

CAMPAIGN 3 Basic Role Playing System

The setting is centered on the world of Altellus.

These rules start in the year 367.

This is a very basic set of rules. More is covered in the other sections, but this is enough to get the idea of the game.

CHARACTER CREATION & CHARACTERISTIC ROLLS

Every player starts in role-playing by creating a character. The numbers rolled which represent his basic characteristics will go a long way towards determining his relative worth and value in the game world.

The seven basic characteristics are **Strength (STR)**, **Constitution (CON)**, **Size (SIZ)**, **Intelligence (INT)**, **Power (POW)**, **Dexterity (DEX)**, **Appearance (APP)**, and **Social Standing (SOC)**.

For human beings, these basic characteristics are found by rolling **3D6 once for each of the eight**. Doing this yields seven numbers which should be written down in the appropriate places on the character sheet. Using 3D6, each number will be not less than 3 and not more than 18.

Take this opportunity to roll up the characteristics for your own character, and copy the results onto a piece of scratch paper. The character is built on scratch paper, then transferred to the character sheet when completed.

STR is Strength. This measures the muscle-power of the character. STR measures what and how easily he or she can pick up something.

CON is Constitution, a relative measure of health. From CON you can figure a character's hit points (HP). CON will also resist poison and disease, as explained later. Note that CON is not lowered by damage.

SIZ is Size, combining height and weight into one figure. This will be important if something wants to lift your character, or if he or she needs to squeeze into a small space, or even help determine who in an adventuring party is first attacked.

INT is Intelligence; your character is that smart and no smarter. It's hard to play a smart character if you aren't, and it's almost as hard for a smart person to play a dumb one. For that reason the 'Idea Roll' is used.

The character's INT is multiplied times a number determined by the referee, and then the character tries to roll equal to or less than the number, to "really" think of it. Commonly, the multiplier is 5, but never more than 5.

A player may have to play a character who is ignorant of facts the player knows, and sometimes the referee must give data to the player which the player's character normally would know but which the player doesn't, since he is unfamiliar with the scenario. Thus a character sees arcane symbols chalked on a wall. The player does not know the meaning, but the referee has him make his $INT \times 5$ die roll on D100. A roll of less than $INT \times 5$ means the character recognized the meaning of the symbols.

POW is Power, the measure of a person's soul, piety, or will. In games with magic, POW resists spells cast at the character and powers cast spells. Use it also as a 'Luck Roll' for tight spots. For instance, if a character falls down a hole, he might land upright and take no damage. Determine if this occurs by rolling his $POW \times 5$ on D100. POW is also used to determine a character's Hit Points.

DEX is Dexterity, or how quick a character is. In combat, the character with the higher DEX hits first, hopefully disabling his opponent before being hit himself. Characters can dodge when they see something coming from a distance, such as a rolling rock or a charging bear, and concentrate on getting out of the way. The typical 'Dodge Roll' is $DEX \times 5$ on D100.

APP is Appearance, a measurement of the intangible ability to inspire others to follow or listen to a character. Use it as a persuasion roll, when the character is trying to talk his way out of a tight spot, or when he is trying to convince someone to obey him. Suppose some local authorities notice your character is a stranger and question him or her: you could try your persuasion roll to get away. The referee may rule it $APP \times 5$, or even $APP \times 3$ if the authorities have reason to be suspicious. And if you're trying to talk to a "non-player character" (NPC) -- a character run by the referee -- the NPC might try his $INT \times 5$ and not be persuaded!

SOC is Social Standing, The place of the character in society. North Coast Society is based on a Feudal hierarchy. 0 is an outlaw, with no rights whatsoever - to be captured and enslaved, or killed on sight. The other end of the scale, 20 is an emperor, who controls everything. Right now, there are three distinct kingdoms, each with a king. A king is Social Standing 18. While each point is rarely an issue in every day life, there are social strata. It is very difficult to move from one social strata to the next. The best ways to move up are through providing dramatically valuable service to the upper classes, and another is to use large amounts of ready spending cash.

SOC	Strata	Notes	Starting Wealth
0	Outlaw	No rights. Can be killed on sight.	0
1-3	Slave/Prisoner	No rights	0
4-8	Peasant	Land rights	10-60 Cr
9-13	Farmer/Craftsman	Recourse to Court	30-180 Cr
14-15	Freeman/Sheriff	Middle Management Enforcers	2-12 Gs
16	Lord, Knight	Land holder, Leader	
17	Baron, Count	Large Land Holder HAS a bureaucracy, pulls army from subordinates, can grant knighthoods.	
18	Duke	Controls the Barons. Stays out of smaller affairs.	
19	King	Controls the whole ball of wax in a kingdom.	
20	Emperor	Controls more than one kingdom.	

Each of these ranks involve power and money.

HP is Hit Points, How much damage a character can take before croaking. HP is **CON and SIZ, averaged, plus POW**. These tell the amount of damage a character can take before becoming unconscious or dead. Whenever damaged, mark off the number of damage points taken. Damage can be repaired by Healing. **HP = (CON+SIZ)/2 + POW**

Other uses of these characteristics will be explained in chapters to come. In many odd situations not covered in these rules it is possible to see one of the characteristics as being appropriately influential in a decision. Sometimes it may be a combination of characteristics, such as adding SIZ+STR+CHA when trying to bluff down the local bully to leave you alone. Situations will arise not covered by the rules, and using characteristics in this way is usually the quickest and most convenient way to decide the results.

SUCCESS OR FAILURE?

Whether your character is heroic or dastardly, you'll want him to act and succeed. In this campaign your character can succeed in three ways: (1) automatic actions, (2) simple percentile rolls, and (3) the resistance table rolls. These will be discussed separately.

AUTOMATIC ACTIONS

This term describes activities which are always successful under normal circumstances. There is no need to roll any dice for these. They are assumed 100% successful. These include walking, running, talking, seeing, hearing, and any other normal basic function.

Attempting to do these things under extraordinary conditions, or trying to do them with close scrutiny, requires a die roll, as outlined in the next section.

SIMPLE PERCENTILE ROLLS

Ordinary actions performed under stress or requiring concentration need a die roll to be successful. This includes Climbing, Jumping, Spotting Hidden Items, Listening, or Moving Quietly. Further, any action which requires a specific special skill to do requires a die roll as well. Examples of these are Riding, Swimming, Throwing, or Picking Pockets.

A list of common skills is given below, with normal starting percentages.

Jumping	25%
Climbing	40%
Listening	25%
Spot Hidden Item	25%
Move Quietly	20%
Throw	25%
Punch	45%
Hide	20%
First Aid	30%

Fighting skills are also in this category. The brawling ability of Fist is included, as is Throw. Tool-using people easily use Hitting With a Stick.

Resistance Table

V RESISTANT ACTIVE >

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	50	55	60	65	70	75	80	85	90	95	00	-	-	-	-	-	-	-
2	45	50	55	60	65	70	75	80	85	90	95	00	-	-	-	-	-	-
3	40	45	50	55	60	65	70	75	80	85	90	95	00	-	-	-	-	-
4	35	40	45	50	55	60	65	70	75	80	85	90	95	00	-	-	-	-
5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	00	-	-	-
6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	00	-	-
7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	00	-
8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	00
9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
11	01	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
12	-	01	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
13	-	-	01	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
14	-	-	-	01	05	10	15	20	25	30	35	40	45	50	55	60	65	70
15	-	-	-	-	01	05	10	15	20	25	30	35	40	45	50	55	60	65
16	-	-	-	-	-	01	05	10	15	20	25	30	35	40	45	50	55	60
17	-	-	-	-	-	-	01	05	10	15	20	25	30	35	40	45	50	55
18	-	-	-	-	-	-	-	01	05	10	15	20	25	30	35	40	45	50

RESISTANCE TABLE ROLLS

The final method of determining success is by using the Resistance Table. It makes it easy to figure out if your character succeeds in pitting some characteristic of his against something else, also expressed as a simple number comparable to the characteristic. The Table is a ready-to-use version of the formula devised to solve such problems.

To use it, take the active person's characteristic and find it on the upper, horizontal entry. Then find the passive object's characteristic on the left-hand, vertical line. Cross-index them and you have the maximum number you can roll and still succeed in the task.

For instance, a character with a STR of 9 wishes to open a jar of pickles that is stuck. The referee determines that the jar has STR 4. Checking the Resistance Table you'll see that he needs to roll 75% or less to succeed. If he rolls that, then the pickle jar has been twisted open.

These three methods of determining success give you all the mechanics you need for a character to perform normal activities.

EXPERIENCE

A great pleasure of continued role-playing is watching and participating in the advancement of a character from his humble beginnings to his ultimate fate. Characters grow and change, generally getting better at whatever they attempt to do. There is real satisfaction in having characters be successful.

Success is measured in many ways. Your character may be important in a kingdom. He may be a knight or warrior, a cleric or magician, a nobleman or a wicked tyrant. How this occurs depends upon how the particular game has been established.

These rules standardise another measurement, advancement through experience. Simply put, the more you use a skill, the more you learn about it and the better you get at it. This includes concrete skills, such as sword-fighting or jumping, abstract ones such as Listening, or exotic skills like casting spells and brewing potions.

Whenever your character has finished an adventure, typically after play is done and before everyone goes home, you should check over his character sheet to see what skills were used during play. If your character succeeded in using skills, they should have been marked on the sheet. Just trying is not enough to learn by -- you must succeed. No matter how many times a character succeeds in a skill, he gets only one chance, between adventures, to learn by experience.

For each skill he used successfully, subtract his current skill level from 100%. That gives you his 'learning threshold' for that particular skill. Then roll D100 and try to roll a number equal to or smaller than his threshold for the skill. If you do not roll that low, then he hasn't learned from his experience. If you did roll low enough, then your character did learn something, and you

add 1d6+1% to that skill. When a skill reaches 100%, increases are only possible on a roll of 100.

Repeat the procedure for all the skills **successfully** used in the run. Note here that a successful weapon attack does not raise the parry skill, and vice versa. A skill that was attempted, and failed, doesn't count.

You can see that successfully doing something you're poor at is hard, but also that if you succeed at it then you're likely to learn from the experience. Conversely, if you're good at a skill you'll usually succeed at it, but it will get progressively harder to increase your skills.

Remember that characteristic rolls, such as the dodge roll or the luck roll, do not increase this way. Those are constant unless the characteristic itself should change for some reason.

Characteristics can be increased through experience. STR, CON, DEX, CHAR and POW can be increased. At the end of the session, note the characteristics that were successfully used. A percentage roll can be made for each of these. A successful roll adds 1 to the stat.

Characteristic Score	% Roll
1 - 4	20%
5 - 9	10%
10 - 14	05%
15 - 19	03%
20+	01%

A stat can only be raised above species maximum through the use of magic or Super Science.

POW is the exception - it can be raised to any level.

Hit Points can be increased when the character is wounded and then healed during an adventure. As with other characteristics, only 1 roll per adventure is allowed, and the roll can only take place after the character is fully healed. A successful roll adds 1 HP. HP also increase when CON or POW increases. **The roll is 5%.**

TREASURE

Raw loot is another important source of success. Much FRP is based upon heroic exploits by warriors and their ilk. A complete campaign will have places to buy useful goods or to just spend money frivolously. It is important to be able to upgrade the armour, occasionally buy new weapons, and (where the campaign allows it) to purchase training in skills and magic.

Treasure is often overlooked, even by referees. If you can carry them, you can always cart off armor and weapons, and another option is to skin monsters and sell their pelts. Always search for hidden traps and secret compartments before giving up the search for money. The monsters didn't put it in the open for you to stumble over!

COSTS OF FAILURE

If success is rewarded, failure is not. It is painful to miss out on a chance, even if it has no immediate effect on your character other than not bringing home the rich merchant's daughter just then. While your character may get a bit hungry without money, that will only motivate him strongly on the next adventure. But there can be worse fates, such as the failure to finish climbing up that rope, or failing to make a parry.

TAKING DAMAGE

Damage is a measure of the hurt which your characters' bodies can take. Damage is inflicted whenever there is a physical cause, such as falling from a height or being stabbed.

Whenever a character is hit, the amount of damage he receives is subtracted from the total HP available. There is no penalty for taking cumulative damage until the character is down to **1 HP** or less.

When a character has **1 HP left**, he is in shock - disoriented and **-30% on all actions and attacks**.

At **0 HP**, he goes unconscious. This means the character lives but will stay unconscious till aided by outsiders. The character gets to make a CON check (no penalty) every round to gain 1 HP. First Aid can be used to return enough HP to wake him.

DEATH and HEALING

When a character takes more damage than he has hit points, he dies. When a character dies, there are various means of resurrecting him.

More Specifically:

0 HP is unconscious - CON Check every 6 seconds to regain 1 HP.

-1 HP is mostly dead - can be saved if healing is applied within 24 Seconds.

-2 HP or more: completely dead - check pockets for loose change.

It is generally a sorrowful occasion. Characters may or may not wish to bring the body back. Each day that the body is exposed to the elements, the chances of resurrection drop.

Healing is a natural process wherein the body regenerates HP. This occurs for any living creature. Healing happens at the rate of 1d3 HP per week of game time. This can be speeded up through the use of healing Skill or Magic or Potions.

A successful **First Aid Roll** restores **1d3 HP**.

Armor AND HOW IT WORKS

As previously noted, it is possible for a character to be damaged through combat or accident. In most cases a character wearing armor is protected by it from taking the damage.

All armor has a point value telling you how good it is in stopping damage. The most common armor is leather, and it is worth 2 points. This is roughly equivalent to a heavy motorcycle jacket. The best armor available is plate armor like knights wear. It is worth 6 points.

Whenever a character is wearing armor and takes damage, the point value of the armor is subtracted from the amount of damage. The remainder of the damage is passed onto the character's body HP.

For example, a character wearing 2-point armor is struck by an arrow doing 5 points of damage. The value of the armor is subtracted first, so that 2 of the 5 points of damage are nullified. The rest, 3 points, pass onto the body and are subtracted from the HP.

Shields are very important!

Shields work like armor in that they block damage. But a shield generally blocks more damage than armor, there being an average of 12 points for common shields. Unlike armor, to block damage the shield first must be successfully used to parry. (A shield parry is an ability with a D100 chance to succeed.)

Suppose a character is attacked by a bear. The bear swipes with his paw and does 15 points of damage. The character now must roll to see if he successfully parries. In this example, he does. His shield blocks 12 points of damage, leaving only 3 that penetrate the shield. If the character had any armor on that would further block damage, presume that it was leather and therefore blocked 2 more points of damage. Therefore only 1 point of damage would penetrate both shield and armor and have to be subtracted from the HP. Without the shield, the character would have taken 13 points damage, possibly enough to kill him!

MARTIAL SKILLS

This is an early iron aged society. It is feudal competitive and dangerous. In general, combat is a combination of a number of skills used by one fighter against another (an attack) or to defend himself (a parry). In all cases this is a specific simple percentile die roll resolution, as outlined above.

TYPES OF WEAPONS

A weapon can be a sword or a rock or a coal shovel grabbed from the corner. In this era, there are 6 weapon types: natural weapons, hand weapons, thrusting weapons, thrown weapons, missile machines and firearms. Every weapon has a different percentage skill for their use in attack and their use in parry. These skills are used differently and will develop independently of each other.

HAND WEAPONS are of three kinds: maces, axes, and swords. Mace is a term describing any blunt instrument, ranging from a big stick to an elaborately shod and studded implement. It is used for bashing and for parrying, and it takes a good amount of damage compared to other hand weapons. It does the least amount of damage of the three kinds of hand weapons, but it is also the easiest to use without any training, and hence has the highest attack percentage for beginners.

An axe does the most damage of the three kinds of hand weapons, but it takes less damage before breaking than a mace does, and it is harder to use, so it has a lower beginning attack percentage. Swords are traditional hand weapon favourites because they do more damage than a mace (though less than an axe) and also take a large amount of damage before breaking. But a sword is the hardest hand weapon to learn to use, and therefore has the lowest attack percentage to start.

THRUSTING WEAPONS include only one kind here, the spear. For the play purposes of Basic Role-Playing this is specified to be a two-handed spear. This means that the same weapon must be used to attack and to parry with. The spear does a fair amount of damage compared to the other weapons listed, and has a reasonable beginning attack percentage. Its disadvantage is that it

is relatively fragile, and often breaks during combat. But it is the only weapon which can be used from the second rank. This means that a person with a spear can stand behind someone else and still be able to attack. Additionally, a spear is a weapon which can impale, as defined below.

THROWN WEAPONS include javelins and rocks. They are not used to parry with, nor can they be parried (though a target may dodge them, as mentioned previously). Javelins are simply thrown spears. They do fair damage and may also impale. Thrown rocks are the simplest of weapons and have a good beginning attack percentage. They usually do not do much damage when opposed by any armor.

MISSILE MACHINES here include only bows. A bow is a relatively difficult weapon to master and so has a poor initial attacking ability, but it does have the best range and does a fair amount of damage. Importantly, it also impales.

NATURAL WEAPONS include the fist and the kick. These start with high attack percentages and work well against unarmored victims, but are relatively useless against armor.

THE SHIELD is not a weapon, per se, but is still the most important item in a fighting man's armament. It has a fair beginning parry percentage, but no beginning attack percentage because it cannot be used offensively. It takes a fair amount of damage when compared to a weapon. But when a shield takes damage, the effects from successive blows are not cumulative: a shield can take blow after blow and not break, while any weapon will give way after a while.

THE IMPALE

An 'impale' is a special type of successful attack which can be done by long pointed weapons which are used for thrusting. Here the impaling weapons are the spear, javelin, firearm and the arrow. When a person succeeds in an attack with one of these, they should always notice if they **rolled lower than 20% of the required attack**. If they did, then they have impaled their foe.

This means that the thrusting weapon happened by chance to find a joint in the foe's armor and to have slipped in, driving deep into vital organs or bone. Because of this, two special things happen:

- . More damage is done. The attacker must **roll the normal damage (1D8+1 for a spear, for example) and then add the maximum damage possible with that weapon** to the damage they already rolled. An impaling spear would do an automatic 9 points of damage, plus whatever the attacker rolled -- a devastating blow of a minimum of 10 points and a possible maximum of 18 points damage!
- . **The attacking weapon is stuck in the enemy's body.** (This was a common event in medieval battles.) The next melee round the attacker can try to pull it out by rolling D100 equal to or less than their impale percentage x 2.

WEAPONS TABLE

Weapon	Type	Beginning Attack	Damage	Breakage	Notes
		& Parry %		Points	
Fist	Natural	50%	1D3		
2-Handed Spear	Thrusting	25%	1D8+1	15	Impales
Sword	Hand	15%	1D8+1	20	
Axe	Hand	25%	1D8+2	15	
Mace	Hand	30%	1D6+2	20	
Rock	Thrown	45%	1D4		
Javelin	Thrown	20%	1D10		Impales
Bow	Missile	10%	1D6+1		Impales
Shield	Parry	25%		12	Does Not Break

A disadvantage to all this: **weapons which can impale cannot do damage to other weapons.** In a fight between a spearsman and a swordsman with shield, for instance, the spearsman is likely to do more damage if he connects, but he is also likely to have his spear whittled into toothpicks by the sword. Want to bet which event decides the outcome of the fight?

USING WEAPONS

Weapons have two uses, attacking and parrying. Each weapon can do only one of these actions in a particular melee round, and the intention of which will happen must be stated during the Statement of Intent phase of the round. Shields, as noted, can only be used for parrying, and bows and thrown weapons can only attack. Since most will carry a hand weapon and a shield, it is possible to make two parries per round without an attack if desired. This is useful if attacked by more than one opponent.

An attack is made by rolling D100 and attempting to roll equal to or lower than your character's attack percentage. Such a roll is a successful attack.

A parry is done in the same way. When a shield is used, it is never necessary to state that a parry will be attempted unless there is more than one foe, whereupon the specific enemy being parried must be pointed out.

RESOLUTION OF MELEE

Fighting is done in "melee rounds." Each combatant moves and attacks in turn. Who goes first is determined by an initiative roll. Initiative is DEX plus SIZ Mod plus Weapon Strike Rank plus a d6 roll. Highest initiative goes first and then work down to 1. Initiative is rolled once at the beginning of the combat.

STRIKE RANK MOD

Weapon Type	Modifier
Fist, Knife	4
Ready Firearm, Rapier	3
1 H Weapon, Quarterstaff	2
2 H Weapon	1
Pike, Spell	0

SIZ MOD

SIZ	Modifier
1 - 9	3
10 - 15	2
16 - 19	1
20 +	0

Characters parry when they need to, without regard to their DEX. If Bosh Blockhead's DEX is 6, he still can parry Amazing Alfred's DEX 18 blow. There is only one shield parry per character per melee round, but the character can also attack and parry with his weapon, making possible two parries in a round.

Characters get an attack and a parry with a weapon. A shield allows an additional parry.

A character may also move during melee up to 1/2 normal movement and still attack.

HIT LOCATIONS

When a character is hit, roll on the hit location table.

% Roll	Body Area	Description
01 - 20	Right Leg	Hip to foot
21 - 40	Left Leg	Hip to foot
41 - 55	Abdomen	Hip to below ribs
56 - 60	Chest	Ribs to Shoulders
61 - 75	Right Arm	Entire arm
76 - 90	Left Arm	Entire arm
91 - 00	Head	Neck and Head

If a character or monster takes enough damage to kill him or knock him unconscious before he has got his attack, then he never gets to make that attack.

TWO-HANDED SPEARS

This section is simply to bring all the information about this weapon into one place.

Two-handed spears can be used from the second rank. They can be used to attack and parry in a single melee round, or to parry twice. They cannot be used to attack twice in a round.

These weapons may impale, thereby doing extra damage as explained previously. Once impaled into a foe, they must be pulled out, requiring at least a full melee round.

Two-handed spears do not damage weapons when they parry an attacking weapon which misses its strike, nor do they damage weapons which parry their successful attack. This makes them an exception to the chart just above.

COMBAT NOTES

Turning from a foe means you cannot parry any attack from that foe. And if someone attacks their target from behind, so that their target cannot see them and jump around, then the attacker gets a 20% bonus added to his ability to hit.

Changing weapons in melee takes a full melee round. While a character is changing weapons, he can parry with his shield or dodge. It takes a full melee round to stop and look all about. In general, a single action can be done in a melee round.

TIME, GAME SCALE, AND TURN SEQUENCE

Time scales measure the passing of events and define the amount of movement possible in a turn. There can be different scales, depending on the game being played.

LARGE SCALE TIME: THE GAME WEEK & FULL DAY

This scale is of minor use unless your characters are racing against time. Time passes quickly on this scale, and generally is used to explain past events or cover travel periods. In some games it is important for training or study.

Movement in this scale assumes 10 hours per game day.

Walking Movement - 20 kilometers per day.

Marching Movement - 30 kilometers per day.

Riding Movement - 20 kilometers per day (animals are moving at a walk, possibly accompanied by wagons).

Cavalry Movement - 40 kilometers per day (riding animals unhindered by wagons, going at walk-trot-walk pace).

SCENARIO SCALE TIME: THE FULL TURN

A full turn indicates 5 minutes of time, and is used to describe the passage of time as an adventuring party is engaged in scenario actions like walking, climbing, searching, and so on.

Man Cautiously Advancing - 120 meters in 5 minutes.

Man Strolling - 240 meters in 5 minutes.

Man Running - 2000 meters in 5 minutes.

Riding Animals: double the above rates.

COMBAT TIME: THE MELEE ROUND

A melee round is used during combat or other tense situations where seconds count. **It is approximately 6 seconds long** and is defined as the time needed to perform one complete action. 'One complete action' includes an attack and a parry, or preparing and throwing a rope, or looking around an area long enough to use Spot Hidden Item or Listening, or preparing and lighting a torch, or changing weapons, or mounting and settling on a horse, or speaking clearly to others nearby, and so on.

In a melee round, all humans and other 2-legged folk move not more than 24 meters.

In a melee round, all 4-legged types move not more than 36 meters.

If a character or creature aims solely at getting away or at following someone who is getting away, 2-legged movement should be doubled, and 4-legged movement should be tripled.

TURN SEQUENCE: KEEPING ORDER DURING PLAY

Because this is a game, it simulates the perception of a real situation, but does not reproduce it exactly. It is necessary to impose an external order upon play to keep events moving smoothly. This external order is called the turn sequence. Events occur without confusion as long as it is followed.

During game weeks the passage of events is conversational. The referee tells what has happened and should be prepared to answer questions casually and completely without resorting to format turn sequence.

Similarly, the referee will narrate the sequence of events in scenario scale segments (5 minute segments) or even longer ones when nothing significant occurs (there's no point in repeating the phrase "nothing new" for 20 times during an uneventful passage, though the referee may want to throw out false clues or threats occasionally to keep the party interested).

Melee scale gets more complex since individual characters become intimately involved in the action. Here there is a strict sequence or order of play, which should be closely followed. This sequence can also be used for other time scale.

- . Statement of Intent
- . Movement of Non-Engaged Characters
- . Resolution of Melee, Magic, etc.
- . Bookkeeping

Statement of Intent. During this phase, the players and referee formally state what their characters will do that melee round. It is usual for the referee to state intentions first in one round, then have the players state first in the following round, but this varies, and the referee should follow whatever method he prefers. During the round the stated action may be changed, but another action may not be substituted. For instance, the statement may be, "I will fire an arrow at that troll," but if the referee states that the troll is dodging behind cover, so that you haven't a clear shot, you can abort the shot but cannot choose another target nor perform another action.

Movement of Non-Engaged Characters. Now the characters, both players and referee-controlled characters, can be moved about. This may bring some forces into action. As a rule of thumb, moving characters will not engage in melee in the round in which they moved and met, but will be able to fight next round. Likewise, if that troll didn't move but spent the round waiting for you to run up to it, then it cannot fight either, and must wait till next round.

Resolution of Melee. Now all attacks, parries, and missile firings are resolved.

Determine which person or monster hits first by checking their DEX. The higher DEXs go first, followed by the successively lower DEXs until everyone has struck. If a character is knocked unconscious or killed before he strikes, then he cannot make a return blow.

Bookkeeping. In this phase everyone records damage, healing, or successful use of a skill on their character sheet.

Magic System.

CAMPAIGN 3.

There are two basic types of magic:

Wizardry: This is the ability to cast a learned spell using willpower, chants and hand gestures. This type of magic is quick and effective, but the effects are normally very short lived.

Sorcery: is a system for invoking supernatural effects on the physical world through complex occult formulas, formalized as spells. When your character says the required words to activate a sorcery spell, the specific type of magic energy is released and has the desired effect.

Unlike the wizardry, sorcery spells always work, though they may not be able to overcome the target's resistance. Rarely is a roll required to activate the spell, and there is no need for any special targeting. Generally, the only chance of failure for sorcery spells is if the target's relevant characteristic (usually POW) cannot be overcome on the resistance table.

A character who casts sorcery spells is called a sorcerer.

The minimum intelligence required to learn Wizardry is 14.

The chances of learning a new spell are:

1 hour study $\text{INT} \times 1\% + 1\%$ per spell known
1 week study $\text{INT} \times 3\% + 3\%$ per spell known
1 Month Study $\text{INT} \times 5\% + 5\%$ per spell known

The more spells known, the easier it becomes to learn more.

1 roll is allowed. So, if after 1 hour of study, the roll is failed, then the magician must then study for 1 week. If 1 week fails, then another month of study is required. If the roll for 1 month fails, then the magician must study a month at a time.

The first spell learned is the most difficult. Study is a month at a time using the 1 hour study table.

A new spell starts at $\text{INT} \times 3\%$

Wizard School training allows higher ratings for new spells depending on how much money is invested in the training. The amount of money required is different for each guild and the status of the magician in need of training.

A character who is a career magician begins with 1 spell and is affiliated with a wizards guild.

Casting Spells

Spells require POW to cast. Each point of POW adds a level to the spell. The POW listed for the spell is the amount required for the spell to take normal effect. Using less POW will create a diluted effect, while using more POW will multiply the effect accordingly.

Once used, POW regenerates at 1 point per 30 minutes of rest, or 1 point per 2 hours of activity.

A character reduced to 0 POW is unconscious, -1 POW is mostly dead and -2 or less: look for loose change in pockets(all dead).

Spells may also be cast from scrolls and books by magically trained characters. Casting a spell from a book takes 1 minute per POW point put into the spell - power cost remains the same.

Spell Strike rank is always 0.

MAGIC SCHOOLS

There are two primary schools of magic: sorcery and wizardry.

Sorcery is taught by master sorcerers who only take on a very few apprentices at a time, and jealously guard their secrets. The most powerful sorcerers are members of the mysterious Order of Sorcerers.

Wizardry is taught at large Colleges and Universities, there are two colleges and there is one University in the Valley. Wizards are generally much more open with each other. When they graduate, they are members of the Brotherhood of Magicians.

The Colleges of Wizardry are:

Eldervale College - Mordovia
College of Wizardry at Scrovegni - Bellore
Klampington University - Avermonde

Both Sorcerers and Wizards are much sought after by the rich and powerful in the Valley. Only humans are trained as Wizards, while occasionally a hobbit or dwarf will be trained as a sorcerer.

Elves, and all other fairy peoples are naturally magical, and need no formal training. Formal

training will not have any effect on these creatures under any circumstances.

SKILLS

Along with spells, there are three basic skills taught in Wizardry schools. These skills have an untrained base of 00%.

Wizardry

The understanding of magic, knowledge of what the different spells are and how they affect the world, and the ability to learn and cast spells. This is necessary for any Wizard in order to cast spells.

Enchantment

The ability to take an ordinary object and imbue it with magical power and energy. The wizard must either know the spell to be placed into the object, or have access to it through books or scrolls.

Alchemy

The skill needed to make magical potions, powders, pills and philters. The wizard must have access to the spell which the potion will effect.

Wizardry Spells

Here are the most commonly taught and used spells. They are all of very short duration, but can be of immense power.

The look of each spell can be tailored to the magician using it.

Every POW point put into a spell makes it more powerful. Fewer points can be put into a spell to create a watered-down effect.

Blast

Range 360 Ft

Duration - Instant

Fires a bolt of magic energy at a Single target. **Each POW point used adds 1d6 Damage.** Being a missile weapon, this cannot be parried. Countermagic will stop the blast, but protection will not.

Change

Range 100 Ft

Duration 15 Minutes

This spell, if it overcomes the POW of a living creature, will affect three SIZ points of a target. Each individual level adds three SIZ points of target, and enough levels must be used to affect the entire target. It may also be used on a non-living object with the same requirements. The spell must change the target, which may be the caster, into another shape. The new shape must be in the same kingdom (animal, vegetable, or mineral) as the original target. For instance, a troll cannot be changed into a tree, but it can be changed into a frog. The frog will have all the attributes of the troll, including the SIZ. The spell only affects the shape, not the basic attributes of the object, so it cannot be used to change lead to gold, or the like. Finally, the conditions for life in the new form must be present: the spell cannot change a man to a fish in mid-desert, though he might change to a fish in a river or a sea.

The target of this spell cannot use the exotic abilities of the new shape if it has any. The troll would not be able to breathe fire if he were changed into a dragon, nor would he have the intelligence or knowledge of a dragon, but he will be able to use his physical abilities, such as flying, at 25%.

Each level of this spell can be used to affect more than one object instead of a larger object, or extend the duration of the spell by 15 minutes.

Conjure/Dismiss Elemental

Range - 36 Feet

Duration - 2 minutes

This is the spell of conjuring a specific elemental as described below. A magician must specify which sort of elemental he will learn how to conjure. Any elemental conjured will have 3D6 POW

and 3D6 DEX, and 1D6 SIZ per level of the elemental. It has no INT and must be directed with the full attention of the magician. All elementals are affected by magic and are immune to poison. Their hit points equal their SIZ. Aside from these aspects, each elemental has different abilities.

Air – The Sylph

A sylph is a whirlpool of air which will occasionally form into transparent humanoid shape. It can :

1. Carry an object through the air at 6 points of SIZ per level of sylph for 1 mile in 2 minutes.
2. Knock down 3 points of SIZ per level of sylph.
3. Destroy a salamander by comparing its level against the level of the salamander on the resistance table and making a successful attack.
4. Ignore damage from physical weapons, even those with Sharpen spells.
5. Be added to a missile or thrown weapons to increase the chance of hitting by 5% per level and add 1d3 damage per level.
6. Move without burden at 100 feet per melee round, quadrupled if moving at full speed.
7. Carry messages on scraps of paper up to a mile away in 2 minutes.

Fire – The Salamander

A salamander usually appears as a lizard-like shape of fire. Constantly active, even while being held in place by its summoner, it can :

1. Engulf a single target in flames, doing 1D6 damage per level of salamander. Armor and Protection spells protect against this attack.

2. Ignite inflammable object it touches, so they will burn on their own, doing 1D4 flame damage per round in addition to the salamander's fire damage.
3. Be damaged by physical weapons, but will damage them in turn at 1D6 per level of the salamander.
4. Absorb flame damage from other sources to heal its wounds.
5. Destroy a sylph by comparing its level against the sylph's on the resistance table and making a successful attack.
6. Mutually annihilate the hit points of an undine or a gnome until only one survives.
7. Can be added to a metal weapon to do an additional 1D6 of damage per level of the salamander plus the damage of the weapon, consuming the weapon's hit points at the same time, as in 3, above.
8. Move at 24 meters a round, which triples when moving at full speed

Earth – The Gnome

The gnome always forms into a man-like shape. It also can :

1. Hit physically for 1D6 damage per level of gnome at 25%.
2. Be damaged by physical weapons, but the attacker must make a roll of POW×5 or less on 1D100 or the weapon takes the same amount of damage back to itself.
3. Find the nearest source of metals or gems specified by the summoner.
4. Destroy an undine by comparing its level to the undine's on the resistance table and making a successful attack.
5. Mutually annihilate hit points with a salamander until one is gone.
6. Move 36 Feet per round, which doubles when moving at full

speed.

Example

A gnome with 10 hit points meets a salamander with 12. The gnome becomes a puddle of slag ; the salamander has 2 hit points.

Water – The Undine

The undine will manifest as a tower of water and occasionally take the shape of a beautiful human female. It can :

1. Engulf one target to drown it at 1D8 points/melee round. Each melee round the target may match its POW against the POW of the undine on the resistance table to keep it's breath and not be drowned.
2. Be damaged by physical weapons, but will only take half the rolled damage and cannot be impaled.
3. Carry an object or person through the water at 6 points of SIZ per level of undine for a kilometer in 10 melee rounds.
4. Wash away a gnome by comparing its level against the level of the gnome on the resistance table and making a successful attack.
5. Mutually destroy a salamander's hit points until one or the other is destroyed.
6. Be added to a weapon to let it move normally underwater.
7. Move unencumbered 100 Feet per melee round in water, and 26 Feet on land.

The user of this spell may also use it to attempt to dismiss an elemental of the type the user knows how to conjure. Again, he must overcome the level of the elemental with cast level of Dismiss Elemental on the resistance table.

Control

Range 360 Feet

Duration 1 Minute

The user of this spell must overcome the POW of his target. Each POW Point put into the spell allows the caster to affect another intelligent being. It cannot be used on unintelligent animals. Each attack is independent.

If the caster wishes to have the victim do anything other than collapse, he must concentrate on the spell, using no other spells or doing anything more than moving slowly and speaking to others in short sentences. While concentrating, he may control the movements and speech of the target. If the caster is forced to fight or concentrate on any other activity, the victim collapses into sleep.

A collapsed victim will revive from unconsciousness and regain control of himself as soon as he makes a roll of his CON on D100. The roll may be attempted once each melee round after the round of collapse.

Countermagic

Range - 360 Feet

Duration - 5 Minutes

This spell puts up a magical shield around the user or on any person or object he wishes to keep magic from affecting. The POW of an incoming spell must be rolled against the POW of the Countermagic on the resistance table. A successful roll means the spell penetrated despite the Countermagic.

The attacking spell must still overcome the POW of the target, if needed. A failed penetration means the spell rebounded on the caster. Any spell fails to penetrate two Countermagics in succession dissipates and is no more.

The Countermagic protects the target and anything he is carrying. If the character or object to receive the Countermagic already has a Protection spell, the Countermagic will not be effective unless its level overcomes the Protection level on the

resistance table. If successful, both spells will be in effect.

Countermagic is effective versus Blast and Lightning, but not against Fire/Frost.

Dispel

Range - 360 Feet

Duration - Instant

This is a spell used for ridding oneself or another of the good and bad effects of a spell such as Control, Lift, Sharpen/Dull, etc. Like Countermagic, it must overcome the level of the target spell on the resistance table. It can be used to destroy an elemental. It must be directed at a particular spell (though saying, "Get rid that which has Gottfried walking like a zombie" will do, if the exact spell is not known) and, if the target is protected by Countermagic, it must get through the Countermagic as usual to reach its objective.

Dispel may also be thrown at a character who is throwing a spell in an attempt to keep the other's spell from happening. This can be handled in the statement of intent phase as (Sangor will throw a third level Dispel to stop the guy in the black robes from throwing whatever he is throwing this time.) Always work out the results of the Dispel before the results of the other spell.

Enhance/Diminish

Range - Touch

Duration - 15 Minutes

This spell can add one point to either STR, CON, SIZ or DEX of the target for each level of the spell used. This spell can also diminish a characteristic in the same manner.

Fire/Frost

Range - 360 Feet

Duration - Instant

Each POW Point put into this spell causes 1d6 Fire or cold damage to everything in a three foot circle. POW may be added to set several small fires at once instead of igniting one big one.

The damage is absorbed by armor, protection and resist spells but countermagic has no effect. The spell lasts only one melee round unless something flammable or freezable is affected. A fire

will continue for 1d4 damage per round, and frozen stuff will thaw at the normal rate.

Frost can be used to put out a normal fire, but will not extinguish dragon breath or affect a Salamander.

Healing/Wounding

Range - Touch

Duration - Instant

Each POW Point of spell heals 1D6 of damage by wound, Fire, Blast, Lightning, or acid. It does not work against poison or disease. Healing can bring a character back from the dead if the Healing is done within 15 game minutes and the character did not take more than his hits again in damage. Thus, a character with 15 hit points can be brought back with Healing if he did not take more than 30 points total damage.

Wounding will do 1d6 damage per POW Point invested if it overcomes the POW of the target on the resistance table.

Illusion

Range - 100 Feet

Duration - 15 Minutes

This spell allows the caster to build up an image of an object equal to 3 SIZ points for every level of the effect. This image is totally visual, with no sound, scent, touch, or taste component. It will remain if touched but will be totally insubstantial and obvious as an illusion. It is generally used to create images of walls, pictures of people, etc. Unless the caster concentrates on it to the exclusion of all else, the illusion will not move.

Invisibility

Range - Touch

Duration - 15 Minutes

Each POW used in this spell covers a SIZ 3 object or person with invisibility. The caster must concentrate on the spell and must do no more than walk or speak. Fighting, throwing spells, or similar distractions such as falling into pits or negotiating a difficult path will break the spell. If the spell is being maintained by another, anyone attacking the target must attack at 1/5 of the normal chance. This spell does not stop sound or other senses.

Lift

Range - 360 Feet
Duration - 15 Minutes

Each POW Point used for this effect affects 3 SIZ points of the person or object affected. If the SIZ is appropriate, the caster may lift the object and move it through the air. This can be the caster himself, using the spell to fly. The object will move at 30 Feet per melee round. Each level of the spell above the minimum necessary to move the SIZ will add 5 Feet per melee round to this speed.

If the object does not wish to be lifted, the caster must overcome its POW.

The spell may also be used to slow down a falling object too big for the POW of the spell. For each POW Point less than needed, the object is slowed as if it were falling that difference times 10 Feet, up to a 40 Foot reduction. Thus, if a SIZ 13 object is falling and the level of the Lift is 4 (which affects 12 SIZ points), the object which is falling 30 Feet will fall as if falling 10 Feet. However, if the SIZ 13 object is faced with a level 1 Lift, there is a difference of 4 and the fall would be equivalent to the 30 Feet, anyway.

The spell may also move an object such as cart or sledge along the ground if there is a POW Point of spell available for every 6 points of SIZ of the object.

Light/Dark

Range - 360 Feet
Duration - 15 Minutes

This spell illuminates a 10 Foot circle. Each additional POW Point adds 10 Feet to the radius. This light is about torch magnitude. The spell must be cast on an object; it does not hang in mid-air.

Dark takes the light away from the same radius circle. The area is in total darkness to anyone seeing in the normal range of visible light, even if a torch or other light source is burning in the area.

Lightning

Range - 180 Feet
Duration - Instant

Each POW Point of this spell does 1D6 damage directly to the hit points of the closest target the caster is facing. If two target are equally close to the caster, the Lightning will strike the target with the most metal. Countermagic will protect against the spell.

Perception

Range - 180 Feet

Duration - Instant

The caster may specify one type of thing he is searching for, such as the nearest trap, secret door, gold, magic, stairway, unfamiliar thoughts, etc. This spell will then give the direction to the nearest such thing within the range of the spell. Additional POW Points allow for more than one thing at the same time. Thus, the caster may wish to use POW 2 Perception to determine the closest two traps, or the closest trap and the closest secret door, etc.

Protection

Range - 360 Feet

Duration - 15 Minutes

This spell worrks like armor. Each POW point adds one point to the armor protection of the caster. Since this affects the same area a counterspell would affect, any counterspell must be overcome by the protection to work. If successful, both spell stay on target.

Resist

Range - Touch

Duration - 15 Minutes

Each POW Point of this spell reduces heat or cold damage taken in a melee round by one point. If the protected character is hit by more than one Heat/Cold attack, each damage roll is reduced by the level of the effect. Thus, if Sangor the wizard, using Resist 3, is hit by a 5-point

salamander attack, a 7-point Frost, and a 10-point dragon breath, his total damage is $(5-3)+(7-3)+(10-3)=13$ points. Fortunately for Sangor, he is quite unlikely to be hit by any such concentration.

Seal/Unseal

Range - Touch

Duration - 15 Minutes

This spell acts to bond the edges of any two non-living objects which are at rest and fitted to one another. Some examples are a door in a doorframe, a lid on a box, or a sword in a scabbard. The two objects become one object, and cannot be separated for the duration of the spell. The objects can, of course, be battered open or destroyed. A Seal spell adds 20 points to whatever hit points the object has.

The reverse spell will open unlocked doors or boxes and cause scabbarded objects to fly out of their containers and drop to the ground. It also acts against a Seal spell if the POW of the Unseal overcomes the POW of the Seal on the resistance table.

Each POW Point of spell adds either 15 minutes to the duration of the spell or adds 20 more points to the STR of the object sealed.

Sharpen/Dull

Range - 360 Feet

Duration - 15 Minutes

This spell adds 5% to the attack chance, and 1 damage point to any weapon including blunt and missile weapons. If more than 1 POW is used, it can either add multiples of 5% to 1 weapon or it can be distributed evenly among several weapons.

Used as dull, the weapon loses 5% to hit and loses 1 point damage per POW point used. Damage cannot drop below 1 point.

Speak to Mind

Range - 360 Feet

Duration - 1 Minute

Each level of this spell allows the caster to speak to another mind, intelligent or not. Only surface conversation or feelings are transmitted. The target of this spell cannot communicate to any other target of this spell. The caster may, however, cast POW 1 Speak to Mind on two other characters,

at one point each, to let them communicate.

Teleport

Range - Touch

Duration - Instant

Each POW point used allows the caster to instantaneously transport 3 SIZ points to another place known well to the caster.

The range of this transportation is 1 mile. If the POW points used are more than the SIZ requires, each extra point will extend the range another 1 mile. If the object does not wish to be transported, the caster must overcome its POW. A fumble with this spell will send the caster to the center of the earth, to ultimate destruction - or something bad like that.

Vision

Range - 360 Feet/90 Feet

Duration - 1 Minute

The caster may see what is happening in any area within the first given range of the spell with which he is familiar. This gives full vision and hearing as if the caster were in the area. If the caster is physically next to any area within the 90 Foot range of the spell, he may put the spell into such an area. Each extra POW point of the spell will allow the caster to go back as much as a day to see what happened in an area.

This magic may also be used to touch an item and receive and vision of its previous use or owner. Each additional level used gives another use or another picture. Each POW point also allows the user a cumulative 10% chance of learning the activating word for a magical device. The user may only attempt this once for any one object until he gains an increase in skill with the spell. The caster may not use any other spell while using the Vision spell, or the Vision spell will disappear.

Wall

Range - 60 Feet

Duration - 15 Minutes

This magic brings a wall out of the ground or stone floor to stand solidly before the caster. It will

appear anywhere needed within the 60 Foot range and will be 3×3×10 feet. Each addition level of the spell will add 1 meter to one dimension of the wall. The wall has 30 hit points if any attempt is made to destroy it. Each foot added to the initial wall will add 10 to the hit points.

Wards

Range - Touch

Duration - 12 Hours

Wards form a protective square around the person or object needing guarding or protection. An area of 30 square feet may be so guarded. The Wards are formed by four stones created in a preliminary ritual to gain the effect. Only the caster may take down the Wards, although they may also be dispelled.

The Wards act as a Counter-magic and Blast. Any magic point going either way through the line must overcome a POW 1 Counter-magic. Any object crossing the line from either direction receives a POW 1 Blast. Each extra level adds 10 feet to any dimension or another level of Counter-magic and Blast. The spell must be successfully cast to set up the wards and successfully cast again to take them down.

SORCERY

Sorcery invokes supernatural effects on the physical world through complex occult formulas, formalized as spells. When your character says the required words to activate a sorcery spell, the specific type of magic energy is released and has the desired effect.

Unlike Wizardry, described previously, sorcery spells always work, though they may not be able to overcome the target's resistance. Rarely is a roll required to activate the spell, and there is no need for any special targeting. Generally, the only chance of failure for sorcery spells is if the target's relevant characteristic (usually POW) cannot be overcome on the resistance table.

Sorcery is more demanding in POW. A POW of 16 or better is needed to cast sorcery spells.

character's Intelligence (INT) characteristic is equal to the maximum number of spells he or she has immediate access to. Sorcery spells are cast from the spells your character has in his or her memory. If you want your character to cast some sorcery spell not in memory, he or she must first dismiss some other sorcery to make room.

A human character can remember levels of individual spells up or equal to his or her INT. Each bound demon and bound elemental also counts against this limit. Bound magical items are independent of the INT limit, and do not count against this total. Some races have additional capacity for spell memorization a character cannot automatically cast any spell he or she knows. Spells must be in memory before being cast.

You should note on your character's character sheet what spells are in memory and which spells are in his or her grimoire, perhaps keeping these lists separate from each other to prevent confusion.

The character sheet provided with this game has adequate space for powers, so the front of the sheet is the best place for "ready" spells and the back of the sheet can serve as your character's grimoire.

Sorcery spells always take 10 ranks to cast.

To ready sorcery, your character's grimoire should be available and the relevant spell must exist in his or her grimoire. The process of bringing any sort of sorcery spell into memory is called readying a spell. Removing a sorcery spell from memory is called dismissing a spell. This is done as often as you would like: sorcery users are often choosing their spells based on a particular set of requirements, based on what they plan to do in the immediate future.

Sorcery Spell List

The number in parentheses after the name is the number of levels the spell has. If the number is a range, the spell's level is variable, and players can choose how many levels of the spell their characters have in memory and are able to cast. The spell's level is also the requisite power points to cast it.

Range - This is either Self (caster only), Touch (caster or anyone or anything he or she can touch physically), Sight (anything in the physical line of sight, not relayed by mechanical devices like cameras), or some other definition of distance.

Duration - Unless otherwise stated in the description, sorcery spells last the current number, at the time of casting, of POW the caster has available in turns.

A description of the sorcery spell's actual effects in the physical world, with any game effects quantified where needed.

Bird's Vision (1)

Range - Sight

This spell allows your character the ability to control the direction of one bird's field of vision and share in that creature's vision from its vantage point. The bird (or birdlike creature, at the gamemaster's discretion) chosen for this spell must be within your character's eyesight, though once cast, if the bird is lost from view, the spell continues to have effect and lasts as long as the spell's duration. If no bird is present when the spell is cast, it simply does not work. The gamemaster should tell the player beforehand that there is nothing to cast the spell on.

Bounty of the Sea (4)

Range - Sight

This spell causes a sudden torrent in a room or within a small portion of open space. The water continues to cascade into the area for the duration of the spell. By its end, enough water has fallen from nowhere to fill an average room (gamemaster's discretion). Once the spell ends, the water stays and behaves naturally, draining or remaining as appropriate. If your character is very far from a natural body of water, he or she must make a successful Luck roll before the spell can take effect. This spell is a prerequisite to be able to summon water elementals with the Summon Elemental spell. This spell can be negated by a casting of the Gift of the Earth spell on the same area. This spell can also be cancelled by a 4-point Undo Sorcery spell, but any water already summoned into the area by the spell does not disappear.

Brazier of Power (4)

Range - Touch

This spell lets your character create a reservoir of personal power points to draw upon when summoning more powerful entities or casting a large number of spells. Brazier of Power is incompatible with Chain of Being, and if one is cast on a character, the other will have no effect. Traditionally, the focus for the reservoir is usually a large brazier, but it could be any sturdy, solid place or thing. As examples, a large rune inlaid in a floor, a statue, a column of a building, etc.

would all suffice for this spell. If the focus is moved or destroyed, the attunement is lost, and a new focus must be established from scratch. The first time Brazier of Power is cast, the casting character must sacrifice 4 power points and 1 permanent point of his or her POW characteristic, to attune the focus. Once this is successful, your character can store up to all of his or her remaining power points in the focus. The

focus accepts new power points at any time up to the maximum of your character's POW when the focus was created (after the sacrifice). For example, if your character's POW was 17 after the spell was complete (down 1 point from the original 18), he or she can store up to 17 power points in the Brazier of Power at any time.

Whenever your character wishes, he or she may sacrifice the stored power points in the Brazier of Power, along with any he or she has regenerated. The power points in the focus are always the first spent.

For example, Kallistor has POW 18 and 18 power points. He places a large iron brazier in his laboratory and casts Brazier of Power, sacrificing 4 power points and 1 POW—they decrease to 14 and 17, respectively. Kallistor stores all 14 of his remaining power points in the brazier, and falls unconscious for an hour. One day later he performs a variety of magic tasks, drawing from his brazier and his own power points. He spends a total of 28 power points (14 from the Brazier of Power and 14 of the 17 he has regenerated), but doesn't spend them all, to avoid falling unconscious again. To refill the Brazier of Power, Kallistor waits a day to regenerate his power points, and then sacrifices 16 power points into the brazier, keeping 1 to remain conscious. The next day, all of Kallistor's power points have regenerated. He now has 17 power points in himself; and 16 more in the Brazier of Power; a total of 33. If he transfers 1 more power point into the brazier, in an hour he has 34 power points ready to use: 17 in the Brazier of Power and 17 of his own (he has regenerated the lost power points in the hour).

The sorcerer must be in physical contact with the Brazier to draw the power points from it. Only the creator of the Brazier of Power can use the power points directly, however, if he or she has another means of transferring power points from him- or herself to another character, the relevant power points must first be drawn from your character, then from the Brazier of Power. To make a focus of greater capacity, your character must cast the spell again, sacrificing another point of POW and the relevant power points. In this fashion, a Brazier of Power can become an immense reservoir of power points for a caster to use. Most serious spell-casters tied to a particular location (such as the priests of a god) will use Brazier of Power in the lair or sanctuary.

Breath of Life (1)

Range - Touch

This spell allows your character to breathe normally if he or she is underwater or in some other similar medium. At the gamemaster's discretion, a successful Agility roll may be required to get the spell off beforehand if suddenly immersed. This spell allows your character to speak normally while underwater, as well.

Chain of Being (4)

Range - Touch, Sight, etc.

This spell allows up to eight individuals to pool their power points into a single shared resource, a useful practice when summoning or binding a demon or elemental, or casting some mighty spell beyond the reach of a single character's power points reserve. The participants in the spell must be linked by touch; usually they hold hands in a circle. The circle must be maintained while the power points are being spent on any casting. Only a single casting of Chain of Being is needed per summoning.

Only your character needs to know this spell for it to work, and the 4 power points spent to cast the spell must come from your character. Any power points spent in excess of those 4 points are drawn as uniformly as possible from each participant, starting with your character. If a participant accidentally drops to 0 power points, the chain is broken, the spell ends, and the power points are lost. This spell is incompatible with Brazier of Power. If the summoned creature (demon, elemental, etc.) is bound, the participants hold it in common, and must agree upon the action or actions it takes. If they cannot agree after it is bound, the summoned creature does nothing. If its service needs to be negotiated or bargained for, only your character needs to make these skill attempts or offer the terms.

Cloak of Night (1-4)

Range - Touch, Sight, etc.

When cast upon a character, each level of this spell increases the target's Hide skill by +20%, cumulative, for the spell's duration.

Curse of Sorcery (4)

Range - Touch

With a successful POW vs. POW resistance roll, your character can endow part of the target's body with some gruesome or demonic quality of his or her choice, such as being extra warm to the touch, slimy, always wet, scaly, extra hairy, warty, multicolor, etc. With a second successful POW vs. POW roll, the targeted body part takes on the appropriate physical appearance of a

tentacle, a crab leg, a bird's wing, an insect feeler, etc. though the appearance is solely cosmetic—no bonuses or abilities are conferred by this curse. If the affected body area is visible, it may cause a loss of 1D3 points of APP while the spell is in effect. The spell's effect ends when the original caster dies. This sorcery spell can only be cast once upon a single target while it is in effect, though it can be repeated if the spell's duration has ended. Casting this spell may cause the sorcerer to gain Allegiance points for any force emphasizing cruelty or chaos.

Flames of the Sun (4)

Range - Sight

This spell causes a mass of floating fire to appear in and hang in any position within line of sight of your character. The fire burns without fuel for the duration of the spell. The churning flame measures about three meters across, and is hot enough to ignite adjacent materials, as any fire can, doing 1D6+2 fire damage per round. This spell must be known before fire elementals can be summoned or invoked with the Summon Elemental spell. This spell can be negated by the spell Wings of the Sky cast on the area it affects. A 4-point Undo Sorcery will dispel this spell; if so, any flame present will fall to the ground and behave naturally (smoldering, perhaps catching twigs and brush afire, etc., at the gamemaster's discretion).

Fury (1)

Range - Touch

This spell induces a furious, berserk rage in the target, making him or her fight recklessly and with savage abandon. You can cast this on yourself or another target. If successful, the recipient of the spell will begin to fight and to fight unceasingly for the spell's duration.

If the target is unwilling, you must make a successful power point vs. power point resistance roll comparing your current power points (not your maximum power points). The target of the spell is always able to choose who he or she wishes to attack.

The spell increases the number of attacks that the maddened character can choose to make in each round by one additional attack (above and beyond those allowed by skill). The extra attack will be made on the last DEX rank of the round (or strike rank, if that optional system is used). The spell does not add skill percentiles or increase damage done.

This spell lowers the natural instinct for self-preservation, and reduces the targeted character's skill ratings for any dodges or parries in the round by 30%, in addition to any other modifiers such as for additional actions. The furious character ignores any unconsciousness stemming from a major wound. A fatal wound is still fatal to the enraged character, but he or she attacks until the

end of the round of death, striking blows while technically dead, and then finally keeling over at the end of DEX rank 1.

During this fury, the character can only take actions directly related to the most immediate form of combat. No magic, no healing, etc. The game-master decides whether an action qualifies as a combat action or otherwise.

Gift of the Earth (4)

Range - Sight

This spell causes a mass of dust, soil, and sand to suddenly appear and accumulate quickly in a small room or small area of open space. When the duration of the spell ends, the spell will have transmitted more than 60 cubic meters of new earth, enough to fill an ordinary room. This spell must be known before earth elementals can be summoned or invoked using the Summon Elemental spell. The use of Undo Sorcery 4 defeats this spell; though any earth that has already arrived will remain. The Bounty of the Sea spell will negate Gift of the Earth if cast on the same area. If you are far out on a body of water, in the sky, or in space, you also may need a successful Luck roll to complete the spell.

Heal (2)

Range - Touch

This spell immediately adds 1D3 hit points to the target's current total, up to his or her maximum hit points. This spell can be cast once per wound. Additionally, you can use this spell to treat a wound that has already been treated by First Aid, and both will improve hit points if successful. This spell is often used in tandem with First Aid by some healers.

Liken Shape (4)

Range - Touch

This spell allows your character or his or her target to assume the visual aspect of another human or natural creature. The character affected by the spell temporarily takes on the new shape and corresponding attacks for the duration of the spell, but must retain his or her original SIZ as well as any applicable characteristics. Essentially, this spell allows a change of physical appearance and the ability to use physical characteristics.

For example, if your character chose to become a canary, the resulting bird would be improbably large, but would have a correspondingly powerful beak attack (due to his or her humansized STR and SIZ bonus to damage). If your character chooses to Liken Shape into a bear, he or she would

be quite small and weak as far as bears go. It is up to the game-master to determine what aspects of a being's abilities are natural and can be assumed with the spell, but if it does not involve a physical attack of some sort or has a magic origin it cannot be duplicated by the spell.

The spell allows duplication of another living being that your character has at least seen briefly. Based on his or her familiarity with the subject, any subterfuge related skills involving the disguise become Easy (double normal chance).

The spell is negated if the disguised character has physical contact from an actual creature of the species being imitated, or the original being duplicated touches the character.

Make Fast (1)

Range - Touch

This spell causes one specific item of roughly hand size or less to stick fast to one other thing, and they cannot be separated by any normal means short of destruction of one or both items. This spell does not work on living or dead flesh, or on enchanted or otherwise magic items.

Make Whole (3)

Range: Touch

This spell mends some broken thing, a weapon or wagon, for example, but nothing of size and bulk much greater than that of a wooden wagon or a length of wall around the same SIZ (around 50). The target item should be comprised mostly of the same material or a limited number of materials (a brick wall is fine, a car is too complex). The game-master determines if an item is too complex or composed of too many types of material for the spell to have an effect.

The duration of this spell is longer than normal, lasting for 1D6 hours, Furthermore, if your character makes a successful Luck roll immediately after casting the spell, the effect is permanent and the item is restored as if new. This spell does not work on living tissue, or on supernatural creatures, magic items, or other types of magic enchantments.

Undo Sorcery 3 will end this spell.

Midnight (1)

Range: Sight

This spell creates an irregular cloud of absolute darkness in an area roughly that of a small room, about four meters on each side. Normal human vision does not work within this area until the spell ends. Otherwise, there is no other effect. If your character wishes, he or she can move the

darkness about by grasping it. Only your character can move it in this manner.

Undo Sorcery 1 will remove this spell.

Moonrise (1)

Range: Touch

This spell causes a ball of light 1/2 meter across to appear and float in the air, glowing sufficiently enough to brightly illuminate a room. If your character wishes, he or she can grasp the ball of light and move it about. Only your character can move it in this manner.

Undo Sorcery 1 will cancel this spell.

Muddle (1)

Range: Sight

If your character succeeds in power point vs. power point resistance roll (current values, not totals), this spell disorients the target enough that he or she cannot cast spells or carry out coordinated plans. However, the target continues to be able to defend him- or herself and move by his or her own volition.

If your character succeeds in a Difficult Luck roll, he or she can momentarily convince the target of something as if using the Fast Talk skill. The command or misinformation must be spoken aloud, and the target must be able to understand the language being spoken.

The target can attempt to break it once each combat round if he or she can make a successful Idea roll (to realize your character's influence). If this roll is successful, the target can attempt a power point vs. power point resistance roll. Both rolls must be successful for the target to break free. The nature of the spell requires that the Idea roll be made each round, but once the target is free from the spell, no further rolls are required.

Pox (1)

Range: Sight

This spell attacks the target's power points, weakening him or her magically. When this spell is cast, your character must overcome the target with a successful power point vs. power point resistance roll (current power points, not total).

If successful, the target loses 1D6 power points from his or her current total; those lost points will regenerate normally. A character reduced to 0 power points will immediately fall

unconscious. For the remainder of the round in which this spell goes off, the target cannot cast any sorcery spells.

If the resistance roll is successful the spell has no effect and the target's power points are not removed.

Rat's Vision (1)

Range: Touch, Sight, etc.

Like Bird's Vision, this spell allows your character to share in and control the vision of one rat, mouse, or similar rodent (or rodent-like animal), chosen from within eyesight. If the target animal is lost from view, the spell continues for the rest of its duration, and can be extended with subsequent castings of the same spell. If no rodent is present when the spell is cast, it simply does not work. The caster will know beforehand if there is no creature available to cast the spell on.

Refutation (1-4)

Range: Self

This spell allows your character to defend him or herself against the Undo Sorcery spell. It can be cast in the same round as Undo Sorcery during the Powers phase, and will activate at the beginning of the next round.

Your character should match his or her levels of Refutation against any levels of Undo Sorcery being cast on the resistance table. If Refutation wins, the power points spent in Undo Sorcery are lost and the spell has no effect. If Undo Sorcery wins, Refutation has no effect, and the Undo Sorcery spell continues to work as if unaffected, negating as many more levels of sorcery as appropriate.

If Undo Sorcery is able to attack more than one sorcery spell, you can choose the type of spell to negate from the list at the beginning of this chapter, but you cannot specify the precise spell.

Sorcerer's Armor (1-4)

Range: Touch

The spell is specific to the character it is cast on. This spell should be treated as the last resistance encountered before the target of an attack loses hit points. Using fixed armor values, the Sorcerer's Armor spell simply counts as a second set of armor to the protected character's total armor value. For example, a character wearing 3-point leather armor with Sorcerer's Armor 2

cast on him or her will first subtract 3 points of damage from any successful attack for the leather armor, then will subtract another 2 points for the spell. For variable armor values, this spell increases the value of the number rolled by +1 per level of the spell cast, up to the maximum of the armor.

For example, a character is wearing leather armor with 1D6 points of protection and Sorcerer's Armor 2 cast on him or her. If attacked successfully, he or she will roll 1D6 for the leather armor's protection, and will then add +2 to the result, up to a maximum of 6 points of armor protection to be subtracted from the attack.

Sorcerer's Beauty (1–3)

Range: Touch

This spell allows your character to increase his or her APP characteristic by 3 points per level of the spell, thus adding 3, 6, or 9 points to APP for the duration of the spell. This increase also temporarily increases the character's distinctive features and Charisma roll.

If your character casts Sorcerer's Beauty 3 for the maximum increase of 9 points, the gamemaster rolls D100. On a result of 00, the sorcery becomes permanent and those points are permanently added to the APP characteristic of the targeted character. However, after that, the spell does not affect the character any more, and he or she becomes unable to cast it again. In recompense, the character with the newly-increased APP characteristic must now permanently subtract 9 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (characteristic rolls, characteristic modifiers, etc.).

Sorcerer's Bulwark (1–4)

Range: Touch

This spell adds the levels of the spell into the armor protection value of shields and any objects used as shields. Each casting of the spell must be on a single shield or shield-like item.

Sorcerer's Ear (1)

Range: Sight

This spell allows two speakers to whisper to each other across a visible distance. The space between them should be line-of-sight: intervening walls, boulders, forests, etc. will negate the spell. Your character specifies the second party to the conversation when the spell is cast. Any characters standing near one of the two involved parties hear only that character's portion of the conversation. The involved characters will hear each other perfectly well, however. This spell can be used against enemies, and no resistance roll is allowed to prevent its effects.

Sorcerer's Eye (1)

Range: Sight

This spell allows your character to see something or everything twice as close as it is. While the spell is active, each additional casting of this spell cumulatively doubles the closeness, allowing for greater magnification.

Sorcerer's Hammer (1–4)

Range: Touch

This spell can be cast on a single blunt weapon, like a staff, club, mace, hammer, etc. The spell's effects only apply to blows from blunt weapons; if cast on an edged or pointed weapon, it does not have any effect, or will only apply to blunt use of the weapon, such as an attack from a sword's hilt having the effect, but the blade remaining unaffected.

Each level of the spell increases the damage roll result by +1 for any appropriate weapon, up to the maximum damage possible using that weapon. This does not take into account a wielder's natural damage bonus. The spell bonus is only applied to the weapon's natural range of damage, with the character damage bonus being applied separately (and receiving no bonus itself).

Sorcerer's Leap (1–4)

Range: Touch

Each level of this spell increases your character or the target's Jump skill by +20%, cumulative, for the duration of the spell. The distance your character can jump also increases by 1 meter for each level of the spell.

Sorcerer's Plasticity (1–3)

Range: Touch

This spell allows your character to increase or decrease his or her SIZ characteristic by 3 points per level of the spell, thus adding or subtracting 3, 6, or 9 points to SIZ for the duration of the spell. This increase can also temporarily increase or decrease the character's damage bonus, hit points, and strike rank, as appropriate.

Any hit points lost while this spell is in effect are first removed from the temporary hit points. This spell may affect the character's MOV. The minimum allowable SIZ is 1, so any points in excess of this spell are ignored. The character's clothes and armor (but not weapons) also change SIZ for the duration of the spell.

If a character casts Sorcerer's Plasticity 3 for the maximum increase of 9 points, the game-master rolls D100. On a result of 00, the sorcery becomes permanent and those points are permanently added or subtracted from the SIZ characteristic. However, after that, the spell does not affect the character any more, and he or she becomes unable to cast it again. In recompense, the character with the newly modified SIZ characteristic must now permanently subtract 9 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (hit points, characteristic modifiers, etc.)

This spell can also be cast on insects, birds, and other non-humans.

Sorcerer's Razor (1-4)

Range: Touch

This spell can be cast on a single slashing weapon with a cutting edge or edges, such as swords, axes, etc. The spell's effects only apply to blows from edged weapons; if cast on a blunt or impaling weapon, it does not have any effect unless the weapon is used in a slashing fashion.

Each level of the spell increases the damage roll result by +1 for any appropriate weapon, up to the maximum damage possible using that weapon. This does not take into account a wielder's natural damage bonus. The spell bonus is only applied to the weapon's natural range of damage, with the character damage bonus being applied separately (and receiving no bonus itself).

Sorcerer's Sharp Flame (1-4)

Range: Touch

This spell may be cast upon a single impaling weapon. The spell's effects only apply to impaling weapons, and have no effect if cast upon another type of weapon. Each level of the spell increases the damage roll result by +1 for any appropriate weapon, up to the maximum damage possible using that weapon. This does not take into account a wielder's natural damage bonus. The spell bonus is only applied to the weapon's natural range of damage, with the character damage bonus being applied separately (and receiving no bonus itself).

This spell does not work for bows or slings, but does work on individual arrows, sling stones, and bullets.

If the modified roll results in the maximum damage for the weapon, the tip of the weapon has become red hot and will ignite a flammable target, causing 1D6 fire damage as a result.

Sorcerer's Soul (1–3)

Range: Touch

This spell allows your character to increase his or her POW characteristic by 3 points per level of the spell, thus adding 3, 6, or 9 points to POW for the duration of the spell. This spell does not increase power points, nor does it contribute to training or special response for the POW characteristic (such as temporarily qualifying a character for sorcery use). While in effect, the increase to POW will also increase the Luck roll and will aid in any POW vs. POW resistance rolls, including binding rolls for summoned demons (the point of POW spent to bind a demon must be real, not the temporary POW conferred by the spell).

If the character casts Sorcerer's Soul 3 for the maximum increase of 9 points, the game-master rolls D100. On a result of 00, the sorcery becomes permanent and those points are permanently added to the POW characteristic of the targeted character. However, after that, the spell does not affect the character any more, and he or she becomes unable to cast it again. In recompense, the character with the newly increased POW characteristic must now permanently subtract 9 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (characteristic rolls, hit points, power points, characteristic modifiers, etc.).

Sorcerer's Speed (1–3)

Range: Touch

This spell allows your character to increase his or her maximum MOV by 1 per level of the spell while the spell is in effect. The spell can be cast on another species, such as a horse. Sorcerer's Speed does not affect DEX.

If a character casts Sorcerer's Speed 3 for the maximum increase of 3 points, the game-master rolls D100. On a result of 00, the sorcery becomes permanent and those points are permanently added to the MOV characteristic of the targeted character. However, after that, the spell does not affect the character any more, and he or she becomes unable to cast it again. In recompense, the character with the newly increased MOV characteristic must now permanently subtract 3 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (characteristic rolls, hit points, power points, characteristic modifiers, etc.).

Sorcerer's Strength (1–3)

Range: Touch

This spell allows your character to increase his or her STR characteristic by 3 points per level of the spell, thus adding 3, 6, or 9 points to STR for the duration of the spell. This increase can also temporarily increase the character's damage bonus and Effort roll.

If a character casts Sorcerer's Strength 3 for the maximum increase of 9 points, the game-master rolls D100. On a result of 00, the sorcery becomes permanent and those points are permanently added to the STR characteristic of the targeted character. However, after that, the spell does not affect the character any more, and he or she becomes unable to cast it again. In recompense, the character with the newly increased STR characteristic must now permanently subtract 9 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (characteristic modifiers, etc.).

Sorcerer's Suppleness (1–3)

Range: Touch

This spell allows your character to increase his or her DEX characteristic by 3 points per level of the spell, thus adding 3, 6, or 9 points to DEX for the duration of the spell.

Additionally, each level of this spell increases his or her Dodge skill by +6% for the duration of the spell. For example, a cast of Sorcerer's Suppleness 2 adds 6 points to DEX and +12% to Dodge for the duration of the spell. Increasing DEX also temporarily increases the Agility roll and may affect strike rank, if that optional rule is being used.

If a character casts Sorcerer's Suppleness 3 for the maximum increase of 9 points, the game-master rolls D100. On a result of 00, the sorcery becomes permanent and those points are permanently added to the DEX characteristic of the targeted character. However, after that, the spell does not affect the character any more, and he or she becomes unable to cast it again. In recompense, the character with the newly increased DEX characteristic must now permanently subtract 9 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (characteristic rolls, hit points, power points, characteristic modifiers, etc.).

Sorcerer's Sureness (1–4)

Range: Touch

Each level of this spell will increase the effectiveness of the target's Stealth skill by +20%, cumulatively, for the duration of the spell.

Sorcerer's Talons (1–4)

Range: Touch

This spell increases the damage roll results for a single weapon that augments an attacker's hand such as brass knuckles or the cestus, or it increases the damage done with the Brawl or Grapple skills. Each level of the spell increases the damage by +1. As with other such spells, Sorcerer's Talons will not increase the damage above the weapon or skill's maximum. This does not take into account a wielder's natural damage bonus. The spell bonus is only applied to the weapon's natural range of damage, with the character damage bonus being applied separately (and receiving no bonus itself).

The spell needs to be cast on a single target and cannot be stacked—if the target has the spell cast on him- or herself, it does not affect any hand-weapons he or she is using, and if it is also cast on an appropriate hand weapon, the bonus to damage is not applied twice.

Sorcerer's Vitality (1–3)

Range: Touch

This spell increases the target's current CON characteristic by 3 points per level of the spell cast. For example, casting Sorcerer's Vitality 3 on a character will increase his or her CON by 9 points for the duration of the spell. Increasing CON temporarily also increases hit points for the duration of the spell and aids in fighting off certain poisons, diseases, etc., as well as increasing the associated Stamina roll. Other systems affected by this include any characteristic bonuses.

If any damage is taken while this spell is in effect, the extra hit points are the first to go. It is impossible to die while Sorcerer's Vitality is cast upon a target, but a target with 0 or negative hit points is unconscious and cannot act. Further attacks against the character continue to accrue negative hit points, and may result in the loss of limbs or other major wounds. Once the spell's duration ends, however, the character dies immediately if successful measures were not taken to restore his or her health to a positive hit point total. The effects of any major wounds or limb loss are still in effect, unless otherwise treated successfully.

If your character casts Sorcerer's Vitality 3 for the maximum increase of 9 points, the game-master rolls D100. On a result of 00, the sorcery becomes permanent and those points are permanently added to the CON characteristic of the targeted character. However, after that, the spell does not affect the character any more, and he or she becomes unable to cast it again. In recompense, the character with the newly-increased CON characteristic must now permanently subtract 9 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (characteristic rolls, hit points, power points, characteristic modifiers, etc.).

Sorcerer's Wisdom (1-3)

Range: Touch, Sight, etc.

This spell increases the target's current INT characteristic by 3 points per level of the spell cast. For example, casting Sorcerer's Wisdom 3 adds 9 points to INT and increases the associated Knowledge roll by +45%(9 x 5 = 45) for the duration of the spell.

If your character casts Sorcerer's Wisdom 3 for the maximum increase of 9 points, the game-master rolls D100. On a result of 00, the sorcery becomes permanent and those points are permanently added to the INT characteristic of the targeted character. However, after that, the spell does not affect the character anymore, and he or she becomes unable to cast it again. In recompense, the character with the newly increased INT characteristic must now permanently subtract 9 points from his or her other characteristics, in any combination, and make relevant adjustments to any values calculated from those characteristics (characteristic rolls, characteristic modifiers, etc.)

Summon Demon (1)

Range: Self, Sight

This spell contains the key phrases that open a pathway of communication to the other planes (or hidden places within this plane), allowing communication with a demonic entity, and the ability to bring it forth into your character's home plane.

Usually, demons have a general name and a true name. The former is the one the demon is summoned under, the latter is a closely-guarded secret as it gives power over the demon.

The actual spell is relatively short, but the listing of the requirements of the demon to be summoned, and the negotiation with the individual demonic entity takes 1D8 hours to do correctly. Unlike other sorcery spells, summoning a demon costs 9 power points, paid when the demon appears. Alternately, at the end of the 1D8 negotiation, your character may attempt to bind the demon to his or her service.

Binding a demon for a period of service costs your character 1 point of permanent POW, or 3 points of permanent POW to permanently bind the demon into an object. To attempt to bind a demon, you must roll your POW (before the permanent POW loss) vs. the demon's POW in a resistance roll. If you succeed, your character now owns his or her own demon. When a demon is bound, your character can control its actions. If the roll fails, the demon escapes and will never again deal with your character. Typically, your character is limited to his or her INT in D8s of demon POW, just as if were a spell. For example, a POW 3D8 demon counts as 3 levels of INT that your character cannot fill with sorcery spells.

Several types of bindings exist. A demon can be bound into the flesh, appearing as it does in its home plane; or it can be bound into an object or place. An ordinary binding lasts as long as your character lives or until he or she dismisses the demon. Permanently binding a demon is a special way to create a unique item or place with demonic powers and qualities that will last long after your character dies, or until the object or place is destroyed.

A bound demon responds only to its binder. If the demon is bound in an object, that object will appear and function as ordinary to anyone except the binder. If a binding object is broken, the demon dies. If the binder dies, then the next person to touch the item becomes the binder.

Following are some general rules regarding demons:

A bound demon counts against your character's INT limit of memory, even if the demon is sent to another universe.

If bound into an object, the demon might be within an amulet, a ring, a wall of stone, sword, etc. It retains only its abilities and its INT, POW, and other characteristics necessary to its abilities or skills. In all other things the demon and the object in which it is bound are equivalent.

The demon cannot move from the object until it is dismissed.

Once bound, a demon surrenders its true name to the summoning character. If the demon's true name is known to your character, he or she can dismiss it, and then summon it again to bind it once more. The demon is now a known quantity and its dice in POW do not count against the memory INT limit.

If your character knows the demon's true name, he or she can keep it bound, send it to its home plane, and then call it back. The process takes one combat round. In this way, a demon that is already bound and on another plane can reappear in a matter of seconds. Holding a demon in this way counts against the INT limit to memory. The demon appears through some focusing object touched by your character (your choice as to what the item is), and seems to emerge from it. The focusing object must be visibly marked with some sigil or item to specify its nature.

If your character bound the demon, he or she can dismiss it at any time. This eliminates the binding, takes 1D6 minutes, and costs no power points. The demon slowly evaporates in steam, smoke, and flame, and disappears. The binding party retains knowledge of the true name, but the demon is removed from the INT limit to memory. A dismissed bound demon departs the object in which it has been bound. If it is later summoned again, it appears in its natural form and is not bound into the object. However, it can be bound again into the same object, place, or shape.

There are four ways to break an ordinary binding: you can dismiss the demon if you summoned it; you can kill the demon; you can kill the sorcerer who bound the demon; or you can learn the demon's true name and successfully rebind it.

A permanent binding cannot be destroyed except by destroying the object the demon is bound into. A bound demon that has been mistreated or whose needs have been neglected may be persuaded to reveal its true name to a second person. It will seek to be dismissed by that second person in exchange for some negotiated task. Since it may be immortal, a demon can afford patience. It will not casually give its true name to someone if it does not suspect that it will achieve its freedom.

Summon Elemental (1)

Range: Self

This spell contains the key phrases that open a pathway of communication with various elemental planes of existence, or allow speech to elemental spirits in your Summoning creatures from other planes can greatly increase a sorcerer's might. Game-masters might occasionally throw a very powerful demon or elemental at sorcerers who bind too many creatures. Though the spell itself is relatively short, the listing of the requirements for the particular elemental requires 1D8 combat rounds to do correctly. Additionally, in order to be able to cast this spell, your character must know the spell linked with the particular element desired—these spells are Bounty of the Sea, Flames of the Sun, Gift of the Earth, and Wings of the Sky. Simply knowing these spells is enough: they do not need to be cast for the Summon Elemental spell to work. More types of elementals exist, and can be summoned if their particular spell is known.

Unbreakable Bonds (3)

Range: Touch

Any living thing this spell is cast upon will be seized and held as if bound by invisible chains of great strength. The person or thing being held cannot significantly move any limb, finger, tentacle, tongue, etc., as long as the spell's effect lasts. This spell will only work on living beings, so it has no effect on undead, robots, or vehicles, though it affects aliens or animals.

The target can attempt to break the Unbreakable Bonds spell once per combat round by succeeding in a resistance roll of his or her STR vs. the sorcerer's current power points. If successful, the Unbreakable Bonds are broken. If unsuccessful, the target can try again next round. A 3-point Undo Sorcery spell can cancel Unbreakable Bonds.

Undo Sorcery (1–4)

Range: Touch

Each level of Undo Sorcery cast on another spell or spell-affected item can negate 1 level of Unbreakable Bonds, Bounty of the Sea, Flames of the Sun, Fury, Gift of the Earth, Liken Shape, Make Fast, Make Whole, Midnight, Moonrise, Muddle, Pox, Refutation, Wings of the Sky, or Witch Sight. If the levels of Undo Sorcery are lower than the spell it is cast upon, the levels of Undo Sorcery are subtracted from the ongoing spell, weakening it but otherwise allowing it to remain in effect.

Ward (3)

Range: Touch, Sight, etc.

As this spell is cast, your character must walk and define a line of 15meters or less in length, or a circle of 15meters or less in diameter. Afterwards, your character will become automatically aware the first time any enemy crosses the line or enters the circle. Once the spell is cast, it is ready to go but does not actually activate until the line is crossed. No further effort is required to maintain the spell, and for a little-traveled path or area, it might take years before anyone sets it off and alerts your character.

The use of powers such as the Witch Sight spell or other means of detecting sorcery or magical emanations will identify a Ward.

Undo Sorcery 3 will eliminate a Ward.

Wings of the Sky (4)

Range: Sight

This spell causes a mass of air to suddenly appear in a small room or small open area for the duration of the spell. The howling region of air has a wind force of STR 2d6+6; those caught in it must succeed in a difficult Agility roll to remain standing. This spell must be known before air elementals can be summoned or invoked using the Summon Elemental spell. Undo Sorcery 4 can negate this spell, but any air that has arrived will remain. Flames of the Sun can cancel this spell if cast upon the same area.

Witch Sight (3)

Range: Self, 100 meters of sight

Your character learns the approximate strength of a target's POW characteristic, defined as one of the following (compared to your character's POW):

Much Stronger Than Me (more than double your character's POW)

Stronger Than Me (up to double)

Equal To Me (within one or two points)

Weaker Than Me (down to half)

Much Weaker Than Me (less than half)

The spell can be canceled by or shielded against by Undo Sorcery. During the spell's duration, your character can also see emanations from any invisible beings, elements, and spirits, and can follow or trace where sorcerous entities have recently passed. This spell works to detect characters made invisible through technology or another type of power (basic magic, psychic, super, etc.)

Witch Sight is almost always used in summoning demons or elementals. If your character is using the Summon Demon spell and has cast Witch Sight on him or herself, the game-master rolls the number of D8s you specified for the demon's POW, and tell you the demon's relative POW. Without using the Witch Sight spell you risk summoning an unbindable demon. Similarly, if an artifact or magic item has an intelligent being like a demon or an elemental bound within it, you can use the Witch Sight spell to mentally converse with the being in the object, providing it is able and willing.

This process takes a full day of studying the artifact and requires a successful roll of POW x 1 or less, but does not require the Witch Sight spell to be cast until the actual moment when communication is desired. The game-master tells you whether your character has succeeded in the adequate time for study and if the POW x 1 roll is successful. The game-master does not need to inform you ahead of time if the being inside the artifact is able to or willing to communicate, or if a particular language skill is required to communicate successfully.

Magic BRP/54.

Equipment and Money.

CAMPAIGN 3

Money is broken down into a few basic coins:

Brass Half Penny - Small Copper Piece - 1/2 CP

Copper Penny - Copper Piece - 1 CP

Silver Crown - Silver Piece - 1 SP - 10 CP

Gold Sovereigns - Gold Piece - 1 GP - 10 SP

Gold Pound - Large gold Piece - 5 GP - 50 SP

Copper Pennies, Silver Crowns and Gold Sovereigns weigh 1/3 Ounce Each. So, 50 coins make up a pound.

50 Silver Crowns is 1 pound of silver, that is why a 5 GP coin is called a pound - it is worth 1 pound of silver. The Pound coin itself weighs only 2 Ounces.

The average townsman makes about 3 Crowns per day. That means 180 crowns per week. 9360 crowns per year. 93 Sovereigns 6 crowns per year.

Peasants living on farms do not require the same amounts of money as the townsmen. They are given most of what they need by the Lord of the Manor. Other items are made on the farms. A peasant farmer would be lucky to see 3 crowns a month.

The costs of items given are for average quality bought in a sizeable town - Southkeep is a good example.

These prices reflect the goods available in towns like Southkeep, Nikford, Millhold and Strahbourg. Prices will be slightly higher in towns like Aberwyvern, Oerfield and Toll - these towns are in war zones.

These are very basic items. If a character needs something that is not on the list, like a mandolin, then find the closest item and use the price as a guide. In our example, a guitar would be like a mandolin.

Clothes

Undertunic	1Cr
Leggings	3Cr
Breeches	3Cr
Tunic	1Cr
Doublet	4Cr
Jerkin	4Cr
Vest	3Cr
Jacket	4Cr
Cloak	3Cr
Robes	2Cr
Scarf	1Cr
Belt	1Cr
Gloves	1Cr
Cap	2Cr
Cowl	3Cr
Peasant Hat	2Cr
Traveller's Hat	4Cr
Noble Hat	1GS
Slippers	2Cr
Sandals	1Cr
Boots	3Cr
Riding Boots	12Cr
Hobnailed Boots	10Cr

Specialty Clothes

Apron, Cloth	1Cr
Apron, Leather	5Cr
Cloth Gloves	2Cr
Leather Gloves	4Cr
Leather Breeches	5Cr
Leather Jerkin	6Cr
Beef Jerkin	5Cr

Traveling equipment

Backpack	7Cr
Croulder Bag	5Cr
Small leather belt bag	3Cr
Leather Bag	4Cr
Cloth Sack	3Cp
Basket	3Cp
Clay Jug	1Cp
Wooden Bucket	2Cr
Stoppered Glass Bottle	7Cr
Wineskin	3Cr

Equipment and Money/58.

Saddle	3Gs
Blanket	1Cr
Flint and Steel	3Cr
Torch	1Cp
Lantern	2Gs
Lamp	3Cp
Candle	1/2Cp
Flask Lamp Oil	3 Cp

Crowbar	7Cr
Grappling Hook	3Cr
Fishing Hooks	4Cp
Piton	1Cr
Shovel	8Cr
Pick	2Gs
Iron Nails(10x)	1Gs
Hammer	3Cr
Saw	2Gs
Pliers	2Gs
Tongs	3Gs
Cloth Shears	1Gs
Chain(5ft)	5Gs

Equipment and Money/59.

Plate, metal	3Cr
Plate, wood	5Cp
Cup, Metal	2Cr
Cup Wood	7Cp
Cup, Clay	2Cp
Spoon, Metal	1Cr
Spoon, Wood	3Cp
Iron Pot	2Cr
Bowl, Wood	5Cp
Bowl, Clay	3Cp
Iron Tripod	4Cr

Canvas Tarp	1Gs
Tent	3Gs
10ft Pole	7Cp
50ft Rope	4Cr
Tent Spike, wood	2Cp
Twine 100ft	1Cr
Fishing Line 100ft	2Cr
Fishing Net 10x10	14Cr
Fishing Pole	4Cr
Ladder 10ft	5Cp
Iron Rations 1 day	2Cr

Equipment and Money/60.

Parchment Paper	1Cr
Linen Paper	2Cr
Bottle Ink	3Gs
Quill	2Cp
Writing Kit	10Gs
Paint pot	6Cp
Small Brush	2Cp

Silver Mirror	4Gs
Steel Sewing Needle	3Cr
Steel Lock Picks	15Gs
Lock	13Gs
Manacles	5Gs
Hourglass	5Gs
Merchant's Scale	7Cr

Flute	3Cr
Violin	4Gs
Guitar	2Gs
Trumpet	3Gs
Drum	2Cr
Bell	1Cr
Whistle	1Cp
Metal Signal Whistle	1Cr
Wood Signal Whistle	3Cp

Town Living

Mug of Ale	1Cp
Glass of Wine	2Cp
Mug of Cider	1Cp
Glass of Brandy	1Cr
Mug of Milk	3Cr
1 Night's Lodging	1Cr
Loaf of Bread	1Cp
Cheese	4Cp
Cooked Meat	5Cp
Dinner	6Cp
Townhouse Rental 1 month	4Gs
Uncooked raw food per dinner	3Cp
Servant 1 month	2Gs
Barrel of Ale	2Gs
Barrel of Cider	2Gs
Barrel of Wine	4Gs
Bottle of Brandy	5Gs

Animals

Horse	30Gs
Donkey	3Gs
Dog	8Cr
Cat	2Cr
Bird	3Cp

ARMOR

Armor	Armor Points	Cost
Surcoat	1	2Gs
Leather	2	5Gs
Boiled Leather	3	8Gs
Studded Leather	4	12Gs
Hide	2	4Gs
Ring Mail	5	200Gs
Chain Mail Shirt	6	300Gs
Full Chain Mail	7	400Gs
Scale Mail	6	300Gs
Chain/Plate	7	1000Gs
Plate Mail	8	2000Gs
Full Plate	9	4000Gs
Horse Barding	8	2000Gs
Buckler Shield		5Gs
Small Wooden Shield		1Gs
Small Metal Shield		2Gs
Large Wooden Shield		3Gs
Large Metal Shield		50Gs
Tower Shield		70Gs
Helm	5	50Gs

Weapons

Weapon	Damage	Base Att/ Parry	Type	STR/DEX	ENC/SR	Cost
Fist	1d3	50%	Natural	-	-	0
Grapple	Knockdown	20%	Natural	-	-	0
Dagger	1d4+1	25%	1 Hand Impale	4/4	.5/3	5Cr
Shortsword	1d6+1	20%	1 Hand Impale	5/5	1.0/2	40Gs
Cheap Sword	1d8	15%	1 Hand	9/9	3.5/2	10Cr
Broadsword	1d8+1	15%	1 Hand	9/7	1.5/2	80Gs
Greatsword	2d8+1	05%	2 Hand	14/13	3.5/1	250Gs
Club	1d6	15%	1 Hand	7/4	3.5/1	2Cr
Quarterstaff	1d8	10%	2 Hand	9/9	1.5/1	6Cr
Mace	1d8+2	15%	1 Hand	14/9	2.5/1	5Gs
Maul	1d10	10%	2 Hand	13/7	2.5/1	5Gs
Hammer	1d6+2	10%	1 Hand	11/9	2.0/2	3Gs
Flail	1d10+1	05%	1 Hand	7/6	2.0/2	6Gs
Spear	1d6+1	15%	1 Hand Impale	9/9	1.5/1	5Cr
Pike	1d10+2	15%	2 Hand Impale	11/7	3.5/0	1Gs

Cheap sword breaks on a fumble.

Missile Weapons

Weapon	Damage	Base Att/ Parry	Type	STR/DEX	ENC/SR	Cost
Rock	1d4	45%	Thrown	5/5		0
Sling	1d6	15%	Missile	7/11		3Cr
Javelin	1d8	20%	Missile Impale	9/9	1.5/1	1Gs
Shortbow	1d6+1	05%	Missile Impale	10/9	.5/1	5Gs
Longbow	1d8+1	05%	Missile Impale	11/9	.5/1	10Gs
Crossbow	1d6+2	25%	Missile Impale	9/7	3.5/1/2	150Gs
Heavy Crossbow	2d6+2	25%	Missile Impale	13/7	8.0/1/3	250Gs

Arrow	2Cr
Quarrel	1Cr
Slingstone	2Cp

CAMPAIGN 3

Basic Roleplaying. THE WORLD.

The Land is a very large island. It is isolated, boats can only travel out 60 miles from the shore before being forced to turn back due to sudden storms or other dangerous obstacles.

The Land was once very populous and very advanced, but the various nations fought a war using troops and magic, which devastated everything. The survivors of that war have created isolated kingdoms over the last two hundred years.

Our adventure begins on the North Coast in an area bounded on the south by mountains and the east and west by dense forests. Mountains and forests are all but impassable due to the hostile creatures living there.

Overall The Land is green and idyllic. The human population is over ten thousand, while several other races have small settlements including Dwarves, Elves, Munchkins and Hobbits. These other creatures rarely mingle with humans. They all live in an early iron age agrarian society.

The land is divided into three kingdoms; **Mordovia**, **Avermonde**, and **Bellore**. Each kingdom is further divided into various duchies, counties, baronies and shires. Each kingdom is a feudal system, although there are ways for peasants to become nobility.

The three kingdoms compete for the finite amount of land and resources in the land.

While there were several languages spoken on the North Coast in ages past, today, Common is the universal language. Certain scholars are still familiar with the old languages.

MAGIC

There are two primary schools of magic: sorcery and wizardry.

Sorcery is taught by master sorcerers who only take on a very few apprentices at a time, and jealously guard their secrets. The most powerful sorcerers are members of the mysterious Order of Sorcerers.

Wizardry is taught at large Colleges and Universities, there are two colleges and there is one University on the North Coast. Wizards are generally much more open with each other. When they graduate, they are members of the Brotherhood of Magicians.

The Colleges of Wizardry are:

Eldervale College - Mordovia
College of Wizardry at Scrovegni - Bellore
Klampington University - Avermonde

Both Sorcerers and Wizards are much sought after by the rich and powerful on the North Coast. Only humans are trained as Wizards, while occasionally a hobbit or dwarf will be trained as a sorcerer.

Elves, and all other fairy peoples are naturally magical, and need no formal training.

OTHER THAN HUMAN

There are troublesome fantasy creatures on the North Coast, they are just very rare. The most common evil creatures are Kobolds; tiny goblins that raid farms and houses. Occasionally goblins are seen, but fantastic creatures are almost legend.

Dragons have been spotted at the tops of the mountains. They have been directly encountered by wizards and sorcerers trying to fly over the mountains. The encounters always end with a dragon getting dinner.

Humans occasionally encounter fairy creatures like gnomes, fairies, pixies and sprites. While these creatures are rarely malevolent, unless provoked, they are not used to dealing with fragile humans. A careless fairy encounter can mean big trouble for a magically defenseless human.

THE GODS

The religion called Archon, it's followers called Archites, is a mild variation of the Greek gods. The names are the same, but functions and priorities are somewhat different than the Hellenic ideal. The religion is very organized, and exclusive on the North Coast.

The only other religion, is a variant that worships the Titans that came before the Greek pantheon. The Chronions are considered evil, and their religion is an underground confederation of cults.

Archon is a highly organized religion with a distinct hierarchy, and exhaustive on-going training for priests.

A new priest, volunteered to join the church, is called a Novice. Novices renounce their worldly wealth, and are trained constantly in the ceremonies and duties of the priesthood.

Novices who successfully complete Novice Training, Deacons. Ten it is up the ladder of promotion; From Deacon, to Vicar, to Priest, and finally Bishop. The bishops of the largest

temples are Archbishops. Priests are the most numerous members of the clergy. A bishop controls a temple. His assistant is a vicar. A vicar is really like a religious intern.

Deacons, Vicars, Priests and Bishops make money from their duties, and rent from church properties.

All the Clergy must obey orders from higher-ups.

Priests may specialize, serving primarily one of the gods.

Zeus	King of the gods. God of thunder and lightning
Hera	Goddess of marriage, family, motherhood and Queen of the gods.
Poseidon	God of the Lake and the rivers, horses and earthquakes
Hestia	Goddess of the hearth and domestic life
Hephaestus	God of magic items, craftsmen, artisans, sculptors, metals and fire
Aphrodite	Goddess of love and beauty
Demeter	Goddess of agriculture, grain, harvest and earth
Hades	God of the Dead, Lord of the Underworld and of the riches found within the earth
Athena	Goddess of wisdom, crafts and defensive warfare
Artemis	Goddess of the Moon, hunting and archery
Apollo	God of the sun (light), music, healing, prophecy, and poetry
Ares	God of war, vengeance, anger
Dionysus	God of wine, agriculture and theater

The Gods watch over the Land from their palace at Olympus, which is somewhere at the top of the mountains.

While a few members of the clergy have the skills to a limited number of spells, their real power lies in the ability to perform ceremonies. These ceremonies are binding, a form of magic in their own right.

Ceremonies can be as simple as a blessing or as elaborate as the festivals of planting and harvest. Weddings fall somewhere in between. These ceremonies bring the recognition of the gods, and

encourage their favor.

Ceremonies cost power. A small amount of power is taken from each participant, typically 1 POW point, and a greater amount is taken from the priest.

Blessing - 1 POW. A few words on behalf of a person place or thing.

Naming - 4 POW. 1 Hour. Gives a person a name that the gods may use and protect.

Wedding - 4 POW. 1 Hour. Just like it sounds.

Funeral - 4 POW. 1 Hour, Again, Self explanatory.

Planting Festival - 32 POW. This takes 4 Days.

Harvesting Festival - 32 POW. Again, 4 Days.

POW is regained normally, through rest.

The more people participating in a ceremony, the more POW is gathered. The gods respond to POW; that is the sacrifice they require.

In this version of the ancient Greek religion, there are no animal or human sacrifices, only POW. Occasionally, priests or heroes will march into a dire situation which means certain death on a particularly noble cause, this is considered a human sacrifice, involving all of the supplicant's POW score. This is a big deal.

Characters:

Characters are standard, with INT x 20 for starting points.

Wizards and Sorcerers get INT x 15 for skills and POW x 5 for spells.

Elves get INT+POW x 10 points to distribute among spells and skills.

Name: _____	Species: _____	Sex: M F
Occupation: _____	Notes: _____	

STR: CON: SIZ: INT: POW: DEX: APP: SOC: _____

HP: _____ (Con+SIZ)/2+POW **Notes:** _____

Skills _____ **RESISTANCE ROLL:** (%) = stat x 5

STR (%)

Climbing(40%) _____

Jumping(25%) _____

POW (%)

Special Ability

CHA (%)

Bluff(10%) _____

Ettiquite _____

Fast Talk(10%) _____

Perform(05%) _____

CON (%)

Running(10%) _____

Swimming(15%) _____

DEX (%)

Throw(25%) _____

Hide(20%) _____

Pick Lock _____

Conceal(15%) _____

Sleight(05%) _____

Sneak(10%) _____

INT (%)

Devise(05%) _____

First Aid(10%) _____

Listen(25%) _____

Lore _____

Mathematics _____

Physics _____

Search(25%) _____

Speak Language

Read/Write Language

Spells

Spells

Weapon Skills

Weapon: _____ Damage: ____ Type: _____ Strike Rank: _____
Attack: _____ % Parry: _____ % Notes: _____

Weapon: _____ Damage: ____ Type: _____ Strike Rank: _____
Attack: _____ % Parry: _____ % Notes: _____

Weapon: _____ Damage: ____ Type: _____ Strike Rank: _____
Attack: _____ % Parry: _____ % Notes: _____

Weapon: _____ Damage: ____ Type: _____ Strike Rank: _____
Attack: _____ % Parry: _____ % Notes: _____

Weapon: _____ Damage: ____ Type: _____ Strike Rank: _____
Attack: _____ % Parry: _____ % Notes: _____

Weapon: _____ Damage: ____ Type: _____ Strike Rank: _____
Attack: _____ % Parry: _____ % Notes: _____

Armor: _____ Points: _____
Notes: _____

Wealth: _____
Equipment: _____

Equipment and Money/71.