in temperate to tropical woodlands, avoiding the open country. They are omnivores that eat many things ranging from honey and tubers, to fish and mountain goats (often knocking them from their perch to kill them). Black bears are most active at night. Black bears will hibernate in the winter. They are excellent climbers.

Grizzly Bear: Grizzlies are the fiercest and most aggressive type of bear. They stand 6 or more feet high, weighing 200 to 650+ lbs. Grizzlies dwell in cool to temperate mountains and thick forest; those that lair near rivers become skilled at grabbing fish from the waters. They are omnivores that will also eat carrion (they often use their claws to dig out burrowing animals). Grizzlies are generally solitary, but are not overly territorial. Grizzlies use their paws as clubs, often striking down creatures their own size in a single blow. Though grizzly bears hibernate in winter, they will emerge from their dens on warm sunny days to eat.

Polar Bear: Polar bears are the largest land carnivore in the natural world; standing 8 to 11 feet (5' at shoulder, when on all fours), and weighing 660 to 770 lbs (females) or 880 to 990 lbs. (males). Polar bears prey mostly on seals (eating only the skin and fat), and the carcasses of whales and walruses. The polar bear has adapted well to their home in the arctic (they usually dwell on the southern edge, but are found throughout). They slide down slopes on their bellies, walk bow-legged with their fur covered paws for better traction, and are expert swimmers. Polar bears can swim 50 miles from shore, and can remain submerged for 2 minutes (immediately shaking the excess water off before it freezes). Polar bears usually dwell in dens on the south side of slopes (the temperature of these dens is often 40° F higher than the temperature outside. Polar bears have an excellent sense of smell; they can smell the carcass of a whale 20 miles away and can sniff out a snow covered seal den. Polar bears are active year round.

Notes: Bears (particularly Grizzlies) can Berserk. If the bear hits his victim with both claws, he can 'hug' his victim as a bonus attack (3d6 + ½ Damage Bonus for damage). The 'hug' can continue 'Circle' to 'Circle' until the bear releases the victim, or he is killed.

Bears:	**Black**	**Grizzly**	**Polar**
Attributes	**Range:**	**Range:**	**Range:**
Strength	10 + 2d10	15 + 2d10	20 + 2d10
Endurance	d20	d20	d20
Health	d20	d20	d20
Agility	d20	d20	d20
Speed	d20	d20	d20
Cunning	5 + d6	5 + d6	5 + d6

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Karma	d20	d20	d20
Willpower	d20	d20	d20
Mystic Power	d10	d10	d10

Life Points	Health + End	Health + End	Health + End

Luck Points	d20

Weapon Type	Base Damage	Base Damage	Base Damage	Damage Bonus
Paw/Arm	d6	2d6	2d8	Per Strength
Bite	d3	d4	d4	½ Strength Bonus
Claw	d4	2d4	2d6	Per Strength
Hug	3d6	3d6	3d6	½ Strength Bonus

Skill Points	Cunning x 10	Use to increase the skills listed below.

Base Skills	Base Range	Modifiers	Notes
Climb	d10	+d6	Mod for Black Bears only
Dodge	d10		
Jump	d10		
Grab	d10		
Wrestle	d10		
Throw	d10		
Move Quiet	d10		
Conceal	d10		
Hide	d10		
Swim	d10	+d6	Mod for Polar Bears Only
Perception	d10	+d10	Mod for Polar Bears Only
Find	d10		
Track	d10		
Brawling: Hit	d10		
Brawling: Parry	d10		

Vision Type	Rating
Normal	12 + d6
Night Vision	d6

Movement Type	Base Rating	Base Rating	Base Rating
Land	20	20	20
Swim	5	5	5
Climb	As Man	As Man	As Man

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Bird of Prey:

There are many types of birds of prey, but I will only discuss three: the Eagle, Owl, and Falcon (Hawk).

Eagle: Eagles are 2½ to 3 feet tall, weighing 10 to 13 lbs., with a wingspan of 6 to 8 feet. They are carnivores that will eat carrion. Eagles lair in cold to tropical climates, often along coastal areas, marshes, and riverbanks (fish being their main diet). Eagles are capable of diving underwater to catch fish.

Falcon: Falcons are 1½ to 2 feet tall, with a wingspan of 3 to 4 feet. They are carnivores with a reputation as a top-notch predator. They are often trained to hunt small game (rabbits, ducks, etc.). Falcons have great accuracy and are capable of catching objects/creatures from mid-air. Falcons have excellent vision, and can easily spot prey 1000' away. Falcons can be found from arctic to desert regions.

Owl: Owls are 1½ to 2½ feet tall, weighing 5 to 7 lbs., with a wingspan of 5 to 6 feet. Owls are nocturnal carnivores that dwell in a variety of terrain and climates from arctic to tropical, forest to desert. An owl has excellent Night Vision and can turn its head 180°.

Birds of Prey:	**Eagle**	**Falcon**	**Owl**	
Attributes	**Range:**	**Range:**	**Range:**	
Strength	d4	d4	d3	
Endurance	d20	d20	d20	
Health	d20	d20	d20	
Agility	d20	d20	d20	
Speed	d20	d20	d20	
Cunning	d12	5 + d10	d12	
Karma	d20	d20	d20	
Willpower	d12	d12	d12	
Mystic Power	d10	d10	d10	
Life Points	½ the avg. of End & Hlt	½ the avg. of End & Hlt	½ the avg. of End & Hlt	
Luck Points	d20			
Weapon Type	**Base Damage**	**Base Damage**	**Base Damage**	**Damage Bonus**
Talon	d8	d6	d6	None
Beak	d4	d3	d3	None
Skill Points	30 + (10 x d10)	Use for the skills listed below.		
Base Skills	**Base Range**	**Modifiers**	**Notes**	
Dodge	d10			

Grab	d10		
Move Quiet	d10		
Hide	d10		
Swim	d2		
Perception	d10	+10 to Visual	Mod is for all
Find	d10		
Talon, To Hit	d10		
Beak, To Hit	d10		

Vision Type	**Rating**	**Rating**	**Rating**
Normal	20 + d10	25 + d10	d2
Night Vision			12 + d6

Movement Type	**Base Rating**	**Base Rating**	**Base Rating**
Land	10	10	10
Swim	40	40	40
Fly	2	2	2

Wild Boar:

Wild hogs are found from cold to tropical forest. They are 5 to 6 foot long (2½ to 3½ foot at the shoulder), weighing 350 to 600 lbs. Wild boars are social animals that are active day or (mostly) night. They have black, bristly hair and up to 14" long canine teeth. Wild boars are omnivores (including the consumption of carrion) that can be quite vicious. Males will often clash heads for dominance over one another.

Notes: Wild Hogs can Berserk. Wild Hogs can ram/head butt (use the Dodge Score as the 'To Hit') for d6 damage. Wild Hogs will have a high tolerance to putrefied food.

Wild Boar:	
Attributes	**Range:**
Strength	8 + d12
Endurance	d20
Health	d20
Agility	d20
Speed	d20
Cunning	d8
Karma	d20
Willpower	d10
Mystic Power	d10
Life Points	(Avg End & Hlt) x 1.5

Luck Points	d20

Weapon Type	Base Damage	Damage Bonus
Bite	d6 + d4	None
Ram/Head Butt	d6	None

Skill Points	10 x d10

Base Skills	Base Range	Modifiers	Notes
Climb	d3	-10	
Dodge/Head Butt	d10		
Jump	d10		
Move Quiet	d10		
Hide	d10		
Swim	d10		
Perception	d10		
Find	d10		
Bite	d10		

Vision Type	Rating
Normal	12 + d6
Night Vision	d6

Movement Type	Base Rating
Land	20
Swim	5

Great Cats:

Lion: Lions dwell in tropical grasslands; they are both social and territorial. They live in prides of 20 to 30 (which will include 1 to 4 males). Lions are about 9' long (from head to tip of tail) and weigh 450 to 550 lbs. Lions are carnivores that often ambush prey. When food is scarce, they will eat carrion. Lions can see very well in the dark and have excellent Night Vision.

Tiger: Tigers dwell in cold to tropical forest. They are 9 to 12 feet long (from head to tip of tail) and weigh 400 to 650 lbs. They stand 3 to 3½ feet at the shoulder. Tigers are both solitary and nocturnal. They have excellent Binocular and Night vision. Tigers are carnivores that will even eat meat that has begun to putrefy. Tigers are capable of dragging prey that would take a dozen men to drag. Their favorite tactic is to pounce on their prey; they can jump great distances (30 to 80 feet). Tigers are excellent swimmers and climbers.

Mountain Lion: Mountain lions are carnivores that dwell in cold to tropical mountains and forest. They are excellent climbers that are capable of dropping up to 65'

without injury. They are great jumpers, capable of leaping up to 50'. Mountain lions can jump vertically up to 20'. Mountain lion pounces are so violent, that they and their prey often tumble 20' along the ground.

Chimera: Chimera are beasts that have the head and front torso of a lion, the hind quarters of a goat, the wings of a dragon, and a snake for a tail. They stand 6' at the shoulder and are 15' to 20' long; with a tail that is 2' longer than the entire body. They have a wingspan of 30 to 40 feet. Chimera are solitary carnivores that will attack almost anything. They dwell in just about any climate or terrain (often seeking out ruins or caves to make their home). The stomach of a chimera creates a natural secretion that, when regurgitated, will produce a flame. This allows the chimera to breathe fire once every three segments in a cone 30' long, 10' wide at the end—causing 3d10 fire damage. The serpent tail has a poisonous bite.

Griffon: Griffons are creatures with the head and wings of a giant eagle and the bodies of lions. Some versions of Griffons describe them as having eagle-like talons instead of forepaws. Griffons are generally solitary creatures that lair high in the mountains of all climates. Griffons are carnivores that are the size of some of the largest tigers. They can be caught young and trained as mounts (but caution would have to be taken so that the Griffon will not eat the horses others in the camp may have).

Manticore: Manticores are beasts that have the bodies of lions, (optionally) bat-like wings, the head of a human with an over-sized mouth, and three rows of razor-sharp teeth. Manticores have long tails that house a ball of (3d8) poison spikes on the end. They may hurl these spikes 4 at a time. Lost spikes will be regenerated within 24 hours. Manticores are carnivores with a ravenous appetite; they are reputed to eat every bit of their victims (bones, fur, armor, etc.). Manticores dwell in temperate to tropical forest and grasslands. They are the same size as lions. The Manticore's social structure is similar to the lions (though their prides are much smaller, and the males, females, and young all hunt). Their intelligence fringes on that of man, but they are animalistic, malicious, and evil.

Notes: If the Great Cat hits with its front two claws on a creature ½ its size or larger, it can roll 'To Hit' with its back two claws.

Great Cats:	**Lion**	**Tiger**	**Mountain Lion**	**Chimera**	**Griffin**	**Manticore**
Attributes	**Range:**	**Range:**	**Range:**	**Range:**		**Range:**
Strength	10 x 2d10	10 x 2d10	10 x 2d10	(10 x 2d10) x 2	10 x 2d10	10 x 2d10
Endurance	d20	d20	d20	d20	d20	d20
Health	d20	d20	d20	d20	d20	d20
Agility	d20	d20	d20	d20	d20	d20
Speed	d20	d20	d20	d20	d20	d20
Cunning	5 + d10	5 + d10	5 + d10	5 + d10	5 + d10	5 + d10
Karma	d20	d20	d20	d20	d20	d20
Willpower	d20	d20	d20	d20	d20	d20
Mystic Power	d10	d10	d10	d20	d20	d20

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Life Points	(Avg End & Hlt) x 2	(Avg End & Hlt) x 2	(Avg End & Hlt) x 2	(Avg End & Hlt) x 3	(Avg End & Hlt) x 2	(Avg End & Hlt) x 2

Luck Points	d20

Weapon Type	Base Damage	Base Damage	Base Damage	Base Damage	Base Damage	Base Damage	Damage Bonus
Claw	d6 + d10	d6 + d10	d6 + d10	2d10	d6 + d10	d6 + d10	
Talon	N/A	N/A	N/A	N/A	d8 + d10	N/A	
Back Kick	N/A	N/A	N/A	4d6	N/A	N/A	
Bite	d8	d8	d8	2d6	d8	d8	¼ to ½ Damage Modifier
Bite (Serpent)	N/A	N/A	N/A	d4	N/A	N/A	*Type 5 Poison
Thrown Tail Spike	N/A	N/A	N/A	N/A	N/A	d4	*Type 5 Poison
Spiked Tail Strike	N/A	N/A	N/A	N/A	N/A	4d4	**Type 5 Poison

*Potency of 10 + d10

** Potency of 15 + 2d10

Skill Points	50 + (10 x d10)

Base Skills	Base Range	Modifiers	Notes
Climb	d10	+d6	
Dodge	d10		
Jump	d10	+5	Mod for Tigers and Mountain Lions only
Grab	d10		
Wrestle	d10		
Throw	d10		Manticore tail spike only
Move Quiet	d10		
Hide	d10		
Swim	d10		
Perception	d10		
Find	d10		
Track	d10		
Claw/Talon	d10		
Bite	d10		
Weapon	d10		

Vision Type	Rating
Normal	12 + d6
Night Vision	d6

Movement Type	Base Rating	Base Rating	Base Rating	Base Rating	Base Rating	Base Rating
Land	40 (60 Cheetah)	40	40	40	40	40
Swim	5	5	5	5	5	5
Fly	N/A	N/A	N/A	60	60	60 (If applicable)
Climb	As Man	As Man	As Man	As Man	As Man	As Man

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Crocodile/Alligator:

Crocodile: The crocodile is up to 20' long, weighing up to 1,650 lbs. They are capable of living 70 to 100 yrs. Crocodiles are carnivores that live in warm to tropical waterways. Crocodiles are excellent swimmers that enjoy hiding and ambushing prey. They will grab their victim and pull him underwater to drown him. The crocodile can bite, but he cannot chew; preferring instead to wedge his victim under a rock or tree underwater, ripping off and swallowing parts of his victim as it rots. Crocodiles will eat their victims bones and all. Crocodiles are generally solitary, but will gather together in small bands.

Alligator: Alligators range in size from 13 to 18 feet, and weigh between 450 to 500 lbs. Alligators lair in warm wetlands and swamps. Though they are slow on land, they are quick in the water. Alligators are carnivores that will swallow small prey whole; choosing to drown, and then tear apart, larger prey before they are consumed. Alligators will often spin prey to damage and disorient them (have victims make a Wisdom Roll). Alligators are generally solitary.

Crocodile/Alligator			
Attributes	**Range:**		
Strength	10 + 2d10		
Endurance	d20		
Health	d20		
Agility	d20		
Speed	d20		
Cunning	5 + d10		
Karma	d20		
Willpower	d10		
Mystic Power	d10		
Life Points	End + Hlt		
Luck Points	d20		
Weapon Type	**Base Damage**	**Damage Bonus**	
Bite	3d6		
Skill Points	d10 x 10		
Base Skills	**Base Range**	**Modifiers**	**Notes**
Dodge	d10		
Grab	d10		
Wrestle	d10		
Move Quiet	d10		
Hide	d10	+10	Mod for hiding in Water and Foliage

Swim	5 + d10		
Perception	d10		
Find	d10		
Track	d10		
Bite	d10		

Vision Type	Rating
Normal	12 + d6
Night Vision	d6

Movement Type	Base Rating
Land	30
Swim	15

Dog/Wolf:

Dog: Dogs range in all sizes, but the ones I will discuss here are the larger ones. As a general rule, dogs ranging in size from 2½ to 5 foot long (not counting tails), weighing between 35 and 175+ lbs., are detailed in the stats below. Dogs are carnivores that can be found in almost all climates and terrain types. Dogs are often domesticated for hunting, protection, companionship, and war. Wild dogs often live in packs of up to 20, with a dominant dog as their leader. Dogs trained for war will be of the larger variety and will often be conditioned to wear armor.

Wolf: Wolves and coyotes are very similar to the larger version of the dog. Wolves will be found in arctic tundra to tropical forest. Wolves often lair in dens. Wolf packs can grow as large as 30+. Wolves are capable of going days without food.

Death Dog: Death dogs are larger than most dogs (standing 4' at the shoulder) and have two heads.

Hell Hounds (Demon Dog, etc.): Hell Hounds are gaunt, jet black canines with flaming eyes. They have all of the stats as a normal dog, except for the following:

1. Their intelligence is human, with an Int. and Wis. Score of d12 each.
2. Hell Hounds are evil creatures that dwell on another plane. They can be summoned as demons.
3. They are capable of breathing fire every 3 segments, in a cone 10' long, 3' wide at the end—Causing 2d10 damage.
4. They are completely immune to all fire. They have a Magic Immunity of d10.

Worg: Worgs are intelligent, evil, giant wolves. They stand 4' at the shoulder, and are about 8 to 9 foot long (excluding the tail). They are usually black in color, with green eyes. Roll a d12 for Intelligence and Wisdom. Small humanoids (such as goblins) often ride them as mounts.

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Dog/Wolf	Medium Dog	Large Dog/Wolf	Death Dog	Worg	Hell Hound
Attributes	**Range:**	**Range:**	**Range:**	**Range:**	**Range:**
Strength	d6	d10	d20	d20	d10
Endurance	d20	d20	d20	d20	d20
Health	d20	d20	d20	d20	d20
Agility	d20	d20	d20	d20	d20
Speed	d20	d20	d20	d20	d20
Cunning	5 + d10	5 + d10	5 + d10	Int & Wis d12	Int & Wis d12
Karma	d20	d20	d20	d20	d20
Willpower	d10	d10	d10	d20	d20
Mystic Power	d10	d10	d10	d20	d20
Life Points	Avg End & Hlt	Avg End & Hlt	End + Hlt	End + Hlt	Avg End & Hlt
Luck Points	d20				

Weapon Type	Base Damage	Base Damage	Base Damage	Base Damage	Base Damage	Damage Bonus
Bite	d6	d8	d8	2d6	d8	

Skill Points	50 + (10 x d10)	50 + (Int x 10) for Worgs and Hell Hounds	
Base Skills	**Base Range**	**Modifiers**	**Notes**
Climb	d10		
Dodge	d10		
Jump	d10		
Grab	d10		
Move Quiet	d10		
Hide	d10		
Swim	d10		
Perception	d10	+10	Mod for Hearing and Smelling
Find	d10		
Track	d10	+10	
Weapon	d10		

Vision Type	Rating	
Normal	12 + d6	
Night Vision	d6	12 + d6 for Hell Hounds and Worgs

Movement Type	Base Rating	Base Rating	Base Rating	Base Rating	Base Rating
Land	25	25	25	25	25
Swim	5	5	5	5	5

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Dragon:

There are many legends, myths, and stories concerning dragons, and I will leave it to you to work out the details you want. Below I will give you some ideas on how to handle them.

Dragons are mystical, winged reptiles of (eventually) great size. Dragons are often evil and cruel, filled with an obsessive greed for treasure.

Dragons generally dwell on the fringes of civilization or areas where food is plentiful. They are carnivores that prey upon all beasts; but their favorite is man—for he develops and carries the treasures they lust for.

Being obsessive, dragons sleep on, protect, and constantly inventory their treasure. They would miss one coin in a room full. Dragons are solitary creatures that will only leave their lairs to mate, collect food and treasure, and to wreak havoc upon their enemies.

Females (starting at age 100) will mate every 100 yrs., laying d6 eggs. She cares for them until they mature from hatchling stage (about 5 years), then she kicks them out. This is done out of greed and a paranoid belief that her children would rob her of her riches.

Dragons are capable of using a breath weapon (such as fire-breathing dragons) which can be employed once every 3 segments. Dragons have sacks in their stomachs, which hold a natural secretion; when the dragon 'breathes' the fire, he is actually regurgitating this secretion—which, upon contact with air, manifests itself into the breath form (fire, acid, frost, or whatever you have in mind). Dragons would be immune to the substance that they breathe.

There are many versions of dragons: Wyverns, or bipedal dragons; Wyrms, or leg-less dragons; Sea serpent, or a leg-less, wingless dragon. There is also the winged quadruped dragon. Dragons can be of all colors and shapes and, dependent on what you have in mind, they can be from about any climate.

Dragons will come in 5 age categories; they are:

Hatchling:	0 to 5 yrs.
Young:	6 to 50 yrs.
Mature:	51 to 100 yrs.
Adult:	100 to 1000 yrs.
Ancient:	1001 to 2000 yrs. (the approximate age of death)

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Before you create dragons for your Campaign, you may want to consider the following:

1. Should you treat them as beast or a race? I would increase their power and Skill Points with each entry into a new age category.
2. What Base Skills do they have?
3. Do they have human or animal intelligence?
4. If intelligent, do they speak?
5. If they are intelligent and they can speak, can they learn to cast spells or attain a religion?
6. What about the size of a dragon? Do you want them to be the size of a man, a bus, or a skyscraper? I would have them grow with each entry into a new age category. Their Attributes and damage capabilities should change with the age categories as well.
7. Do you wish to give them any special powers or immunities?
8. How large and how powerful are their breath weapon?

In the end I am going to allow you to develop dragons as you see fit, using what I have written as inspiration.

Elephant:

Elephant: Elephants are herbivores that eat 500 lbs. per day and drink about 40 gallons of water per day. They are 8' to 10' at the shoulder and are 18' to 20' long. They weigh between 8,000 to 12,000 lbs. Elephants have tusks up to 10' long, weighing in at up to 230 lbs. Elephants can be found in warm temperate to tropical mountains, forest, and grasslands. Elephants are social animals with strong family ties. They live in family units and often bury their dead. It is said that, unlike other animals, they are aware of their own mortality. They live for about 60 to 70 yrs. Some males are solitary. Elephants are good swimmers and they love the water. They will often give themselves showers using water or sand.

Woolly Mammoth: The mammoth could be found in cold and arctic woodlands. They had a protective hairy coat and up to 16' long tusks. They were 12' tall and weighed 13,225 to 15,450 lbs. They lived for about 60 yrs. They probably lived in large herds.

Note: These creatures have a Natural AR of 4. These creatures may use their trunks to pick up and throw other creatures (with a weight of up to the high end of the Elephant/Mammoth's "light encumbrance" value).

Elephant	**Elephant**	**Wooly Mammoth**	
Attributes	**Range:**	**Range:**	
Strength	50 + d10	55 + 2d10	
Endurance	d20	d20	

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Health	d20	d20
Agility	d20	d20
Speed	d20	d20
Cunning	5 + d12	5 + d12
Karma	d20	d20
Willpower	d10	d10
Mystic Power	d10	d10

Life Points	(End + Hlt) x 2	(End + Hlt) x 2

Luck Points	d20

Weapon Type	**Base Damage**	**Base Damage**	**Damage Bonus**
Trunk Slap	3d8	3d8	
Trunk Constrict	3d10 + d6	3d10 + d6	
Tusks	2d10	2d12	
Stomp	3d6	3d10	
Trample	5d10	5d12	

Skill Points	25 + (Cunning x d10)

Base Skills	**Base Range**	**Modifiers**
Dodge	d10	
Grab	d10	
Throw	d10	
Move Quiet	d2	
Hide	d10	
Swim	d10	
Perception	d10	
Find	d10	
Trunk, To Hit	d10	
Tusks, To Hit	d10	
Stomp/Trample	d10	

Vision Type	**Rating**
Normal	12 + d6

Movement Type	**Base Rating**	**Base Rating**
Land	25	25
Swim	5	5

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Entities:

Your concept of Entities and mine may vary greatly. Below I will solely attempt to give you an idea as to what each type of Entity is, as well as to include some context on which to base your creations upon. It is my suggestion that you create each type of Entity as a race. The only exception to this is in regard to Arch-Angels, Demon Lords, and Elemental Lords. These you should create as individuals, with similarities to others of their kind, but with things that are unique to each of them.

I do not have the space or time required to discuss the in-depth philosophies as to why Entities can be summoned, feel compelled to serve, can be banished, etc. Nor can I discuss the politics of Heaven and Hell. I do, however, have plans to eventually write a book with some theories and subjects for discussion. In the end, I cannot tell you how to run your Campaign, and you can't tell me how to run mine. Therefore, it is in our best interest to leave us room for creative differences.

If you desire, you can consider Angels and Demons to be holy/unholy spirits, and use a combination of what is suggested here and what is suggested with Undead Spirits. Anything you can think of, or desire to do, is up to you. When I am able, I will give more in-depth information, giving you more ammunition to work with.

Angels: Angels are the winged messengers/servants of holy deities. Overall, Angels are pure and holy, but they are not automatons; they have free will (hence the legend of Lucifer being cast out of heaven). I would suggest that for Skill Points, Spell Points (they could have access to spells or spell effects), and Faith Points (they do have a strong connection to holy deities), that you give a random number that will be used universally for all Angels of a particular type (considering age is really not an issue here). It is my suggestion that Angels be broken down into 4 categories; they are as follows:

1. **Minor Angels:** Minor Angels would be the weakest of all the Angels. They would probably appear as cherubs (but that is up to you). It is my opinion that they should be harmed by normal weapons as well as blessed/magical ones. When giving out special abilities, powers, and immunities, consideration of their weak nature should be given. You should probably give only a handful of abilities to Minor Angels. For their Attributes, Skill Points, etc., roll them as per their racial description.
2. **Lesser Angels:** Lesser Angels would probably be the most common form of Angel. They would appear as teens or adults. Only blessed or magical weapons would harm them.
3. **Greater Angels:** Greater Angels would appear as an adult of any age. I would consider these Angels to be (most likely Minor) Cosmic Creatures.
4. **Arch-Angel:** An Arch-Angel would be the most powerful of all the Angels. The only beings more powerful than them would be the deities themselves. An Arch-Angel can appear as any age you desire. Arch-Angels would be Cosmic Creatures.

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Demons: Demons are the Unholy servants of evil deities. They are malicious, deceitful, and cruel. They are chaos and evil personified. Their society is such that the smarter and stronger rule the weak and less intelligent through cruel force and slavery. Demons come in all shapes and sizes (from minute to gargantuan), with as many variations as there are grains of sand in the desert. I have broken demons into 3 types and 4 categories; they are as follows:

1. **Type 1:** At least vaguely humanoid in appearance.
2. **Type 2:** Animal-like in appearance.
3. **Type 3:** Completely alien or monstrous in appearance (a glob of goo, fungus, crystalline, etc.).

1. **Minor Demons:** The weakest of all Demons. They would have very few special abilities and would be harmed by normal as well as blessed/magical weapons.
2. **Lesser Demons:** These would be the most common Demon. These Demons would only be harmed by Magical/Blessed weapons.
3. **Greater Demons:** These Demons would be considered (at least Minor) Cosmic Creatures.
4. **Demon Lord:** The most powerful type of Demon. They would be second only to the evil deities. Like Arch-Angels, they would be Cosmic Creatures.

Entity Powers/Special Abilities: (a sample list of suggestions for Demons—some could be used for Angels as well)

1. The power to 'Possess' the living.
2. Super-Human sense(s) (smell, hearing, etc.).
3. A special 'Gaze' which charms, kills, etc.
4. Special Immunities (versus magic, fire, etc.).
5. Advanced Regeneration (can heal or re-grow lost limbs instantly, etc.).
6. Special Touch (it poisons, kills, turns things into gold, drains Attributes, etc.).
7. Can change form (into gas, water, another creature, the likeness of those it meets, etc.).
8. Special Innate ability (can cast a spell(s), has independent body parts, etc.).
9. Special 'blood' (it is acid, poison, an independent creature, etc.).
10. Has a special feature (a natural AR, super-human speed, special 'Quirks', etc.).

Elementals: Elementals are Entities from the Elemental Planes of Air, Earth, Fire, and Water. They are the personification of these elements. Elementals appear as a vague humanoid shape comprised of their representative element. They stand 6' to 10' tall.

Elementals are neither Holy nor Unholy, seeking only to exist. They are not wholly intelligent and can be quite angry and vicious (in a near animalistic way). Elementals are capable of understanding speech/communication, but can only

communicate in a guttural groan, roar, or use of emotion. There are four types of Elemental and the Elemental Lord.

As a general rule, Elementals hate Elementals of another kind, and will attack them in preference to all others. All Elementals can only be harmed by magical weapons. I will list suggested abilities with each type of Elemental. Keep common sense in mind, fire cannot burn where there is no air; earth disintegrates in water, etc.

1. **Air:** Can become a small tornado; dispel into breathable air; may fly; 90% invisible (until dust and debris changes that); perhaps have access to some of the 'Air' type spells as Special Abilities', etc.
2. **Earth:** Can pass through rock, dirt, etc. as if it were not there; could fight with fist; could have access to 'Earth' type spells as 'Special Abilities', etc.
3. **Fire:** Could engulf a victim with flame (himself); could set things on fire as he strikes them; could have access to 'Fire' type spells as 'Special Abilities', etc.
4. **Water:** Could use himself to engulf and drown a victim; could cross water with no loss of 'Movement'; could have access to 'Water' type spells as 'Special Abilities', etc.
5. **Elemental Lord:** Would have all of the abilities of the lesser form; would rule over lesser forms; could summon lesser forms; could cast spells; could innately manipulate his element. Could be considered a Cosmic Creature.

Golem:

Golems are enchanted automatons created by wizards—a living statue. Wizards must locate/create a book detailing the instructions and incantations necessary to create a Golem. Golems can be made of various substances—Iron, stone, clay, etc.

Horse:

Wild horses are herbivores that are generally found in temperate grasslands. Domestic horses are found in most any climate. Horses are 5' to 6' tall at the shoulder and weigh between 1000 and 1300 lbs. Horses are used for many purposes in many cultures (beasts of burden, food, riding, war, etc.). A horse that is specifically trained for war can fight with or beside the rider. They would not be skittish toward the sounds of war and would not panic or bolt as easily when set upon by danger. War-horses would generally be larger and slower than a typical riding horse (being more muscular so as to endure the weight of armor, an armored rider, plus battle).

Pegasi: Pegasi are winged horses from Greek mythology. Dependent upon what you desire, you could give Pegasi human intelligence.

Unicorn: Unicorns live in temperate forest and green pastoral land. Unicorns are

beautiful white horses with a single horn upon their head. The horn of a Unicorn will grant those that possess it a d10 Magic Immunity and a complete immunity to poison and disease. It is believed that dipping a Unicorn's horn into liquid neutralizes any poison or impurity. Removal of the horn from a Unicorn is usually done at the expense of the Unicorns life. The Unicorn is the symbol of purity and it is said that it is the most gentle toward virgin females that ride upon their backs (preferring their company to any other human/humanoid). It is even rumored that a Unicorn instinctively knows of a woman's purity and this will often attract them to the virgin. If you so desire, you could give Unicorns a human intelligence.

Horse:	**Horse**	**Light War**	**Heavy War**	**Pegasi**	**Unicorn**	
Attributes	**Range:**	**Range:**	**Range:**	**Range:**	**Range:**	
Strength	20 + d10	25 + d10	30 + d8	20 + d10	20 + d10	
Endurance	15 + d10	15 + d12	15 + d12	15 + d10	15 + d10	
Health	d20	d20	d20	d20	d20	
Agility	d20	d20	d20	d20	d20	
Speed	d20	d20	d20	d20	d20	
Cunning	d8	d8	d8	d20	d20	
Karma	d20	d20	d20	d20	d20	
Willpower	d10	d10	d10	d20	d20	
Mystic Power	d10	d10	d10	d20	d20	
Life Points	(Avg End & Hlt) x 1.5	(Avg End & Hlt) x 1.5	(Avg End & Hlt) x 1.5	(Avg End & Hlt) x 1.5	(Avg End & Hlt) x 1.5	
Luck Points	d20					
Weapon Type	**Base Damage**	**Base Damage**	**Base Damage**	**Base Damage**	**Base Damage**	**Damage Bonus**
Bite	d2	d2	d2	d2	d2	
Hoof	2d8	2d8	2d8	2d8	2d8	
Back Kick	2d12	2d12	2d12	2d12	2d12	
Trample	4d6	4d6	4d6	4d6	4d6	
Skill Points	Cunning x 10	If Unicorns and Pegasi are using Human intelligence = Int x 10 + (d10 x 10)				
Base Skills	**Base Range**	**Modifiers**	**Notes**			
Dodge	d10					
Jump	d10					
Move Quiet	d10					
Hide	d10					
Swim	d10					
Perception	d10					
Find	d10					
Bite	d10					
Hoof	d10					
Trample	d10					

Vision Type	Rating
Normal	12 + d6

Movement Type	Base Rating	Base Rating	Base Rating	Base Rating	Base Rating	
Land	40	40	40	40	40	Draft Horses would be slower
Swim	10	10	10	10	10	

Large Animals:

Bison: Bison stand 5' to 6' at the shoulder, are 7' to 11' long (plus a 2' tail), and weigh up to 2,200 lbs. (males) or 1,320 lbs. (females). Bison are found within a great range of regions from sub-arctic to tropical. The Plains Bison is found primarily in prairies and grasslands, while the Woods Bison is found primarily in the forest regions. Bison are herbivores that eat mostly grass. They live in herds of around 50 members. If attacked, or they feel threatened, they will form a defensive circle, with the young in the center surrounded by the females, and the males surrounding the females forming the outer ring. Bison have poor vision, but an excellent sense of hearing and smell.

Camel: There are two types of camels, the **Bactrian** (two humps), and the **Dromedary** (one hump). Both types of camels have special adaptations that allow them to better survive the desert; they are as follows:

1. The humps on their backs are for the storage of fatty tissue they use as food/water storage.
2. They can live on sparse vegetation, including thorny twigs and salty plants. When food is scarce, they will eat the flesh of other animals. When food and water is plentiful, they will over-eat to store up fat cells in their hump(s).
3. They have a double row of long eyelashes to protect them from windblown sand.
4. Their nostrils close during sandstorms.
5. They can go 10 times longer than humans without water, but can drink from 25 to 50 gallons at one time.
6. Their round, soft foot expands when they step, allowing them better support on the soft sand.

Camels are very important to those that dwell in the desert; they are an important source of transport, wool, milk, meat, and fuel. Camels do not like wet conditions (and spit when they are annoyed), but they can withstand great extremes in temperature (the Dromedary versus heat, the Bactrian versus temperatures ranging from -16º F to 120º F). In the wild, camels can be found in groups of 6 to 20 led by a mature male. They will be found in desert, semi-desert, grassland, and mountainous regions (up to 6,500 ft.). Camels stand 6' at the shoulder (6' to 7' for Dromedary), plus 1' for the hump. They are 9' to 10' long (plus a 2' tail), and they weigh 1,000 to 1,500 lbs. They live for about 50 yrs.

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Mountain Goat: Mountain Goats stand 2½' to 3' at the shoulder, are 4' to 5' long (plus a tail of 4½" to 6"), and weigh 165 to 265 lbs. (males) or 110 to 140 lbs. (females). They live 10 to 12 yrs. Mountain Goats live in mountainous regions of up to 10,000 ft. above sea level. Mountain Goats are nimble climbers with a well developed sense of smell, vision, and hearing. The main form of defense for the mountain goat (aside from fleeing) is their horns. Both males and females have them, but the males are much larger (growing up to 3' to 4½' long). One male usually has a harem of 12 or more females. Many harems may live in the same area as a large group.

Large Animals:	**Bison**	**Camel**	**Mountain Goat**	
Attributes	**Range:**	**Range:**	**Range:**	
Strength	20 + d12	20 + d10	d12	
Endurance	d20	d20	d20	
Health	d20	d20	d20	
Agility	d20	d20	10 + d10	
Speed	d20	d20	d20	
Cunning	d8	d8	d8	
Karma	d20	d20	d20	
Willpower	d10	d10	d10	
Mystic Power	d10	d10	d10	
Life Points	End + Health	End + Health	Avg. End & Hlt	
Luck Points	d20			
Weapon Type	**Base Damage**	**Base Damage**	**Base Damage**	**Damage Bonus**
Bite	d3	d3	d2	
Ram	3d6		d8	
Back Kick			2d10	
Trample	4d6	2d6	2d6	
Skill Points	Cunning x 10			
Base Skills	**Base Range**	**Modifiers**	**Notes**	
Climb	d10		5 + d10 Base for Goat	
Dodge	d10		Use as 'To Hit' for Trample	
Jump	d10			
Move Quiet	d10			
Conceal				
Hide	d10			
Swim	d10			
Perception	d10	-5 Vision (Bison); +5 Hear and Smell		

		(Bison)	
Find	d10		
Back Kick	d10		
Ram	d10		
Bite	d10		

Vision Type	**Rating**	**Rating**
Normal	12 + d6	d10 for Bison

Movement Type	**Base Rating**	**Base Rating**	**Base Rating**
Land	35	35	30
Swim	5	5	5
Climb			As Man

Lycanthrope:

There are two forms of Lycanthropy, **Afflicted** and **Natural**. Their affects are as follows:

Afflicted Lycanthropy: Lycanthropy is a (perhaps magical) curse/disease that afflicts Humans, turning them into (usually) horrid, murderous, man-beasts. A man afflicted by Lycanthropy is affected by the cycles of the moon, in times of great stress or anger, and at any other time the RM deems necessary. The effects are as follows:

1. At the rise of each full moon, the afflicted creature will transform into his beast form; he will remain in that form until dawn.
2. If the transformation is to occur due to stress or anger, the afflicted man may make a Will Resistance Roll (at a Difficulty the RM feels necessary) to avoid transformation. If the transformation occurs, it will last d10 hours (if the Will Roll was Fumbled) or d10 turns (if the Will Roll was Failed).
3. The afflicted man will have no memory of his nightly exploits, but may awaken bruised and tired. He may hear tale of horrible murders that occurred the night before.
4. At the time of transformation, the afflicted man would instinctively tear away that clothing which does not fall from him.
5. While in 'were' form, the afflicted man is only harmed by silver or magical weapons. Other types of weapons will cause him pain, but no real damage occurs. It is up to you (the RM) to decide whether or not fire, explosions, falls, etc. will harm a Lycanthrope.
6. Afflicted Lycanthropes can only be 'Turned' while in beast form.
7. Any Human bitten or scratched by an Afflicted Lycanthrope in beast form can

catch the disease (RM's, the disease Lycanthropy can be detailed as described in the **Player Manual War 4:28**).

8. Any Afflicted Lycanthropes that mate in any form will have a chance to pass the disease to the newly conceived child. A child so affected will be born a Natural Lycanthrope.

Natural Lycanthropy: Natural Lycanthropes are those born a Lycanthrope. Natural Lycanthropes are more in control of their animal side than Afflicted Lycanthropes. The effects are as follows:

1. Natural Lycanthropes are not fazed by the moon, stress, or anger. They are able to change forms at will. The length of time it takes to transform is up to you (the RM).
2. A bond will exist between the Natural Lycanthrope and the animal type he is. He, in a sense, is one of them.
3. The Natural Lycanthrope will be a carnivore if his animal counterpart is.
4. The Natural Lycanthrope will (on occasion) have strong animal impulses (running through the woods naked, picking up and devouring a live rabbit, etc.). A Will Roll may be made to avoid such events.
5. The Natural Lycanthrope will have some animal instincts and abilities (at the RM's option). He may also have some physical aspect of the animal type (Lupine eyes, or a large nose, etc.).
6. When born, the Natural Lycanthrope will appear to be in mid-transition between animal and man, but he will revert to human appearance in a few hours. For the first five years of the child's life, he will have virtually no control over his animal impulses and ability to assume beast form. He will be affected by the moon, stress, and anger.
7. Natural Lycanthropes are only harmed by magical or silver weapons (as Afflicted Lycantropes, number 5 above.).
8. Natural Lycanthropes are carriers of the gene/disease/etc. of Lycanthropy and it can be handed down to the next generation (even skipping generations).

Below is an example of a Lycanthrope:

Werewolf:

Werewolves are bipedal, humanoid wolves. They are vicious, evil hunters. The statistics for a werewolf will be as the character, modified as follows:

1. The character will be 15% taller while in 'were' form.
2. The character will gain 25% to Strength and Movement Rate.
3. For Afflicted Lycanthropes, their best 'To Hit' weapon score will be their 'To Hit' with claws and teeth while in 'were' form.
4. The 'Base Damage' for claws and teeth (while in 'were' form) is d4.
5. The werewolf gains ½ of his 'Damage Bonus' (due to Strength) to add

to his bite damage.

6. While in 'were' form, the character gains a +10 Modifier to all hearing and smelling Perception Rolls.
7. While in 'were' form, the character gains a Base NV Rating of 5 + d10.

Octopus/Squid:

Octopus: The octopus is a carnivore (generally hunting at night) that lives in warm waters. They are solitary creatures that generally dwell on the ocean floor, often living in holes or rock crevices. The octopus has eight sucker-covered legs that can tear his victim to shreds in seconds. The suckers on an octopus' leg act as sensors that will reject anything that taste or feels wrong. If one of the octopus' legs is lost, it can regenerate a new one. The octopus has a parrot-beak like mouth that is capable of crushing shells. The salivary glands of an octopus are venomous, causing paralysis in his victims. The octopus has two defense forms; they may expel water to jettison away from danger and they may release an ink cloud that both blinds and dulls the sense of smell. If the octopus can stay cool and moist, it may briefly leave the water to search for food on land. It is said that the octopus is intelligent, has a good memory, and is capable of learning. It is also said that the octopus has poor endurance. The octopus ranges in size from 10' to 30', weighing 55 to 600 lbs. Their eyes are similar to that of humans.

Squid: The squid is a carnivore that lives in cool to warm waters. They, like the octopus, have sucker-covered tentacles (eight arms plus two longer tentacles). They live either in schools or are solitary. Their eyes are light producing organs and it is said that they are attracted to light. They range in size from 8" to 60' long.

Kraken: A Kraken is a giant squid (50' to 100'+ long) with human intelligence. If you desire to allow them the ability to have access to religion and magic, do so.

Octopus/Squid	Octopus	Squid	Kraken
Attributes	**Range:**	**Range:**	**Range:**
Strength	15 + d10 at 10', up +d10 per 5' size thereafter	d20 at 5', +d10 per 10' thereafter	d20 at 5', +d10 per 10' thereafter
Endurance	d10	d20	d20
Health	d20	d20	d20
Agility	d20	d20	d20
Speed	d20	d20	d20
Cunning	5 + d12	5 + d12	Int and Wis of d20 each
Karma	d20	d20	d20
Willpower	d12	d12	d20
Mystic Power	d10	d10	d20

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Life Points	d10 per 5' of size	d10 per 5' of size	d10 per 5' of size	
Luck Points	d20			
Weapon Type	**Base Damage**	**Base Damage**	**Base Damage**	**Damage Bonus**
Tentacle Slap	'Base of d4, up 1 die type (d4 to d6, etc.) per 5' of size over 10'	'Base of d4, up 1 die type (d4 to d6, etc.) per 5' of size over 10'	'Base of d4, up 1 die type (d4 to d6, etc.) per 5' of size over 10'	Per Strength
Constrict	'Base of d4, up 1 die type (d4 to d6, etc.) per 5' of size over 10'	'Base of d4, up 1 die type (d4 to d6, etc.) per 5' of size over 10'	'Base of d4, up 1 die type (d4 to d6, etc.) per 5' of size over 10'	½ Damage Modifier
Bite	d2 at 5', up 1 die type per 5' thereafter	d2 at 5', up 1 die type per 5' thereafter	d2 at 5', up 1 die type per 5' thereafter	¼ to ½ Damage Modifier
Skill Points	Cunning x 10	Kraken = 50 + (10 x d10) + (Intelligence x 10)		
Base Skills	**Base Range**	**Modifiers**	**Notes**	
Climb	d10			
Dodge	d10			
Grab	d10			
Wrestle	d10			
Throw	d10			
Move Quiet	d10			
Hide	d10			
Perception	d10	+5	Mod for Taste Perception	
Tentacle Slap	d10			

Vision Type	**Rating**
Normal	12 + d6
Night Vision	12 + d6

Movement Type	**Base Rating**	**Base Rating**	**Base Rating**
Land	10	10	10
Swim	20	20	20
Jet	60	60	60

Predators of the Deep:

Barracuda: Barracudas are solitary hunters. Their flesh is poison due to the toxins that are absorbed into their skin from the poisonous fish that they eat. Barracudas

range in size from 1½' to 15' (average length = 6', with the average weight being 100lbs). Barracudas lair in warm waters.

Piranha: Piranha are small (8" to 20", weighing 3 lbs. or less) but vicious hunters. The teeth of a piranha are capable of slicing through bone (each bite is swallowed immediately so that they are ready for the next bite). Piranha travel in packs using their quickness, advanced sense of smell, vibration sense, and the element of surprise to attack any animal that enters the water. The smell of blood sends the piranha into a frenzy.

Shark: Sharks are carnivores that lair in cool to warm waters. They range in size from 10' to 20' (the largest getting up to 60'), weighing 2000 to 2500 lbs. Sharks have an acute sense of smell and are capable of detecting 1 drop of blood in more than 1,000,000 gallons of water (the smell of blood can make them frenzy). When sharks attack, they can bite off meat in 100 lb. chunks. Sharks must swim at all times to get oxygen into the bloodstream or they will drown. If dragged backwards, the shark will die in minutes. A shark can go up to one month without eating. There are those humans that dine on shark meat, but not all sharks are edible (such as the Great White) due to the fact that urine is expelled through the tissues of some sharks.

Whale: Whales are carnivores that dwell in arctic to tropical waters. They are either solitary or live in groups of up to 30. Whales are capable of tossing prey weighing several hundred pounds into the air with their tails. Whales are capable of diving up to 1000' deep and leaping into the air up to 40'. Whales can swim up to 30 MPH. Whales breath air, but are capable of staying submerged for up to 30 minutes. Whales range in size from 10' to 100' long and weigh between 1000 to 390,000 lbs. Whales can live up to 100 yrs.

Predators of the Deep	**Barracuda**	**Piranha**	**Shark**	**Whale**	
Attributes	**Range:**	**Range:**	**Range:**	**Range:**	
Endurance	d20	d20	d20	d20	
Health	d20	d20	d20	d20	
Agility	d20	d20	d20	d20	
Speed	d20	d20	d20	d20	
Cunning	d8	d8	d8	d8	
Karma	d20	d20	d20	d20	
Willpower	d12	d12	d12	d12	
Mystic Power	d10	d10	d10	d10	
Life Points	Avg End & Hlt	d6	End + Hlt*	End + Hlt*	
	*Up to 10', after 10' = sum x 2. Multiple increases by .5 every 10' over 20'				
Luck Points	d20				
Weapon Type	**Base Damage**	**Base Damage**	**Base Damage**	**Base Damage**	**Damage Bonus**

Bite	2d6	d4	3d8	2d10	Increase die size by 1 for every 10' of size over 20'
Tail Slap				d10 per 10' of size	

Skill Points	d10 x 5		
Base Skills	**Base Range**	**Modifiers**	**Notes**
Dodge	d10		
Jump	d10		
Throw (Whale, tail)	d10		
Perception	d10	+10	Mod for Smell or Vibration (hearing) rolls
Tail Slap (Whale)	d10		
Bite	d10		

Vision Type	**Rating**	**Rating**	**Rating**	**Rating**
Normal	d12	d6	d6	d12

Movement Type	**Base Rating**	**Base Rating**	**Base Rating**	**Base Rating**
Swim	20	20	20	30

Small Animals:

Small animals include just about any animal (or insect) ranging from a field mouse to a beaver, or a spider monkey to a chicken. There is really no reason for me to sit here and list the stats for every conceivable creature that roams the Earth; that would be a waste of space, so I will sum it up this way:

1. Small animals would have a LP total ranging from 1 or 2 (a field mouse) to 6 or 8 maximum (wolverine).
2. The damage inflicted would be from superficial, to d4 (some animals—such as a Tasmanian Devil—may do more); but, keep in mind, there are diseases to contend with, as well as musk (skunks), and poison (some frogs have lethal skin), and so on.
3. Small animals can be dangerous in a swarm (rats, bees, ants, etc.).

Snake:

Poisonous: Poisonous snakes range in size from 2½' to 20' long. They are found in cool to desert regions. Some poisonous snakes are so lethal, that they can bring down an elephant with a single bite. Indian Cobras can spray their poison over 6' causing painful sores. Some snakes are good swimmers. Snakes are sensitive to vibrations, though most are deaf. Many snakes can go for months without food.

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Constrictor: Constrictor snakes live in tropical forests. Some lay in wait in the water (staying submerged for up to 10 minutes) to spring upon those that come to drink, while others drop from trees. Constrictor snakes squeeze their victims to death (squeezing harder as the victim breathes out—suffocating them), and then eat them whole. Constrictor snakes will sleep for hours while they digest. Many constrictors can go months without eating. Constrictors range in size from 3' to 35', weighing up to 550 to 600 lbs.

Basilisk: A Basilisk is a constrictor snake with a gaze that kills. Potential victims can make a Wisdom Resistance roll to avoid the gaze and a Will Resistance Roll to avoid death if they do not avoid the gaze. The gaze is ineffective at distances over 30'.

Hydra: A Hydra is a serpent with at least nine heads. Their bodies are immune to damage, but the head (and neck) is not. Each head (neck), if severed, will regenerate 2 new heads to replace the lost one. Each new head will be fully re-grown in d2 segments. Any head that is killed, but not severed, will wither and drop off in 1 segment, and then 2 will regenerate in its place. Hydras dwell in temperate to tropical deserts, usually dwelling in caves, ruins, etc.

Snakes:	Poisonous	Constrictor	Basilisk	Hydra	
Attributes	**Range:**	**Range:**	**Range:**	**Range:**	
Strength	2 per foot of length	2 per foot of length	2 per foot of length	2 per foot of length	
Endurance	d20	d20	d20	d20	
Health	d20	d20	d20	d20	
Agility	d20	d20	d20	d20	
Speed	d20	d20	d20	d20	
Cunning	d6	d6	d6	d8	
Karma	d20	d20	d20	d20	
Willpower	d10	d10	d10	d10	
Mystic Power	d10	d10	d10	d10	
Life Points	2 per foot of length	2 per foot of length	2 per foot of length	2 per foot of length	
Luck Points	d20				
Weapon Type	**Base Damage**	**Base Damage**	**Base Damage**	**Base Damage**	**Damage Bonus**
Bite	d3 at up to 5', up 1 die type per 5' thereafter	d2 at up to 5', up 1 die type per 5' thereafter	d3 at up to 5', up 1 die type per 5' thereafter	d4 at up to 5', up 1 die type per 5' thereafter	
Constrict		d4 at up to 5', up 1 die type per 5' thereafter	d4 at up to 5', up 1 die type per 5' thereafter		

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Skill Points	Cunning x 10		
Base Skills	**Base Range**	**Modifiers**	**Notes**
Climb	d10		
Dodge	d10		
Grab	d10		
Wrestle	d10		
Move Quiet	d10		
Hide	d10		
Swim	d10		
Perception	d10		
Weapon	d10		

Vision Type	Rating
Normal	12 + d6
Night Vision	12 + d6

Movement Type	Base Rating	Base Rating	Base Rating	Base Rating
Land	20	20	20	20
Swim	5	5	5	5
Climb	½ Man's rate	½ Man's rate	½ Man's rate	½ Man's rate

Undead:

Undead are animated corpses that exist in a half-dead, half-living existence; though they are truly neither one nor the other. The following are rules common to all Undead:

1. Immune to cold (magical or otherwise).
2. Immune to mind affecting spell (such as 'Charm'), Illusions, and death magic.
3. Healing spells (such as 'Cure Critical Wounds') cause wounds on the Undead.
4. Spells that restore life (such as 'Life' and 'Resurrection') slay the Undead.
5. All Undead can see in the dark as easily as Humans see during the day.
6. Holy Items, Consecrated Ground, etc. affect all Undead (unless otherwise noted); but some Undead may only be affected if the wielder of the Holy Item has Faith.
7. It is assumed that most Undead are evil, but some will have the personality they had in life (such as ghosts), while others will have their base personality corrupted (in the instance of vampires).
8. Undead will have the stats the character did in life, modified to suit their new existence (See below). Skeletons are the only exception.

Ghoul: Ghouls are Undead that roam graveyards, feeding off of the dead. Ghouls will (and often delight in) feeding off of the living that wander into their haunting place. Any Human that is killed by a ghoul and not consumed, will rise as a ghoul on the following sunset. The following modifications are made to any character transformed into a ghoul:

1. Sunlight causes damage at a rate of d3 LP to the exposed area each segment.
2. Intelligence and Wisdom are averaged and cut in ½ to form a Cunning score.
3. The character will lose most (but not all) Skills and former knowledge, becoming animal-like.
4. The character will have claws (Base Damage = d4) and fangs (Base Damage = d4, Modify with ½ the damage modifier).
5. The character will gain +d6 to Strength.
6. The character's Presence will become horrifying.

Lich: A Lich is a wizard and/or priest who (by means of special brews and/or incantations) transforms into an Undead upon 'death'. The Lich retains all past knowledge, Skills, personality, spell-casting ability (unless being Undead offends his deity), etc. The following changes, however, do occur:

1. +25% to 'Life Points'.
2. +d6 to Strength.
3. Their hands become clawed, and their form becomes skeletal.
4. They cannot be Turned.
5. When rolling up an NPC Lich from scratch, roll up a character normally; then from the point he became a Lich, increase Spell, Faith and Skill Points per the rules in **RM 9**.
6. Sunlight causes discomfort, but no damage.
7. Magic items requiring the touch of living tissue (such as most potions) will no longer work for a Lich.
8. It will require a magical or blessed weapon to damage the Lich.

Revenant: Revenants are those who raise from the dead to seek revenge against those that murdered/wronged him. Once his revenge is complete, he will return to the place that is now his grave. Characters that are Revenants are modified as follows:

1. He will be consumed by an overwhelming urge to kill the offenders.
2. He will retain all Skills, knowledge, etc. that he had in life.
3. He will decay, but at a much slower rate; therefore, timing is essential.
4. He cannot be Turned, but he can be Banished. Revenants that are successfully Banished will drop life-less where they stood.
5. He gains a +50% to 'Life Points' and a +d8 to Strength.
6. It will require a magical or blessed weapon to damage the Revenant.

Skeleton: Skeletons are, oddly enough, animated skeletons held together by magic/the powers that be (watch the movie 'The Seventh Voyage of Sinbad' or 'Jason and the Argonauts' for good examples of Skeletons).

Notes: One thing to consider, due to the overall construction of the Skeleton, piercing weapons may have a limited (or no) effect (as far as damage is concerned).

A Skeleton's score 'To Hit' and 'Parry' with a weapon, is for ANY weapon they pick up. Skeleton's can use Armor.

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Skeleton				Skill Points	50 + (Cunning x 10) + (d10 x 10)		
Attributes	**Range:**			**Base Skills**	**Base Range**	**Modifiers**	**Notes**
Strength	15 + d10			Climb	d10		
Agility	10 + d10			Dodge	d10		
Speed	7 + 3d6			Jump	d10		
Cunning	4 + d8			Grab	d10		
Karma	d20			Wrestle	d10		
Willpower	d20			Throw	d10		
Mystic Power	d20			Acrobatics	d10		
				Move Quiet	d10		
"Life" Points	10 + d10			Hide	d10		
				Swim	d10		
Luck Points	d20			Perception	d10		
				Find	d10		
Weapon Type	**Base Damage**	**Damage Bonus**		Track	d10		
Claw/Nails	d4	Per Strength		Brawling: Hit	d10		
Bite	d3	¼ to ½ Damage Modifier		Brawling: Parry	d10		
Weapon	Per Weapon	Per Strength		Weapon, Hit	d10		For Any Weapon
				Weapon, Parry	d10		For Any Weapon

Spirits: Spirits are a complicated matter; they are akin to Entities, and the discussion contained in the Entity description applies here as well. Spirit types vary dependent upon what you envision. There are poltergeists, ghosts, banshees, evil spirits, benign spirits, animal spirits (hell—even elemental spirits)—the list is endless. I will give you a list of suggested abilities to aid you in creation of spirits. I would suggest watching the movies 'Ghost', 'Ghostbusters', and 'Poltergeist' for starters.

1. The power to possess the living.
2. Manipulation of temperatures.
3. The ability to become invisible.
4. Expelling aromas/sounds.
5. The ability to flow through solid objects.
6. Become corporeal.
7. The ability to manipulate objects (make them fall, float, tremble, etc.).
8. Cause Fear.

Vampire: There are many legends concerning Vampires (some can roam during the day, some require rice to kill them, etc.). I would suggest that you research Vampires to suit your taste (there are Oriental legends, European legends, etc.). I would begin detailing much of it, but just a beginning list took 15+ pages; instead I will allow you to decide what is best for you. Begin by reading Bram Stoker's 'Dracula' (not the god-

awful movie), or watching the movies 'Fright Night' (the first one only—PLEASE!), Nosferatu (the 1920's silent film), and 'Interview with the Vampire'. Below I will list some suggestions on how to modify characters that become Vampires.

1. Double the Strength Score.
2. May change his form (fog, bat, etc.).
3. Increase Skill Points, Faith Points, etc. per the rules in **RM 9**.
4. Summon rats, bats, etc. to aid him.
5. He must 'sleep' in his tomb/coffin.
6. Increase 'Life Points' by multiplying them by 1.5.
7. He, most likely, would be unable to consume anything but blood.

Wight: Wights are Undead that haunt crypts, tombs, etc. Wights appear with tight gray skin and wild expressions. Any Human killed and not consumed, will rise as a Wight on the following sunset. Any character that becomes a Wight will be affected in the following ways:

1. He will retain his Skills, but will only have vague memories of their former existence.
2. He detests the sun and will take d6 damage per segment of exposure to it.
3. He will grow claws (Base Damage = d4) and fangs (Base Damage = d4).
4. His strike (with claws) will cause a stinging chill and will drain d3 points of Strength in his victims. If Strength is reduced to 0, the victim will be filled with an uncontrollable shivering. If the victim survives, lost Strength will return at the rate of 1 point per hour.
5. Emanating from the Wight in a 10' R will be a cold chill that will reduce the temperature by 40º F.

Zombie (includes Mummies): Zombies appear as rotting corpses. They are mostly mindless automatons with a very limited perspective; focusing on what is in front of them instead of the overall picture. Characters that become Zombies are affected in the following ways:

1. Strength x 1.5.
2. Intelligence and Wisdom are at 25%. Almost all past knowledge is lost.
3. 'Life Points' x 1.5.
4. Agility and Speed is at ½.
5. Hands become clawed (Base Damage = d4).

Mystic Rune™
Rule Supplement
By Curtis Patranella

The following are official rule supplements to the **Mystic Rune™** Fantasy Role Playing Game System.

1. **Raising Attribute Scores during play:** When a character is created, his Attributes are generated, he is then tweaked, as his Scores are modified due to training, lifestyle, etc. he has endured prior to play. You then begin playing your new character, and short of magic, age, or disease, his Attributes never change again. The following rule alleviates this bug in the Core Rules.

   The Rules:
   a. Any character can continue to try and increase the Body Attributes, and the Attribute Charm through the appropriate training, exorcise, and lifestyle choices. When the RM feels that the character has satisfied the necessary requirements needed to increase the Attribute (a month using an exorcise regimen, charm school, etc.), he may allow the character to make an attempt to raise the Attribute in question by doing the following:

   1. Roll a d20, the result of the roll must meet or exceed the current Attribute Score (a roll of 20 always succeeds—even if the score is, for example, 45)

   2. If the roll above is successful, the player must then make a 'Difficult' roll, using the Attribute in question.
   Critical = The Attribute raises 2 points
   Success = The Attribute raises 1 point
   Failure = The Attribute does not raise
   Fumble = The Attribute cannot ever be raised any higher than the current score (barring divine intervention, magic, etc.).

   Note: No Attribute may be raised above the racial/sexual maximum using the method listed above.

   b. Just as Attributes can be raised, a change in lifestyle, etc. can lower Attribute Scores (he becomes a couch potato, etc.). For any situation, length of time, or event the RM feels has appropriated the need to see the effect on a character's Attributes, he can ask the player to roll a d20. If the roll is lower than the Attribute in question, the Attribute will drop 1 point.

   Note: With the exception of extreme circumstances, no more than 25% of the character's original total can be lost due to this.

   At this point you may be thinking, "Wow, it sure is a lot easier to lose the Attributes than to gain them"—that is as true as life. It is also true of these rules that it is harder to increase the Attribute the higher it is. Once again, the same occurs in real life.

   c. Any Attribute (not just Body or 'Charm') can be raised if a situation exists (RM's discretion) in which a character's Attributes

rise above the call of duty, the nature of events dictate a change, or a situation realistically validates the possibility of an effect on the Attribute.

For example, a character has suffered severe damage, and is about to slip into unconsciousness; the RM allows a player request, and has him make a Willpower roll in order to hurl his spear at an approaching attacker before his character drifts into darkness. The player rolls the die and Criticals. He then rolls to hit with his spear and manages to kill the assailant. A true feat of super heroism occurs, and the RM decides to reward the character (and player) by allowing him a chance to increase his Willpower score.

Another example would be that a Player, in the last three game sessions has managed to pull off the seemingly impossible (she loses all of her weapons, and has is virtually crippled from damage, but manages to kill her very powerful adversary anyway)—the RM decides to reward the player/character by giving the player a chance to raise the character's Karma Attribute. This would be validating the characters unusual luck, and be keeping in line with the story/events at hand.

Under these circumstances, the player would make a Difficult roll using the appropriate Attribute.
Critical = The Attribute raises 2 points
Success = The Attribute raises 1 point
Failure = The Attribute does not raise
Fumble = The Attribute cannot ever be raised any higher than the current score (barring divine intervention, magic, etc.).

Note: Any Attribute can be raised above any racial, sexual, etc. restriction using this method.

2. **Alternate effects of a Critical Hit:** The normal (generic) ruling in the Core Rules state that a Critical Hit allows the attacker to inflict maximum damage with the defender receiving minimal armor protection, and the armor is reduced by (1) in effectiveness in the area hit. If the RM so desires, he can institute an alternate effect of Critical Hits, or even a table of various events (to mix it up a bit)—some suggestions follow (perhaps making a random chart using all (or a combination) of the items listed below):

   Normal Rule: Maximum damage, minimal armor protection, armor has reduced effectiveness in area hit

   Double damage, normal armor absorption.

   Normal damage, armor damage (over and above the reduced effectiveness).

   'Knockback', regardless of the damage inflicted.

Maximum damage, parrying weapon damaged/breaks (if applicable)—minimum armor absorption with reduced effectiveness.

Instant 'Major Wound'

Chopping or Piercing Weapons stick in the victim necessitating a Strength roll to pull away—causing d3 additional points of damage to the victim.

+d6 damage

Victim's weapon/shield torn from grasp (if applicable)—possibly damaged.

Victim stunned due to pain/injury—he cannot defend (Dodge/Parry) against the next attack.

Sample Chart:

Roll a d10	Results
1	**Normal Rule:** Maximum damage, minimal armor protection, armor has reduced effectiveness in area hit
2	Double damage, normal armor absorption.
3	Normal damage, armor damage (over and above the reduced effectiveness).
4	'Knockback', regardless of the damage inflicted.
5	Maximum damage, parrying weapon damaged/breaks (if applicable)—minimum armor absorption with reduced effectiveness.
6	Normal rule + Instant 'Major Wound'
7	Normal Rule + Chopping or Piercing Weapons stick in the victim necessitating a Strength roll to pull away—causing d3 additional points of damage to the victim.
8	+d6 damage
9	Victim's weapon/shield torn from grasp (if applicable)—possibly damaged.
10	Victim stunned due to pain/injury—he cannot defend (Dodge/Parry) against the next attack.

3. **Wild Magic:** Wild Magic is an alternate magic system for the **Mystic Rune™** Fantasy Role Playing Game System. It allows characters to cast spells on the fly with few limitations on what the effects can be. This magic system was originally introduced to my players many years ago in one of my experimental Campaign Worlds, they enjoyed it—but I never really worked out the 'Official Rules' until now—even then, it is more a list of suggestions on how to handle it than a hardcore set of rules (which seems appropriate given the nature of the spell casting discussed).

   In order for this magic system to work, it will require a lot of interpretation and work from the RM. Essentially, a Player could cast a spell with just about any kind of effect he can imagine, and it is up to the RM to assign a Difficulty to the spell.

   A few rules/things to consider:

   a. With Wild Magic, no learning or memorization of spells is required—though the RM may rule that a study of the metaphysics of magic is needed. Therefore, instead of spending Skill Points on Read/Write Magic and Speak Magic, the RM might require other skills. Spell Craft should always be a required skill when Wizardry is

concerned.

b. Wild Magic, being what it is, is less predictable and unstable compared to other forms of spell casting. Because of this, there is a +1 Fumble Rate when using this form of spell casting.

c. When accessing a spell's Difficulty, compare it to spells listed in the Core rules as a guide. If nothing compares, I would use this rule of thumb: If it has a minor, limited duration effect that causes no real harm to anyone, make it Very Easy—increase the Difficulty from there. For example, if a Wild Mage were being backed into a corner by three Goblins, and he wanted to try and scare them away by causing a flash of light and a puff of smoke to erupt around him as he screams out at his foe—I would probably make the spell Very Easy (no higher than Easy at any rate).

d. For the most part, Wild Magic should consist of Verbal and/or Gesture spells. Material components should be required sparingly given the nature of the style of spell casting. Any Materials required should be done using common sense and blatant need—animating an item requires an item, Voodoo Dolls require a doll, etc.

e. Because of the unstructured nature of this form of spell casting, I would suggest that you (the RM) have Wild Mages use "Focal Points" for spell casting. For example, wands, scepters, and staves could be used as a focus of the magical energies flowing through the Wizard. In this case, a Wild Mage without a wand would not be powerless—but his Fumble Rates may increase, and he may have other limitations to his power. This is completely at the RM's discretion.

Hopefully this has at least sparked some ideas for you, in order for you to use your own form of Wild Magic.

4. **Armor and Damage Absorption:** The following is a listing of additional rules concerning armor and the damage it absorbs.

   There are instances in which you will have discovered that a character critically hits for a mere 4 points of damage, yet the armor rating of the victim's armor is reduced by 1 in the area hit—while someone else can do 23 points of normal damage and the armor absorbs it in stride. It seems that even though armor absorbs an extraordinary amount of damage, that taking a beating in combat should eventually take its toll over time. To correct this 'gap' in the rules, you can apply the following:

   Any armor that absorbs 50% or more of its maximum potential from a single strike/incident will be 50% likely to incur integrity damage to the armor.

Any armor that absorbs 75% or more of its maximum potential from a single strike/incident will be 75% likely to incur integrity damage to the armor.

Any armor that absorbs 100% of its maximum potential from a single strike/incident will automatically incur integrity damage to the armor, and will have the AR reduced by 1 in the area affected.

Note: The amount of integrity damage will be equal to 25% of the amount absorbed. At the RM's discretion, certain magical armors may be immune to this form of "wear and tear".

Keep in mind that damaged armor will be less effective. Perhaps decreasing the AR proportionately to the damage it takes.

5. **Weapons and Initiative:** When a Large creature uses a two-handed weapon as a single-handed weapon, do not apply the –5 IN penalty. The IN penalty for large creatures using these types of weapons should be the same as them using proportional weapons (generally –3). For example, an Ogre would not look at a Human's Great Sword as anything more than a Broadsword made to his size. Therefore, the penalty should not be (–5) (normal for a Human using a Great Sword)—but (–3) instead (normal for a Human using a Broadsword).

   The RM is urged to apply this concept anywhere it logically fits within the game rules.

6. **Errata:**
   The following are corrections to errors found in the Core rulebook:

   The spell "Wind Direction" is a Very Easy, not Easy, spell.

   The spell "Divining Wind" is an Easy spell, not a Difficult spell.

   The spell "Steal Secrets" is now called "Chronicle Conversation"

   The spell Transmortification has a duration of 1 Week instead of permanent.

   The term "round" is a measurement of time from an antiquated version of Mystic Rune and is 1 minute in length. I will try to find and remove all references to it.